

deliver a letter to Middenheim. Wolfgang hands the letter to Markus before gathering his things to leave. In the rush to get moving, Wolfgang accidentally drops the letter he received.

The PCs can pick up the message if they linger after Wolfgang's departure to his flat.

*****Handout #4*****

Change in Plans.

It has come to my attention that agents in the employ of the Knights Panther might be in Bergsburg. I have no idea why they are there or their purpose. It would be best to assume they know of our plan and are making an attempt to stop its success. Our plans must not fail.

It is my will that you make all speed possible to reach our comrades. I am counting on you to ensure the ambush comes off as planned. Kill any who get in your way.

One last thing, inform Baron von Kutenholz to return to Middenheim immediately. I have need of him to plan our next venture.

May Ulric bless our efforts to send the followers of the false god to the abyss.

The Heir

At this point, the PCs have some choices. They can: (1) intercept Wolfgang's message to Middenheim, (2) confront Wolfgang in Bergsburg, (3) ambush him as he is leaving or, (4) follow him to the rendezvous with the Sons and Cult of the Howling One.

Intercepting Wolfgang's message will take some ingenuity, as it requires the PCs to take the letter away from Markus or one of his lackeys. On his way to arrange for Wolfgang's travel needs, Markus finds two of his men and instructs them to take Wolfgang's letter by horse to the Sword and Axe Tavern in the Middenheim's Neumarkt district and pass it to Johann Weissbach, the barkeep.

The PCs could waylay the messengers after they depart from Bergsburg, but this would take away any chance to halt the ambush of Sigmarite priests. Should the PCs find a means to obtain Wolfgang's correspondence, they will find he is providing a status of recent activities. He will also supply a description of the PCs should they have been less than successful in avoiding detection. The exact language of the communiqué is up to the GM, but should reflect the results in the PCs' activities. An example might be: "Assassination attempt by Bernd Küster did not occur and presumed a failure. Witch-hunter has not turned up."

The PCs could confront Wolfgang in Bergsburg in order to gain information. The risk here is that Herr Blitzen has many friends in Bergsburg who will come to his aid. Even if the PCs were to capture Wolfgang, he will maintain his silence.

In the event the PCs intend to stop Wolfgang from joining the Sons of Ulric, their best bet is to ambush the large man between Bergsburg and Garssen. This can easily be accomplished if the PCs leave Bergsburg as soon as Markus takes his leave of Wolfgang, as it will give them two hours to find a suitable location to set an ambush. Unfortunately, if the PCs have lingered in Bergsburg this late, their ability to stop the ambush is severely hampered unless they can manage to quickly steal some horse in order to follow Wolfgang. Of course, the penalty for horse stealing is death.

If the PCs are not in a position to stop Wolfgang or they choose to follow him, he arrives at the village of Flaschfurt during the night of 30 Pflugzeit and stays briefly at the Inn of the Drunken Druid. He joins the extremist war band at their campsite before dawn the next morning. Should the situation be different than he expects – such as no sign of the Cult of the Howling One due to earlier events – Wolfgang will be livid and demand an explanation. If he has seen the PCs around the Wolf's Head tavern, there is a chance Wolfgang will conclude that they were somehow involved.

No matter the situation, Wolfgang informs Reinhardt of the orders from Middenheim relieving him of this duty and instructing the Baron to return to the City of the White Wolf immediately. Once the order has been delivered, Wolfgang rides off with the would-be ambushers, leaving Reinhardt behind.

Once the group is out of sight, Reinhardt starts down the Old Forest Road in the direction opposite that of Middenheim.

Ambush!

If the Ulrican war band remains unhindered, they will arrive at the outskirts of Tussenhof by the early morning of 1 Sigmarzeit. The extremists have travelled to this destination by way of a forest track that connects the villages of Flaschfurt and Lüthorst, before following the river southward. The way is slower than taking the road to Fort Denkh and then to Tussenhof, but it does allow the group to pass undetected by roadwardens and the like. Once they have reached the northern bank of the River Talabec, Wolfgang positions Chedwic and his men about 100 yards upriver from where the Sons of Ulric are deployed. The latter is positioned near one of the streams feeding into the river.

Once that is accomplished, Wolfgang walks the 800 yards downriver to Tussenhof along with the two Sons who have the River Lore and Row skills. There, Wolfgang buys two rowboats, each with a capacity for four fishermen, and has the two Sons row them upriver. Once they have reached the ambush site, the two boats are brought upstream and out of sight of anyone travelling on the river.

The ambush plan is rather simple. The ambushers know the boat carrying the five Sigmarite priests, with an escort of two Templars, will likely tend towards the Hochland side of the river given the anti-Sigmarite sentiment rife in Talabecland. When the boat gets close to the Cult of the Howling One in the afternoon, Chedwic's men will fire their bows at the boat, aiming for any exposed priests and Templars. As the boat tries to flee from the ambush by going downriver, two boats with the Sons of Ulric (including Wolfgang or

Reinhardt and Bernd, if the witch-hunter made it this far) will intercept the boat killing all aboard. The dead will then be positioned to send a stark and bloody message to the Sigmarites in Altdorf.

Should the PCs find themselves behind Wolfgang and the Ulrican extremists and if they have determined that the ambush site is near Tussenhof (most likely by getting close enough to hear the plans at any of the rendezvous places), they may try to intercept them before the ambush is sprung. They would do this by riding on the Fort Denkh Road, then south on the road to Tussenhof. Whether the PCs are able to take on the fanatics before the ambush is sprung or during the resulting melee will depend on many factors. GMs are encouraged to stage this encounter in whatever manner provides the most dramatic impact for their players.

If the PCs just watch the gruesome tragedy without intervening, they will witness a massacre. Once all on the boat are dead, the Sons of Ulric mutilate the corpses by gouging out the eyes and piling them on top of a twin-tailed comet etched into the planking of the deck. On the forehead of the most senior looking cleric (based upon the quality of his garb), Wolfgang (or Bernd) will carve the words "Heretic." PCs witnessing such a foul deed need to pass a **CI** test in order to avoid picking up one **Insanity Point**.

If still unchallenged at this point, the Sons of Ulric and the Cult of the Howling Wolf go their separate ways with whatever trophies they have collected from the dead Sigmarites. The Sons will take the forest path while Chedwic leads his men to the road that goes through Lüthorst and then to the Old Forest Road.

In the event that Chedwic and his men are not with the Sons of Ulric, then their tactic changes. Instead of launching a boarding attack, the Sons will wait for the Sigmarite party to get settled in their lodgings at the riverside inn of the Playful Otter in Tussenhof. The Sons will wait until near midnight to launch their attack. Without the help of Chedwic and his men, the chances of victory

for the Sons have greatly diminished. They will be repulsed having killed a few of the Sigmarites and suffer some casualties of their own. Assuming the PCs do not remove them at some point, Wolfgang Blitzen and Bernd Küster should be able to survive whatever ambush was launched, while the remaining Sigmarites make their way to Altdorf with news of what transpired.

Should the PCs attack the fanatics while the ambush is underway, the Ulrican extremists abandon the ambush in order to kill the PCs for interfering. If the battle goes badly, the Sons and Howling Ones try to escape rather than being taken captive.

In the event the PCs are seen driving away the attackers by the Sigmarites, the senior priest, Lector Nikolaus Auerbach, attempts to thank them personally. He invites them to dine with him as he could only afford a small token of his gratitude. Should any PC be wounded, Nikolaus will arrange for one of the younger priests, Hals Damrosch, to attend to the injured. If asked why he and his entourage are not in Ostland, Nikolaus tells the PCs they are going to Altdorf to celebrate Sigmar's holy day of 18 Sigmarzeit. Moreover, the Grand Theogonist has called for a conference of Lectors, following the observances, to discuss current events and their impact on the Church. Nikolaus never considered his delegation would fall afoul of an ambush.

If the PCs offer to escort the Lector and his entourage of five priests to Altdorf, Nikolaus politely declines. He tells the PCs his group will be meeting up with some Templars of the Fiery Heart in Ahlenhof.

Given the elaborate planning by the ambushers, the PCs might discreetly inquire as to whether the Lector has thought about how the Sons of Ulric and their allies might have learned about the Lector's travel schedule. Nikolaus looks puzzled by the question and replies that the entourage left once they have heard the Grand Theogonist granted his request for an audience prior to the conference. If asked who in the entourage may have made the arrangements, Nikolaus responds that the person corresponding

with the Grand Theogonist's secretary was a promising initiate, Gebhard Bergius, a priest who did not accompany the entourage. The young man had left the temple in Wolfenburg a day before their departure to attend to a sick aunt.

Before Nikolaus bids the PCs good night, he asks their names so he can pray for their good fortune and continued health.

Knives in the Dark

If he is left behind, Reinhardt has one task left to do before returning to Middenheim. He arrives in Langwiese in the late afternoon of 33 Pflugzeit where he is to meet his Purple Hand contact, Gebhard Bergius, to exchange information. If Reinhardt takes part in the ambush, he knows he will not get to Langwiese in time to deal with Gebhard. Instead, he'll return to Middenheim to make other plans to get rid of Herr Bergius.

Gebhard is staying at the Nimble Frog, arriving there after completing his assignment in Wolfenburg. The cultist had long ditched his Sigmarite habit, as he no longer had to play the role of a simple initiate in the Ostlander capital. Gebhard is surprised to see Reinhardt, whom he knows as Englebert Delbrück. He did not expect to see the Herr Delbrück for a few more days.

Any who may watch the two meet at dinner would likely think that the two were simply strangers passing on the road and spending a moment to exchange news about the wider world (outside this region of Hochland) and the respective road ahead. Herr Delbrück does not hide the fact he is heading to Talabheim to attend family business. In reality, Gebhard is providing Englebert with an update to the situation between Talabecland and Ostland and the increasing religious overtones the fighting is undertaking.

After tiring for the evening, Reinhardt makes his way to Gebhard's room to on the pretence that he needs to learn more intimate information about Gebhard's next assignment. At the first opportune moment when Gebhard turns his back, Reinhardt stabs the unsuspecting cultist through the neck, cutting both the

windpipe and artery. Gebhard dies quickly and silently with a look of shock etched onto his face. Reinhardt then places the bloody and gore-covered dagger in the hand of the dead man before quietly slipping out of the room.

Having tied up this loose end to his satisfaction, Reinhardt leaves the inn before dawn and heads south until he is out of sight of the village. He then makes a wide sweep through the forest around the village and joining the Old Forest Road where it turns westward towards Barwedel. The Baron continues to Middenheim.

Unless the PCs have engaged Reinhardt before he leaves Langwiese, it is unlikely they will

prevent the Baron from reaching Middenheim. Should Reinhardt have encountered the PCs earlier, he will not return to Middenheim if he learns they have uncovered his role in the Sons and are on their way to the city.

Onward to Middenheim

The timing of the PCs' return to Middenheim will depend upon many factors. The following table assumes the PCs made it to Tussenhof about the time the ambush was set. Should the PCs have taken a different course of action, the GM will need to make the appropriate adjustments for travel to Middenheim.

| Day | Events |
|---------------|--|
| 2 Sigmarzeit | PCs depart from Tussenhof on the Fort Denkh road. Reinhardt arrives in Flaschfurt in the later afternoon. <i>Talabeclander delegation arrives in Hergig.</i> |
| 3 Sigmarzeit | Reinhardt departs Flaschfurt. <i>Stirland and Ostermark secretly reach an agreement where the two will give aid to Ostland in the face of Talabeclander aggression. Grand Count Alberich Haupt-Anderssen sends emissaries to Grand Countess Ludmilla von Alptrraum of Averland and Countess Emmanuelle von Liebewitz requesting troops and logistical support.</i> |
| 4 Sigmarzeit | <i>Graf Boris Todbringer sends another missive to Baron Werner Nikse requesting his presence at the Middenheim court.</i> |
| 5 Sigmarzeit | PCs arrive at Flaschfurt |
| 6 Sigmarzeit | <i>Supported by two regiments of Hochland soldiers, Talabecland companies advance across the border and make camp at a handful of tactically important hills in Ostland territory.</i> |
| 7 Sigmarzeit | <i>Grand Duke von Bildhofen sends message to Baron Nikse to begin deployment of troops on Ostland border as earlier agreed.</i> |
| 8 Sigmarzeit | <i>Count Ludenhof oversees the construction of earthworks around the village of Vordf.</i> |
| 9 Sigmarzeit | <i>Count Ludenhof moves troops to safeguard road east of Breder.</i> |
| 10 Sigmarzeit | PCs arrive at Bergsburg. <i>Baron Helmut Todbringer begins to recruit mercenaries for Talabecland.</i> |
| 11 Sigmarzeit | <i>Grand Count Haupt-Anderssen brings to mobilise his forces. Sends a military attaché secretly to Ostland via Ostermark, as well as to Averland.</i> |
| 12 Sigmarzeit | <i>The Ostland counts meet with Grand Prince Hals von Tasseninck for council in Wolfenburg. Against his own advice, Count von Raukov is sent to lead an attack against the Talabecland invaders.</i> |
| 13 Sigmarzeit | PCs arrive in Middenheim. <i>After receiving feeble excuse of health from Baron Nikse in explanation for absence from Middenheim court, Graf Todbringer meets with the Midden Marshals and son Heinrich to begin making contingency plans.</i> |

If the PCs failed to stop the ambush of the Sigmarite priests from occurring, news of the slaughter reaches Middenheim by 13 Sigmarzeit. News of the Talabecland advance into Ostland will also reach Middenheim the same day.

Unlike the situation during the carnival, lodging is readily available. The PCs might return to the Templar's Arms (**Power Behind the Throne**, pages 16-18) if they did not overstay their welcome when they last lodged there. Unless the PCs saved the inn from the Chaos war band that assailed the place during the 2512 carnival, they are unlikely to be remembered by the surviving staff.

Should the PCs wander about in the various Middenheim taverns and inns, they might hear some of the following rumours:

- *Graf Todbringer is too old and tired to care about the rest of us. We need a strong leader like Helmut to protect us from the Sigmarite heretics, before they reveal their true colours and pillage our lands. Who is to lead the Ulricans when the Graf of Middenheim is just sittin' on his ass?*
- *With the talk of war going around the taverns, you have to wonder why there is no mustering of troops here. Hopefully, Graf Boris will keep us out of this mess.*
- *Mark my words; the merchants are looking to make a killing on this war.*
- *I hear the Grand Theogonist plans to sit this war out hoping it will weaken the cult of Ulric.*
- *Remember what my gramps says, 'Keep your nose out of trouble and no trouble will find you.'*
- *I've heard bands of mutants or worse are raiding farmsteads and villages along the Altdorf Road in the Drak Wald. Prices will be going up again.*

Lest they forget, the PCs have business in Middenheim. Their first place they should visit

is the Red Moon Cabaret (Middenheim: City of Chaos, pages 43-44) in the Freiburg district. With the 35 shillings per person admittance fee, the PCs may feel well out of place here. The patrons found within are from a wealthier social level than the PCs (assuming none of the latter is from the noble classes) and a number of them disapprovingly glance at them as if the PCs haven't bathed in a fortnight (very likely).

If the PCs do not approach the barkeep, soon after they first gain her attention, Elise Butenandt motions them over. "You don't look like the type that normally enters the Red Moon, darlings," the attractive, 30ish, redhead barkeep says. "Is there any reason why I should not have you escorted out?" Elise is merely trying to gauge the PCs' meddle. If the PCs do not respond, Elise shrugs her shoulders and ignores them until they initiate conversation.

Should the PCs recall their instructions properly, they tell Elise that they were instructed to inform her where they are lodging in Middenheim. With a wink, Elise leans over to the PCs and replies in a quiet voice that they will be contacted there in a few days. She then stands back and with a laugh tells the PCs their "offer is too kind, but she must decline their amorous invitations." Elise then moves to attend to other customers, ignoring the PCs for the rest of the night other than to sell them more alcoholic beverages.

At the Sword and Axe

Since they have to wait to be contacted, the PCs might want to deal with other business. Should they have somehow obtain the letter than Wolfgang sent before leaving Bergsburg, the PCs' next stop will likely be the Sword and Axe Tavern in the neighbouring Neumarkt district (**Middenheim: City of Chaos**, page 41).

The Sword and Axe is a fairly respectable establishment, frequented by the merchants, tradesmen, artisans and other business types (some more unsavoury than others) from the district. The barkeep, Johann Weissbach, has seen his share of shady deals going on in the backroom and has learned that silence can be

well rewarded. Of late, Johann has been involved with receiving the odd correspondence from someone in Bergsburg (a military type judging by the manner in which the envelope is addressed) and passing it along to a merchant (based on appearance) named Josef Grünfeld. Josef visits the Sword and Axe once a week, generally on Festag, and does not do more than engage in pleasantries and exchange a couple of crowns for any correspondence and Johann's continuing discretion.

Johann is not likely to volunteer such information to the PCs or give in to threats of violence. In the latter case, the barkeep knows his tavern is on the regular route of the local Watch and a cry for assistance will probably bring them running. On the other hand, Johann isn't paid enough to risk life and limb to show loyalty to a man he doesn't know. For some consideration, say 10 GCs, Johann will discreetly pass along what little he knows. His only requirement is the PCs accost Josef some place and in a manner which does not put Johann's reputation at risk.

If the PCs choose to spend the time to confront Josef, they will find him a hard nut to crack. Although he may assume the attire of a merchant, Josef is actually an independent spy who was hired as a blind to retrieve the correspondence Wolfgang sent and drop it off in a tree hollow on the northern end of the Great Park (**Middenheim: City of Chaos**, page 31). He does not stick around to see who retrieves it.

Staking out the location may take sometime. In the hour before dawn on Aubentag, an old beggar who sleeps in the park will retrieve the letter after making sure no one is about. The beggar, Artur Mahler, is quite good at his job as he is a spy in the employ of Baron Helmut Todbringer. Artur will not last long if questioned under duress. At some point, Artur will name the Baron as someone plotting with the Sons of Ulric.

Baron Helmut Todbringer understands the risk of the spy talking should he be caught and tortured, so he is more than prepared to

demonstrate to a court of law that the spy is nothing more than a common criminal given to delusional flights of fancy. Given the mental state of the criminal, the Baron will push any Magistrate to have the beggar committed to the Shallyan asylum near Frederheim.

Secret Meetings

A few hours after they inform Elise Butenandt of their lodgings, someone will knock on the door of the PCs' room. If no one is there at the time, the visitor will simply open the door and let herself in and wait for the PCs to arrive. Should the PCs ask who is at the door before opening it, the black-haired woman simply responds, "I've been sent by your benefactor to provide some companionship for you. It's a matter of discretion. May I come in?" Before the PCs can reply, the woman nudges her way through and then suggests the door be closed.

"My apologies for the disguise," the woman tells the PCs. "There are many spies in the city at the moment, each trying to gleam whatever information they can obtain for their respective masters. The onset of war brings out the worst. By the way, I'm Kirsten and, if you don't recall, we've met in Talagraad."

Kirsten (Natassia Hess) has no intention of letting the PCs know about her activities since last they met. If pressed, she'll make up some plausible lie interwoven with elements of truth. Essentially, her duty was to deliver the critical information she had to impart before returning to Middenheim to gather information from those seeking to do the same. Cloak and dagger work is fairly boring most of the time with occasional bursts of frenetic activity.

Kirsten will do what she can to get this visit back on track. Her goal is to learn whatever the PCs were able to gather about the Sons of Ulric and their plans. She will ask them to provide her with details of their activities, questioning the areas in their stories that make little sense or are inconsistent. Moreover, Kirsten takes possession of whatever evidence the PCs have gathered. By the time this meeting is concluded, the PCs should be exhausted and

Kirsten satisfied that there is little else to wring from them.

Natassia will be particularly interested in information on Bernd, if she recognises him from the PCs' description or they have named him. She thoroughly questions them about Bernd's fate, even to the point of having them repeat some details to ensure her understanding. Natassia is especially keen on Bernd if he somehow escaped. Should the PCs realise there is something more and ask Natassia about it, she replies there is something personal between the Witch-Hunter and Schwarzmantel. Natassia will say no more than this.

If the PCs offer to hunt down the Sons of Ulric leader (even if they have concluded it's Helmut Todbringer), Kirsten tells them the situation requires particular finesse at this point.

"You've done well. Very well," Kirsten says in conclusion. "We will meet with you again soon. There is another job for you, but final arrangements have not been made as yet. In any event, enjoy Middenheim while you're able. Your lodging here has been paid for another week and I leave you the contents of this purse to split among you in whatever matter you deem fair. Now, I take my leave." With that, Kirsten leaves a purse with 80 GCs and then departs.

The PCs are not contacted again until 15 Sigmarzeit. A sealed note is left for the PCs with the barkeep who has been paid to give the following handout to the first one he sees.

*****Handout #5*****

Colleagues,

Meet me at the Red Moon Cabaret at 8:00 PM this evening. Tell the man at the door that Elise sent for you to meet her cousin. He'll let you in without collecting the admission fee.



If the PCs follow these simple instructions, they should have no difficulty getting into the cabaret. Elise will nod her head once she catches the PCs' attention and quickly glances to her left. If the PCs follow Elise's glance, they will see a private booth for them to enter.

Kirsten awaits the PCs within. Once they've gathered, Kirsten says in a hushed tone to them, "Thank you for coming. I'll be brief. Your next assignment is in Altdorf. Arrangements have been made for you to obtain mounts from Staller's Stables on Zellaut Strasse, just west of Templar's Arms. You'll need to speak with Hans Staller and no one else. Only he knows of the arrangements that have been made. The journey to Altdorf should be no more than 12 days.

"When you arrive, leave your mounts to the care of Erich Alder, proprietor of the Alder Stables, near the North Gate. Tell him that you're there to conduct business with Herr Rüdiger Francke, Keeper of the Greystone House, and he'll take exceptional care of the mounts. Once you've made your lodging arrangements within the city, make your way to the Ulthuan Embassy in the Oberhausen district. The Oberhausen is one of the southernmost districts west of the Reik. Across the street from the front of the Embassy is a small townhouse. Go to flat 6 and hand this sealed note I give you to an elderly gentleman named Theobald Haushofer. It's important that the letter is sealed when handed to Herr Haushofer. If it's opened, the people he works for will assume you are not who you are and your lives will be in danger."

[GM Note: Should the PCs fall to the temptation, the letter has no writing other than Theobald Haushofer's name.]

"Here's a bag with another 60 GCs for you to divide among yourselves. May the Gods and Goddesses give you their blessings in this time of trial. I must go now. Farewell. We

shall not meet again.” With that, Kirsten

departs.

Into the Maelstrom

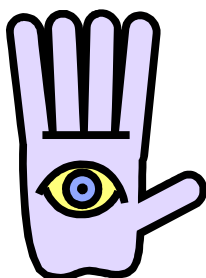
Unknowingly brought into Baron Heinrich Todbringer’s service, the PCs have been sent to Altdorf to perform an important task, assuming they can survive the dangers on the road posed by both man and beastman. Along the way, the PCs will encounter another group vying to bring about the downfall of the Empire: the Red Crown.

Soon after their arrival in Altdorf, a massive explosion rocks the Cathedral of Sigmar and kills the Grand Theogonist along with a few priests. The PCs must make their way through the streets full of panicked Altdorfers to reach their pre-arranged meeting.

Once they reach their destination, the PCs are given the task to uncover whatever machinations are behind the Emperor’s declining health and smash any treacherous elements in the heart of the Empire. This mission takes the PCs to a number of factions that represent the Altdorf social spectrum: from the high and low to the magical and mundane. The PCs must then untangle this spider’s web of information in order to find a focus to their investigations. During the course of their efforts, the PCs will come to the attention of the enemies within and find themselves a target to be eliminated. The PCs must overcome these latest obstacles and perform a heroic deed to rescue the Emperor from his predicament.

The Purple Hand of Altdorf

The Altdorf cell of the Purple Hand cult is organised along the same lines as its counterpart in Middenheim was before the dramatic events of the incidents described in the Power Behind the Throne (see Middenheim: City of Chaos for details on the Middenheim cell anno 2512). Thus, the cell is



divided into three Ordos each with its own field of operations. In this adventure, we shall encounter two of the three Ordos.

Ordo Terribilis is under the leadership of its two Magistri, Dieter Kucinich and Johann Heinz Lieberung. As we have already heard, both of them have managed to infiltrate the highest echelons of the Imperial court; Dieter is the principal aide of the Sigmarite Court Lector, while Johann is Chancellor of the Empire, one of the highest positions in The Empire. From these high places, the two Magistri have orchestrated a devious scheme that has already struck terrible blows at Imperial rule and authority and is close to destroying it completely.

This scheme was initiated soon of after Kucinich was appointed aide to Court Lector Metternich. One of Kucinich’s duties was to serve wine to both the Emperor and the Lector when the two would meet privately. He would then withdraw before the two men discussed confidential matters and stand outside the doors with the guards in case he was needed. In this manner, Kucinich was able to add drops of a pharmaceutical substance that began the slow process of causing the Emperor’s mental and physical health to deteriorate. Fully aware of the Emperor’s weakened state, Chancellor Heinz has deftly manipulated the Imperial court, diverting funds from Ulrican nobles to his own sinister projects and ensuring that the Emperor’s limbo spread throughout the Imperial government – thus creating optimal conditions for his fellow cultists across the Empire as they fuelled the discontent between Ulricans and Sigmarites in accordance with Operation Zeal. Now, that long-awaited day when civil war erupts and the Purple Hand can take charge finally seems to have come. And the Magistri are ready.

Unexpected obstacles are right ahead, however – our heroic PCs being one, while a fellow cultist is another! A certain Brother

Karl of the Middenheim cell managed to escape the purge that following the Doppelganger incident there and arrived safely in the Imperial capital. Intimate with the ways of the Purple Hand, Brother Karl quickly established contact with the Ordo Novitiae, which, amongst other things, deals with recruitment. The ambitions and fortunes of this Ordo improved greatly once Brother Karl swiftly took over its leadership, after poisoning the imbecile having run the show so far.

Following the cult disaster in Middenheim, the Altdorf cell decided to decrease communication between the three Ordos to a minimum in order to minimise risk of exposure. So wrapped up in their own plotting and the obsessive secrecy of the cult were both the Magistri Terribilis that they have yet to recognise the ambitions and schemes (let alone identity) of the new Magister Novitiae. Meanwhile, Karl is equally unaware of the actions of the Ordo Terribilis as his own devilish plot (described in the section “Death of a Grand Theogonist” below) to advance havoc in The Empire comes to fruition. Soon, the two plots will begin to interfere with each other, with a certain group of accidental heroes caught in the middle.



On the Road to Altdorf

If the PCs follow Kirsten’s directions, Hans Staller provides horses (or ponies, in the case of Dwarfs and Halflings). “Take care of them,” Hans advises them. “Make sure you stop every few hours and allow them to eat and rest a bit. Brush them down every night and they’ll better serve you.”

Sidebar: The Red Crown

The Red Crown is a competing cult of Tzeentch to that of the Purple Hand. General information on this cult is available in **Death on the Reik**; here, it suffices to say that the Red Crown spends much effort recruiting the mutants and Beastmen lurking in the forests of The Empire and plan to use them to incur the Time of Changes.

No one knows better than Anders Köhler that the Time of Changes is fast approaching. A ranking agent of the Red Crown he has spent years in preparation, gathering a formidable force of mutants and beastmen under his leadership. From the village Mittelweg to Frederheim, Köhler’s war band ranges along the Altdorf-Middenheim Road. They have raided settlements, attacked travellers, and ambushed coaches. On occasion, Köhler leads his band against bandits and other mutants, especially when they have the numerical superiority against their opponents.

Other war bands of the Red Crown roam the forests of the Empire, terrorizing villagers and isolated homesteaders.

Travelling down the viaduct leading towards Altdorf, the PCs notice construction crews of Dwarfs and humans working on the sloping roadway. If Karl-Heinz Wasmeier succeeded in destroying this viaduct at the end of **Power Behind the Throne**, then the work is a continuation of the rebuilding of this thoroughfare. If the viaduct was left unharmed, then the work is simply maintenance.

The following table should help the GM keep track of the PCs progress as well as provide information of the war-related events.

| Day | Events |
|---------------|---|
| 16 Sigmarzeit | PCs depart Middenheim in the morning and arrive at the coaching inn of the Black Ferret late in the day. <i>Baron Nikse begins directing the deployment of troops to the Ostland border. Feldmarschall Marius Leitdorf leads Averland contingent through Stirland with permission of Graf Alberich and proceeds through Ostermark to Wolfenburg.</i> |
| 17 Sigmarzeit | PCs arrive at the coaching inn of the White Mare. <i>Count von Raukov supervises the strengthening of Wolfenburg's defences while the Ostland army musters nearby.</i> |
| 18 Sigmarzeit | PCs arrive at the coaching inn of Old Man Oak, north of Malstedt, in the late afternoon. <i>Holy day and celebration for the cult of Sigmar. The Grand Theogonist leads the procession around the city walls of Altdorf in honouring the Empire's patron god. Grand Duke von Krieglitz uses the occasion to raid the southern Ostland countryside. Cult of the Red Crown attacks the village of Guthügel on the outskirts of Bröckel.</i> |
| 19 Sigmarzeit | PCs arrive at Sotturm after another day's journey. <i>Cult of Sigmar begins its 10-day conference to determine the cult's strategy for dealing with the outbreak of war and its religious overtones.</i> |
| 20 Sigmarzeit | PCs arrive at the coaching inn of the Broken Axle. <i>Count Pfreifraucher of Wissenland summoned to Nuln for consultations with Countess Emmanuelle von Liebewitz.</i> |
| 21 Sigmarzeit | PCs arrive at Mittelweg in the early evening. |
| 22 Sigmarzeit | PCs arrive at the coaching inn of the Hart and the Hound. <i>Grand Duke von Bildhofen sends a detachment to investigate the raid on Guthügel.</i> |
| 23 Sigmarzeit | PCs arrive at Bröckel in the afternoon. <i>Graf Haupt-Anderssen arrives in Nuln with his general to meet with Countess von Liebewitz. Ostland and Talabecland armies clash south of the village of Wodern. Count von Raukov is forced to retreat as a bold manoeuvre by Count Ludenhof collapses the Ostland flank.</i> |
| 24 Sigmarzeit | PCs arrive at the coaching inn of the Green Dragon. <i>Having received his liege-lady's conditional blessing, Count Pfreifraucher returns to Grissenwald where the army of Wissenland awaits transport to Wurtbad. Graf Haupt-Anderssen and his entourage return to Wurtbad via the River Aver and the Old Dwarf Road.</i> |
| 25 Sigmarzeit | PCs arrive at Kutenholz in the early evening. <i>Talabecland and Hochland companies advance towards Wolfenburg. Grand Duke von Bildhofen is pressed by his vociferous vassals to join the war on the 'Sigmarite heretics' but stands by his neutrality. Sigmarites are persecuted in the countryside and begin fleeing into Reikland in sizeable numbers.</i> |
| 26 Sigmarzeit | PCs pass the Shrine of the Shining Rock before they arrive at the village of Frederheim. <i>Graf Haupt-Anderssen and his general arrive in Averheim to meet with Grand Countess von Alptraum.</i> |
| 27 Sigmarzeit | PCs arrive in Altdorf in the late afternoon. <i>Allied Talabecland and Hochland forces lay siege to Wolfenburg.</i> |

Along the route, the PCs may hear any of the following rumours:

- *Have you heard? The Emperor is said to have claimed that the moon-men living on Mannslieb will come down to save the Empire. He's cracked, I tell you.*
- *Mutant attacks have increased ever since the Emperor's Edict on protecting those ill-favoured creatures. We should just burn them all!*
- *I wonder what von Bildhofen is up to? His Talabeclander allies have bullied Hochland into action against Ostland and the Nordland Baron has been putting off the Graf. If not for the attack on the villages south of Mittelweg, I'm sure he'd be marching east.*
- *You have to wonder if Graf Boris is losing it. He's said to demand that all war cease, yet no one is listening.*
- *The price of food is increasing with the coming threat of famine. This war in the east will amount to no-good.*
- *There's rumour the Emperor's generals are preparing to attack Middenland across the Reik if von Bildhofen leads his forces eastward.*
- *Never trust a Sigmarite further than you can throw him.*
- *There are things in the woods to stay clear from, especially during the night.*

Something New

As the PCs ride south in the mid-afternoon of 18 Sigmarzeit, they come across a newly built tollhouse positioned between two rises on either side of the road. The gate stretches across the road at this point and the edges of the road falls over a steep ditch before ascending up the rise.

PCs trying to get around the tollhouse without paying will have to retreat some 500 yards and then make their way through the hilly and difficult terrain until they can rejoin the road about a mile beyond it. Should they chose this way, the PCs will not make it to the Old Man Oak coaching inn unless they are willing to travel an hour after sunset. The GM may wish to have the PCs take **Listen** tests to hear movement through the undergrowth in the surrounding woods. Only a PC with experience in one of the appropriate Ranger careers (e.g., Huntsman, Trapper) will recognise any noises as the nocturnal creatures of the night, such as polecats, rabbits, deer, or wolves.

The toll-keeper is Albert Nernst, a brave man who recently received the commission from the Grand Duke of Middenland to collect toll (a bargain at 10 shillings per person, 1 GC per horse, and 1 GC for each wagon) from those who use the road to and from Middenheim. If asked about the reasons for building the new tollhouse, Albert explains he pitched the idea to one of the Grand Duke's advisors. Given the traffic on the road, especially in this time of strife, the tollhouse would be a good means to generate some much needed revenue. The Grand Duke's excisemen come periodically to collect the agreed upon share of collected fees..

Albert is a friendly and talkative man who likes introductions and asks those paying the toll about news and gossip. In addition, he passes the time raising chickens and pigeons for their eggs and meat. Albert's wife and three teenage sons have joined him here, along with his sister and brother-in-law. In addition, a patrol of six roadwardens wearing the armbands with the province's colours and insignia has recently established their base of operations here.

Sidebar: Location of Delberz

One of the drastic changes wrought by the map accompanying the Storms of Chaos campaign was the lengthening of the River Delb and the relocation of the town of Delberz. Should the GM prefer to use the new location of Delberz in this scenario so as to be more consistent with the revised topography for the Empire, the town should be placed approximately at the midpoint between Mittelweg and Sotturm on Map 5 and the Broken Axle would be located just south of the town.

The job of a toll-keeper also provides cover for Albert's real job – being an informant in the secret employ of the Grand Duke. If he gains any information of interest, Albert is certain to send a message to the von Bildhofen household through use of the Grand Duke's carrier pigeons, a few of which Albert has among his own birds. The message is really a one-way communication as there hasn't been time for Albert to properly train his pigeons to return to the tollhouse.

Information which would interest von Bildhofen could include news that an irregular group of Knights Panther (the PCs) are heading to Altdorf for some unspecified reasons. This would only be sent if the PCs were not careful with what they tell strangers, no matter how friendly they appear to be.

Night Moves

Like all coaching inns found along the stretches of Imperial roads, wooden palisades and ditches surround the Broken Axle and adjacent buildings. The gates are opened from dawn to or shortly after sunset. One or two sentries man a lone watchtower near the gate at all hours of the night with a bell to sound the alarm. Meanwhile another one or two sentries patrol the walls, ready to blow their whistles at the first sign of danger.

A small gate, usually barred from within, leads from the back of the compound to a rubbish heap in the woods. Many animals – including the occasional solitary Beastman or mutant – scavenge for whatever may be edible in this pile of refuse. Generally, it would take the foul stench of a couple of Beastmen to cause some unrest in the horses stabled within the compound. So long as whatever creature is lurking among the debris does not approach the compound any closer, the alert sentries are willing to not do anything to upset the situation.

This night is different; the wind blows from a northerly direction and sends the scent of five Beastmen into the compound where the horses are stabled just after midnight. The horses are tensed and jittery. Any PC on watch will easily hear the commotion from either the common room or whatever room they are lodging as both are located on the same side as the stables. Should the PCs search for the sentries (made easier from the upper floor window of the private room for which they may have paid), they will see them standing still and facing the rear gate leading to the midden. The sentries stand, listening as carefully as they can to any noise that might indicate an attack, ready to blow their whistles.

These Beastman are responding to a siren call which mysteriously draws them to a war band

5 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|----|---|-----|----|-----|----|----|-----|
| 4 | 41 | 25 | 3 | 4 | 11 | 30 | 1 | 30 | 29 | 24 | 29 | 24 | 10 |

Equipment: Hand weapon

Mutations:

Beastman #1: Pointed Head (Int-10)

Beastman #2: Additional Left Arm (A+1), Additional Eye

Beastman #3: Bulging Eyes, Crown of Eyestalks, Cause Fear

Beastman #4: Fangs (A+1, bite), Hunchback, Cause Fear

Beastman #5: Strong (S+3)

that Anders Köhler is gathering in the Drak Wald Forest for his next attack. They stop by the rubbish pile, blocked from view from the coaching inn by a number of trees, to gather whatever they can find to eat before moving on. The sounds and smell of frightened horses tempt the pack to attack, but their bestial senses tell them the time for confrontation has not yet arrived. There will be food aplenty when they go raiding.

The PCs have an option here. They can either let them pass unhindered or go into the woods and kill the foul children of Chaos. If the PCs choose the former course of action, then they will certainly see these same Beastmen under the banner of the Red Crown.

Get Back

On 23 Sigmarzeit, the PCs are travelling on the road towards Bröckel after departing from the Hart and the Hound coaching inn. The day seems rather peaceful, with a number of travellers on the roads. If the PCs think about it, they realize most travellers moving along the road do so in sizeable numbers. No group of travellers journey in groups of less than five and all are warier than one would normally expect.

Should the PCs ask any of the passers-by about news on the road, many journeying from the south will shake their heads and reply if the PCs had not heard. The travellers inform the PCs that foul mutants attacked the village of Güthugel on the holy day of Sigmar. They tell of a number of the villagers were killed or missing, their livestock butchered, and buildings burnt. Of course, no one on the road has been to the village, but they will report (with some expected exaggeration) what they've heard others say.

By midday, the particular stretch of road the PCs are on grows quiet. PCs with the Sixth Sense skill realize they are being watched and followed from within the forest. A Sons of Ulric unit is tracking the PCs having just chanced upon them as the fanatics were looking for the mutant band that attacked Güthugel. None of these Sons are from the group which set forth to ambush the Sigmarite delegation from Ostland near

Tussenhof, though some might have been at the assault near the Shrine of the Shining Rock nearly two years ago (Power behind the Throne: Carrion up the Reik section, pages x-xiv).

Four Sons have been sent ahead to set up an ambush around the next bend in the road in case the PCs try to make a run for the safety of Bröckel while the others are shadowing the PCs to make sure they do not turn around. The Sons have undertaken patrolling this stretch of the Altdorf-Middenheim Road until relieved by Middenland regulars, with whom the Sons have been cultivating a cordial working relationship. The Sons intend to learn who the PCs are and their purpose for journeying southward.

Even in their inquiry, the Sons are belligerent and suspicious. They believe all Sigmarites are mutant-lovers as exemplified by the Emperor's edict protecting mutants from harm and spies trying to weaken the strength of faith of the people in the northern provinces. Should the PCs convince the Sons they share their distaste for the heretical Church of Sigmar, the Sons let them pass with a warning about the dangers of the mutant band. They will also relate that a few of the survivors of the Güthugel raid recall a horrible stench before the attack commenced.

Should the PCs become confrontational with the Sons or demonstrate some sympathy towards the Sigmarites (for example, expressing a desire for the two groups to resolve their differences through discourse), the fanatical Ulricans do not hesitate to attack. They will not suffer Sigmarite collaborators to roam Middenland unchallenged. The Sons will break off the fight if they lose half their number.

As the PCs arrive at the Four Seasons coaching inn of the Bear in the Barrel in the small town of Bröckel, the gathering storm clouds begin to rain. A Roadwarden patrol, led by Sergeant Franz Lessing, enters the inn soon after the PCs begin drying off. The six men have just returned from the village of Guthügel by way of Kupfengrube. If the PCs buy them a round, the Roadwardens are more than happy to discuss what little they have found. They confirm the stories the PCs have heard from other travellers,

as well as the report of a repulsive stench prior to the attack. The patrol adds that the corpses of the captured livestock were found 400 yards north of the village in the hills. These were ravaged as if by wild animals and the remains left rotting. The tracks continued through the forest skirting both Guthügel and Kupfengrube before separating. Once the group – which the Roadwardens estimate at 6-8 members – splits up, any trace of

the raiding parties passing became difficult to follow and eventually were lost.

The PCs might want to stop by Guthügel to investigate. This could be problematic as the journey from Bröckel to Guthügel takes about a day, so the PCs would lose two if they insist on going forward. In addition, the heavy rains of the night will wash away any remaining traces.

Gerd Hollweg, defrocked priest and leader of this Sons of Ulric war band

Gerd was a young priest who was expelled from the small Delberz temple of Ulric for publicly embracing the doctrine of the Sigmarian Heresy in 2510. Gerd tried to petition Ar-Ulric to be reinstated, but was flatly turned down without a hearing. Depressed by his ill fortune, Gerd became a hard-drinking mercenary in the service of Middenland. Soon after, Gerd was tossed from the mercenary band for obscure reasons and degenerated into a raving drunk. One day, a tough, old soldier named Götz Baum found a semi-conscious Gerd lying in a pool of his own vomit and wastes in a back alley behind the Temple of Ulric and took him to a Sons safe house. From that point the Sons gave Gerd a purpose in his life, to which he embraced as his salvation.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 44 | 40 | 5 | 3 | 8 | 44 | 2 | 32 | 44 | 35 | 43 | 47 | 43 |

Skills: Animal Care, Arcane Language- Magick, Cast Spells- Clerical 1, Concealment Rural, Disarm, Dodge Blow, Frenzied Attack, Meditation, Public Speaking, Read/Write (Reikspiel), Ride-Horse, Scale Sheer Surface, Scroll Lore, Secret Language-Battle, Secret Language-Classical, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun, Theology

Magic Points: 9

Spells: 1st: Cure Light Wounds, Fire Ball, Steal Mind

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (4 GCs, 12 shillings and 9 pennies)

8 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.

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

The Banner of the Red Crown

On 26 Sigmarzeit, the PCs depart from the Middenland town of Kutenholz and make their way to the Reikland village of Frederheim. The day is pleasant and the PCs are within two days of reaching Altdorf.

Before they reach the Middenland-Reikland border, the PCs come across a large white boulder on their right. It marks a path cut into the thick forest which leads to the Shrine of the Shining Rock, a holy place for both the cults of Sigmar and Ulric. Both carved symbols of Ulric (on the north face) and Sigmar (re-carved on the south face) have been covered with smeared faeces. PCs with the *Sixth Sense* skill feel they are being watched by something in the forest near the trail. At this time, a foul stench assails their sense of smell.

Anders has set his foul-smelling Beastman here as a hidden sentry, believing most travellers would continue on their way rather than blundering down the way to the shrine and interfering with the attack being set. Should the PCs recognise this reek as a sign of danger and turn their horses off the main road, the Beastman runs towards the creeping Tzeentchian war band to warn the others.

The rest of the Red Crown is positioned at the edge of the clearing about a half mile away. They have noted the shrine has provided some defence for the four priests – two Sigmarite and two Ulrican – who maintain this site. The four templars, two from each of the respective Templar orders of the Fiery Heart and White Wolves, have been stationed here since the incident with the Grand Theogonist nearly two years ago as a defence against any further provocation by the Sons of Ulric.

If at full force, including the five Beastmen who passed the PCs near the Broken Axle, Anders has deployed his forces in three units – two units of four Beastmen and a unit of Mutants. The mutants were sent to a part of the forest closest to the small building where, when not at the shrine, the priests reside. They will attack once the two unit of Beastmen charge the four templars. Anders expects the mutants to overwhelm the

priests in short order and then join the Beastmen in slaying the templars. Anders, himself, will join whichever Beastmen unit needs support to quickly overwhelm their opponents.

GMs are encouraged to decide beforehand how the fighting should go in the event the PCs do not intervene. It is suggested the priests and templars should make a decent accounting of themselves before falling to superior numbers. The victors would then ritually mutilate the corpses as well as feast on some of the remains. The activity should be so graphically disturbing that any PC watching this unfold should take a **CI** test to avoid being unsettled. Any failure of 30 or more points results in the PC gaining 1 **Insanity Point**.

If the PCs burst on the scene, Anders will see them approaching. Should the PC resembling Kastor Lieberung be amongst the party, Anders re-directs the attack towards this hated face from his past. Anders is so obsessed with killing the man who thwarted him long ago that he does not realize that his war band is in a trap. They are caught between the guardians of the shrine on one side and the PCs on the other. It takes Anders D6+4 rounds after the PCs appear or until he has lost half his force to perceive the tactical blunder he finds himself. Should the battle be going against them at this point, Anders and any remnants of his band makes a run for it.

In the event the battle goes poorly for the PCs, the GM may opt to have the Sons of Ulric band encountered near Bröckel make a timely appearance. The Sons attack the Chaos minions without hesitation, as the Chaos minions are an affront to the gods and humanity. This also means that it's unlikely the PCs will have an opportunity to capture and interrogate Anders.

Should the PCs chase after Anders, the Red Crown leader turns and fights to the death when the chance of escape becomes unlikely. Anders goes after the Kastor Lieberung look-alike if he can reach him and tries to kill the PC before he is cut down. Otherwise, Anders will go after any of the PCs who appear to be the most leader-like (GM choice).

Interrogating Anders will depend on the presence of the Kastor Lieberung look-a-like. Assuming the captured Anders believes he has finally caught up with Kastor and some fellow Purple Hand cultists, he taunts them:

“You may have won this skirmish, but don’t think your sneaking about with your spies within the cult of Sigmar and duplicitous schemes will win over the favours of the Great Mutator. The Time of Changes will find you all wanting.
Njawrr’tthakh ‘Lzimbarr Tzeentch.”

With the last utterance, Anders screams as his body erupts with a series of rapid mutations – tentacles, eyestalks, rearrangement of facial features, and so forth – until his remains collapse into a undefined mass of flesh. PCs watching this horrific end to Anders must pass a **Terror** test to avoid curling in a weeping ball and gaining 1 **Insanity Point**.

The same aforementioned sequence occurs if the Kastor look-a-like is not amongst the PCs. The only difference is what he has to say before his ghastly death. Anders utters the following from the Book of Transmutation:

“And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and burn, Chaos will cover the land and we, the chosen servants, shall be exalted in His eyes. *Njawrr’tthakh ‘Lzimbarr Tzeentch.*”

Unless the PCs have taken precautions, there is a chance that some or all of those at the shrine will hear what Anders said and witness his death. Should the GM want to randomly determine their response to the rapid mutations, the priests have **CI** of 43 and the templars 54. Those succeeding might make

unfavourable assumptions about the relationship of the PCs to the deceased. The PCs might want to quickly attempt to diffuse the problem before the templars decide to take the PCs into custody. One way is for the PCs to prove they are Knights Panther.

Should Anders escape in the forest with a portion of his followers, his end will take a mundane path. Chaos rewards neither the weak nor failures. At some point in their retreat into the Drak Wald, Tzeentch’s servants kill and devour Anders.

Memories

PCs remaining from the original group that struck out for Altdorf on 24 Jahrdrung 2512, may well remember this spot. This is where their lives were changed on that fateful day when they stumbled upon an overturned coach and a band of marauding mutants. There is nothing left of the tragic day in this spot north of Frederheim on the Altdorf-Middenheim Road. There are no markers to indicate where the victims had fallen or remnants of the damaged coach.

Looking around the area, a PC with the *Secret Signs- Scout’s* or *Woodsmen’s* skill will notice markings on a large oak nearby. It warns, “Beware the Priests.”

Altdorf Calling

When the PCs come within sight of Altdorf’s North Gate, they see there is a long queue awaiting entrance to the Imperial capitol. As with the situation in Bergsburg, the PCs need to check in any equipment that is not permissible within, as well as pay the gate tax.

Before they get to that point, the PCs should remember to leave their mounts to the care of Erich Alder. The Alder Stables, like the five others of its kind, are located to the east of the North Gate. A number of carts with teamsters are located nearby to off-load the merchandise brought in from those merchants who braved the roadways to bring into their goods to Altdorf.

Anders Köhler, leader of the Red Crown band in Middenland

Once a member in the Nuln chapter of the Purple Hand, Anders came to despise the group's lack of initiative and dedication. It seemed all the fools wanted to do was play their endless game of intrigue –as much as against one another as against their enemies. Kastor Lieberung forced Anders out for advocating a more direct and deadlier approach to pushing the group's goals. Anders wandered northward and found his own calling with the mutants and beastmen that lurked in the Drak Wald. Soon he joined the cult of the Red Crown, which he found much more to his liking.

When the Time of Changes came, Anders knew the Purple Hand would be one of its victims. So far, he has succeeded in killing a number of treacherous Purple Hand members and been thrice rewarded by Tzeentch. On one occasion, however, he did not get his scalp. In the spring of 2512, Köhler chanced upon (who he thought to be) Kastor Lieberung on the road to Altdorf, as Lieberung and a handful of henchmen were fighting a group of mutants. Sadly, on this occasion Köhler was traveling alone. From his position hidden behind a tree he had to watch the Magister Impedimentae and his henchmen eliminate the last of the attacking mutants. Köhler departed the scene before the victorious Lieberung and henchmen left in their coach. Since then, however, the hatred for Lieberung has burned stronger than ever in Anders memory, as has his faces. Anders would pay any price to have the chance to right that wrong.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 45 | 40 | 3 | 4 | 9 | 44 | 2 | 31 | 48 | 37 | 44 | 35 | 40 |

Skills: Concealment Rural, Disarm. Dodge Blow, Public Speaking, Read/Write (Reikspiel), Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body)

Mutations:

- Evil Eye (opponents within 8 yards need to make **I** test to avoid gaze. Failure means opponent suffers penalty of -1/-10 or +1/+10 as appropriate as to all dice rolls while Anders lives)
- Magic Immune (automatically passes any **Magic** test; gets a **Magic** test on spells that normally do not allow for such; reduce magic weapons used against him to non-magical)
- Rune of Tzeentch (moves about the body)

The stables, and Erich, are easy enough to find. He greets the PCs as he does all potential customers, telling them how his facilities are better than those of his competitors. When the PCs mention they're here to conduct business with Herr Rüdiger Francke, Keeper of the Greystone House, Erich winks at them and tells them theirs will be better cared for than the Emperor's own horses.

When Things Go Boom!

The PCs manage to get into Altdorf after spending 20 minutes in queue. Altdorf is still quite busy, especially at the Königplatz [location on the map below] where agents from the various inns in the neighbouring districts converge on visitors, offering them bargain accommodations while dismissing their competitors. There are also a number of pickpockets taking advantage of the apparent mayhem that rules the square.

4 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile:

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|----|---|-----|----|-----|----|----|-----|
| 4 | 41 | 25 | 3 | 4 | 11 | 30 | 1 | 30 | 29 | 24 | 29 | 24 | 10 |

Equipment: Hand weapon

Mutations:

Beastman #1: Blood Rage (subject to *Frenzy*, **T**+1), Feathered Hide

Beastman #2: Horrible Stench (all creatures within 2D6 yards suffers penalty of -1/-10 or +1/+10 as appropriate as to all dice rolls), Warty Skin (0/1 AP all over)

Beastman #3: Poisonous Bite (**A**+1, *poisonous bite*), Snake Tail (**A**+1, *bite*)

Beastman #4: Ant Head (**A**+1, *bite*), Long Spines (opponent in hand-to-hand must pass an **I** test to avoid **S**1 hit)

10 Mutants

These have been trained to be Anders' foot soldiers. Unless specified otherwise below, the mutants are human in appearance and have the following profile:

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 41 | 29 | 4 | 3 | 8 | 30 | 1 | 29 | 29 | 29 | 29 | 29 | 25 |

Equipment: Hand weapon, Tattered clothing

Mutations:

Mutant #1: Scaly Skin (1AP all over)

Mutant #2: Tail, Transparent Skin (causes *fear*)

Mutant #3: Reptilian Crest. Iron Hard Skin (5AP all over)

Mutant #4: Albino (halve **T**), Goat Head (**A**+1, *gore*)

Mutant #5: Moronic (**Int**-20, subject to *stupidity*)

Mutant #6: Black Skin (+20 to **Hide** tests at night or in dark surroundings), Weapon Master (**WS**+22)

Mutant #7: Uncontrollable Flatulence (30% chance of gas being emitted in a cloud 2D4 yards in diameter, lasts for 2D6 rounds; **T** test for victim to avoid becoming nauseous and **S**-1 until cloud disperses)

Mutant #8: Spits Acid (up to 10 yards using **BS**, causing one **S**3 hit)

Mutant #9: Overgrown Body Part - Feet (three times normal, **M**-1, **T**+1, **W**+1, **I**-20).

Mutant #10: Large Ears (*Acute Hearing*)

As the PCs are extraditing themselves from the commotion in the Königplatz, they hear a large explosion. It is less than a half-mile away to the southwest across the Reik. If the PCs look straight down the Street of a Hundred Taverns [location p], they can clearly see smoke and hear screams coming from the Cathedral of Sigmar [location 12]. The din of commotion and panic start to grow. The PCs will need to get closer if they want to get a view as to what is occurring.

After the initial shock passes, the Imperial Guard – sometimes referred to as the Reiksgard – and the Order of the High Helms are dispatched from their barracks to throw a security cordon around the Imperial Palace. In similar fashion, the Templars of the Fiery Heart surround the Cathedral. Meanwhile, the Altdorf garrison moves to shut down the Emperor Karl-Franz and the Three Toll bridges. This is after a slow start by their politically-minded captains who would still be awaiting orders if not for a few alert and aggressive sergeants. The West Gate has been effectively shut down to the dismay and anger of the throng awaiting entrance.

Even with all this activity, the west districts of Altdorf are hardly closed. For a rather pricey fee (at least 1 GC per person), greedy boatmen will gladly ferry people back and forth across the Reik. The tight-fisted could still make their way southward across the Talabec on the Old Emperor Bridge and then across the Reik at either the Sigmar or Mourners' Bridges. The districts through which one needs to travel for this route – The Docks, Reikerbahn, and Morrwies – are hardly the safest in the Imperial capital.

No matter which way the PCs make to the Oberhausen district, they will encounter crowds of people clearly upset by the bombing at the Cathedral, wary Watchmen trying to keep some semblance of order while keeping an eye out for looters and pickpockets, tense soldiers and alert Templars searching for anyone looking guilty or having something to hide. There are some opportunists who may try to use the current disorder to their advantages, such as agitators and demagogues. These individuals are playing a dangerous game as any criticism

of the current regime may result in their arrest by those trying to re-establish order.

GMs are encouraged to have the PCs stopped a couple of times by any one of the people representing order and asked to state their business in Altdorf and any travelling papers they may be carrying. The PCs can get by if they simply show their Knights Panther medallions and state they are on business for Middenheim.

If the PCs mention “Rüdigar Francke” or “the Greystone House,” they will receive a quizzical look for the persons inquiring about their business. The responses tend to be along the lines of: “Never heard of him or the house. Why are you really here?” The PCs will get a similar kind of response if they bring up the name “Theobald Haushofer.”

As they move through Altdorf, the PCs may hear the following news, rumours, and exaggerations:

- *I've heard the explosion killed the Grand Theogonist and injured many of the Sigmarite priests.*
- *Rumours abound that a number of high-ranking priests were killed alongside the Grand Theogonist. May they find rest in Mórr's realm.*
- *They say that symbols of the Ulrican faith were found near the explosion site, curse their cowardly hides.*
- *I bet Graf Boris is behind this outrage. I've heard from a good source that he fancies himself as Emperor.*
- *It's high time the Emperor put an end to the faithless Ulricans. Why does he not act?*
- *Why wait? I'd say we hang them all now!*
- *The price of food is certainly going to up again. It's going to be hard to feed my eight little ones.*
- *Wissenland is the new power up the Reik, mind you! While that doll von Liebewitz throws another party, Count Bruno is moving his own soldiers up and down the river Stir. Von Liebewitz will be checkmate, before she knows what happened.*

Should the PCs ask for directions to the Ulthuan Embassy [location 26], most Altdorfers will provide directions which help the PCs reach that location. A few might lead the PCs astray for no other reason than they don't like or trust outsiders.

Upon reaching the Ulthuan Embassy, the PCs can spot a small three-story townhouse across the street. Flat 6 is on the uppermost floor and the PCs have to climb narrow stairs to reach it. When they reach the top of the stairs, the PCs will see that the door of the flat (with the number '6' on it) is slightly ajar.

Should the PCs decide to listen before bursting in, have any who do so make a **Listen** test for soft noise (+10 *Acute Hearing*) to hear the sound of clinking china. If the PCs decide to charge in the room, they find themselves in an entry room where an elderly gentleman in fine clothing is pouring tea. "My name is Theobald Haushofer," the well-groomed man says, "I could not help but hear your ascend up the stairs. Please be seated." Theobald motions to the seats arranged about the room. "Please do not use the large one nearest the fireplace. That is for the man who will speak to you shortly."

In the event the PCs fail to offer him the letter, Theobald states, "I believe you were to deliver something to me. May I see it?" If the PCs have lost the letter along the way or opened it, then Theobald asks them ever so politely if they could quickly tell him their names. He cautions them to be truthful as now is not the time for duplicity. Lives, specifically the PCs', hang on their honesty. Should the letter be unopened, Theobald replies, "Excellent, you have done well."

After the PCs have turned over the letter and introduced themselves, Theobald informs them that they must wait for some time, as there have been some changes in the plan. Someone very important will be arriving shortly to provide them with the details of their assignment. Theobald states he will give them privacy while he prepares for his master's arrival. The elderly gentleman does not answer any further questions at this time, insisting the PCs wait

until they have heard out his master. With that, Theobald retires to another room. Unbeknown to the PCs, the manservant sends a signal – a white cloth flapping out the window – indicating all is clear and the PCs have arrived.

Fifteen minutes later, Theobald returns and asks the PCs to stand. He explains that his master has arrived and will be entering momentarily. Should the PCs recline, Theobald politely informs them his master could easily have them tossed in one of the Emperor's prisons for being insolent. The sound of heavy boots and armour ascends the stairs. The PCs may be concerned it's a trap, but Theobald assures them that they are safe.

The door opens and a man in Reiksgard regalia enters, followed by a man in rich clothing. Two other Reiksgards take position by the door. Theobald bows deeply and signals the PCs to do the same. "My Excellency, the Count von Walfen, by your will I shall take my leave of your lordship and close the door behind me. I shall await your pleasure outside with your guard." Theobald exits after receiving a nod from the Count.

Should the PC who resembles Kastor Lieberung (or was recognised by the Grand Theogonist as looking like someone at the Imperial Court) be present, Count von Walfen will look at him curiously a few seconds before he makes introductory announcement:

"I am Count Siegfried von Walfen, good gentles," the noble announces. "I am pleased you were not caught in the explosion." If the PCs attempt to interrupt to ask about the explosion, Count von Walfen waves off the question and continues, "In agreement with your lord, Baron Heinrich Todbringer, you have been sent to assist me in matters most delicate." Should the PCs look surprised to learn they have been working for Baron Heinrich, the Count takes note and comments, "Ah, you did not realize you have been working for the Baron since you've return from Kislev? Interesting."

"Allow me to cut to the chase," von Walfen continues. "As you know quite well from your recent work, as well as your efforts two years ago, there are groups of individuals who would see the

Empire return to the Dark Ages. The goals of these groups differ, but they share the same desired end of the nation for which Sigmar and Magnus-the-Pious fought. I fear the same corruption you found in Hochland and Middenheim is operating here.

“I have agents looking for these anarchists, but I suspect our target may be found in places we cannot infiltrate. You, as outsiders, may have a better chance and – at this moment – we are in need of new approaches. The bombing of the Cathedral of Sigmar and murder of the Grand Theogonist during the conclave of Sigmarite priests illustrates the urgency of the matter.

“What is less known is the state of Emperor Karl-Franz. I have been denied any audience with him in the past month and a number of ministers have had their access severely lessened. In fact, contact with the Emperor has been limited to all but the Chancellor, Johann Heinz, and Court Lector, Lothar von Metternich. My gut instinct tells me there is a connection between the Emperor’s situation and the death of Yorri XV, but I have no evidence to proceed.

“This is where all of you come in. Your task is to uncover evidence of whatever conspiracy might exist in the high echelons in the Imperial Court, identify the perpetrators and their allegiances, disrupt their plans if possible, and bring me all the proof you obtain. Your task will be very dangerous and could cost your lives if you are careless. Until you bring me the proof I need, I will have to deny this meeting has taken place and disavow any knowledge of you or your activities. Are we clear on this? If you succeed, you will be richly rewarded. Should you fail, I shall pray to Mórr to care for you in the afterlife and for what will be left of my life. Yes, I am at great risk as well. In essence, you are our last hope to avert catastrophe.

“Though I may be in no position to help you until you have succeeded, I have done what I could to provide some support for you to carry out your important duty to the Emperor and Sigmar’s Empire.” Count von Walfen pauses as

he looks over the PCs in turn. In order of preference, the Count is looking for any human PC who is of noble stock to be the appointed “leader.” If none exist, then he turns towards a human PC with a high **Ld** characteristic or experience in one of the following professions: explorer, freelance, lawyer, mercenary captain, or templar [**GM Note:** Count von Walfen has been thoroughly informed by Baron Heinrich Todbringer of the past of each individual PC]. If there is no such PC in the group, the Count then addresses whichever PC has demonstrated the most leadership ability within the group in the recent past. “You, sir, will need to adopt a new alias of your own choosing and a background story. I suggest you weave in elements of the truth to make your story sound more credible. I’d also recommend you retain your given name in order to avoid any mistakes in dealing with others. The others here are your servants or hirelings; your choice.

Count von Walfen hands a sealed paper to the PC he has determined to be the leader. “Take this. It is the deed to a townhouse, number 8 Schrägkruez Strasse, just east of Volker Weg and on the border of the Bankbezirk and Werksviertel districts. It has bears the seal of the Altdorf Council, so no one should question its legitimacy. The neighbourhood is not the best, but it will serve your needs and the Watch only patrols that stretch sporadically. One of my men, Simon Helmholtz, has been at that home preparing it for your stay. He will serve as your valet. Bear in mind that he serves at my pleasure, not yours. He will not be taking any unnecessary risks on your behalf other than to maintain your secrets and cover for most of your indiscretions.

“One last thing, you must not divulge any particular allegiance to Sigmar or Ulric. To do so would mark you as enemies or agents of one cult of the other. Instead, you are hired agents of the Cult of Mórr and work for Priestess Inga von Rabespeicher, Indagatrix Grandis of The High and Chivalric Order of Deserved Rest. I suggest you pay her a visit at the Temple of Mórr and introduce yourselves. She understands her role in this affair, as well as yours. The Temple is located next to the Templeplatz Watch Station by the Cathedral of Sigmar. This document I’m now

handing to you stipulates you are working for the Temple of Mórr. It may come in handy should those looking for suspects in the bombing stop you. The entire area around the Cathedral should be cordoned off to all except authorised individuals. Priestess Inga will give you new papers once you provide her the name you'll be using. Any questions?"

The PCs may inquire as to the need for such skulduggery, like assumed names and pretend pasts. Count von Walfen replies that such precautions are the difference between life and death. He further tells them he has no doubt that once the enemy becomes aware of the PCs existence, their lives will be at risk. The Reikland Count advises the PCs to stay together as much as they can. Any who stray may find themselves in dire straits.

In the event the PCs ask why the Count doesn't use his own agents, the Count comments that his agents are unable to follow-up on new leads and the PCs represent additional manpower to augment the efforts of his own men. The Count will not elaborate further. He has no plans to tell the PCs that he, himself, is in some danger. He believes the PCs' activities will take some pressure off of him as the enemies of the Empire may come to see the PCs as the bigger threat to their plans. And, like it or not, the PCs are expendable.

If the PCs ask about Lector Nikolaus Auerbach from Wolfenburg, the Count inquires about their connection to the Ostlander Lector. When he is satisfied with their response, the Count informs them that Lector Auerbach is staying at the Pious Pilgrim's Boarding House [location 17]. Moreover, von Walfen tells the PCs the Lector was wounded in the explosion, as were others. One member of the group, a young priest named Hals Damrosch, perished in the tragedy.

The PCs may ask the Count about clues or information to assist them initiate their efforts. In this case he replies they should pay Priestess Inga a visit as he really must go so as not to endanger the PCs any further. Von Walfen suggests the PCs stay put in this flat and away

from the windows for about 30 minutes after his departure. This delay is required in case the Count was followed on his way to meet the PCs.

As he stands to leave, the Count expects the PCs to bow. PCs with the Etiquette skill realise this instantly. They should quickly and quietly inform their companions of this social fact. Even if they are working for Count von Walfen, the PCs should bear in mind that he is a very powerful and influential noble. They may need to be reminded that failure to perform the expected deference would not be in the PCs' long-term interests and health.

In case the PC recognised by the Grand Theogonist is present, Count von Walfen turns at the open doorway and looks at him intently before replying, "Ah, now I realise where I have recognise your face. You bear a striking resemblance to Chancellor Johann Heinz. You two could be brothers, perhaps even twins." If asked when Herr Heinz became Chancellor, Count von Walfen responds that he was elevated around two years ago after having served the former Chancellor Mornan Tybalt with distinction. With that, the Count departs with his men.

Streets of Altdorf

Armed men (knights, soldiers, and watchmen) block all streets leading to the Cathedral. Only those who can prove their business requires them to go through the secured area are allowed to pass through. Scribes from the Judiciary Scriptorium and Secretarium [location 9] have been assigned to man the blockades so they can determine the authenticity of any papers handed to the guards. Anyone armed by more than a hand weapon is instructed to take another route.



PCs who stand back and observe the situation unfold are able to see that tensions are running high. Should there need to be an example set for the PCs, an overbearing and overweight merchant can be seen arguing with some soldiers nearby. The merchant loudly proclaims his name and demands that he does not need papers to get across to the Amtsbezirk district. At some point, the unruly man is knocked down by the back of a soldier's hand and told that if he didn't move his arse, the soldier might be obliged to give him a swat on the backside with the flat of his blade. Shaken, the merchant is helped up by his associates and led away screaming that he'll see the soldier sent to the Delfgruber mines.

The PCs can either choose to take a more indirect route to the Temple of Mórr or they can try their luck. There is a five-minute queue waiting to pass the particular blockade through which the PCs need to pass. Most people are being turned back, complaining to anyone willing to listen to their grievances.

When the PCs reach the front of the queue, a short-tempered Templar of the Fiery Heart demands they state their business and provide any proof of their claims. If the PCs don't provide the papers the Count gave them as proof of their business with the Temple of Mórr, they are not allowed to pass. When the papers are handed over, the Templar reads the note and examines the seal on it. Satisfied, he advises them to go straight to their destination and not linger, then permits them to pass.

Should the PCs use this opportunity to go directly towards the Pious Pilgrim's Boarding House, the Templar informs them that the Temple of Mórr lies in another direction. If they ignore him, the Templar tersely orders a nearby group of soldiers to escort the PCs in the right direction. If the PCs insist on doing as they please, allow each an **Int** test to come to the conclusion that the present is not a time to get on the wrong side of those expected to maintain order.

Should the PCs take another route, they need to pass an Observe test to notice that the streets do

not seem as well patrolled by the Watch as should be the case given the neighbourhood.

Purple Haze

The Temple of Mórr [location 22] is not easy to miss. The large black, solidly built structure houses the hierarchy of the cult in Altdorf as well as teach initiates the mysteries of the cult. A broad, open doorway with a large, heavy lintel-stone marks the main entrance into the temple. Statues of four ravens made from ebony wood from the Southlands look down on those entering the temple. The double doors are also made of the same imported wood.

Inside the Temple is quite bare, the few furnishings and accoutrements were provided by those who frequent the Temple to pray for loved ones now residing in Mórr's realm. Should the PCs examine the floor, they will see a number of stones marking the names of those interred within this structure. A large number of black candles provide the illumination within.

Soon after their arrival, a young initiate dressed in black appears before the PCs. "Can I be of service?" he asks.

If the PCs explain they are here to see Priestess Inga von Rabespeicher, the young man looks at them quickly and says, "this way," as he turns to lead the PCs through the open doorway opposite of the one they entered. The initiate leads the PCs through the inner courtyard to a set of apartments on the far side. He motions the PCs to enter one of the doors and informs them to take a seat near the fireplace, as the Priestess will join them momentarily.

The PCs find themselves in a whitewashed room that is rather sparsely furnished. There are enough chairs for each of them before the fireplace, as well as a desk and chair off to the right. A number of white candles have been lit to provide illumination for this room. The windows facing the inner courtyard are closed with heavy black drapes.

After about twenty minutes pass, a woman in her late 30s enters the room wearing a plain, black,

hooded robe over her blackened chain mail. The woman wears a silver pendant of a raven in a posture of attack (wings out and head low) around her neck. She takes her seat at the desk. “My apologies for the lateness of my arrival,” she says. “I am Priestess Inga, the ‘Indagatrix Grandis’ – or Grand Interrogator – of The High and Chivalric Order of Deserved Rest, commonly known as the Raven Knights. By what names am I to know each of you?” Priestess Inga politely waits for each PC to introduce themselves.

“Now to the order of our business. I assume by your presence you have already spoken with our mutual ally? Good. I shall endeavour not to repeat what you have already been told,” the priestess states.

“I’m sure you’re wondering why the cult of Mórr, of all people. Quite simply, we are the one cult that both sides trust to be impartial in this matter. If there is one thing even Sigmarites and Ulricans can agree upon, it’s that all souls come to the God of Death in the end. Moreover, it is recognised that we have a certain expertise for investigating murders. In any event, I digress.

“I understand you have been sent by Middenheim to Altdorf because you have special talents for dealing with the most unusual situations. Granted, you also pose grave risks if you do not exercise discretion and silence, where appropriate. Should you succeed, the Empire will be grateful and you will be richly rewarded. The fate of many people are dependent on your success, even your own.

“Your task has several goals. The first is to determine who is behind the murder of the Grand Theogonist. Evidence points to the act of radical Ulricans, but I find such proof as too convenient, too staged. The second, most important point is to uncover what machinations are going on within the Imperial Court. This task will be most difficult given you are all outsiders and the Court is very protective of its privileges in the face of an external threat.

“Our first task is to take you to the bloody scene of the crime. I will provide introductions in order to establish your credentials as my servants. I have asked that the guards who were assigned to the place where the blackpowder was ignited be made available for your questioning. They had apparently been relieved sometime before the explosion by two individuals dressed as members of the Sigmarite clergy. I will depart when you are escorted to the scene of the crime. I expect reports on your progress tomorrow at noon and every third day hence. After our chat, you can review the remains of the four men tomorrow afternoon at the Chapel of Mórr in the Morrries district.

“Before our departure from here, I will write a new warrant to replace that which the good Count provided you. If I may have the one in your possession.” Priestess Inga holds out her hand to receive the document and then begins scribing a new one. Within five minutes, she hands the writ with seals to the PCs.

“One more thing before we go forth. As you may know, Mórr is also known as the God of Dreams. Thus, the cult places great importance to dreams given that these may be messages from Mórr. In any event, I want to relate a dream I have had these past three nights in the hope it might provide you with some insight. The dream starts in an open meadow near a Great River and surrounded by deep and dark forests. A griffon stands alert watching as on one side of the river looking distraught. Soon, a white wolf carrying a flaming brand in its mouth leads an army out of the forest into the meadow. Another army appears on the other side led by a champion carrying a large warhammer. Behind this second army is a large scarlet, rather stiff looking serpent. The armies clash with the griffon stuck in-between them, crying out in pain. Soon a purple haze rises from the feet of the soldiers and enshrouds them as it thickens. The sounds of screams and battle can be heard from the unseen soldiers until all goes quiet and still. The now purple fog dissipates and there is no sign of the soldiers, either alive or dead. There is also no sign of the griffon other than the blood-soaked ground upon which it once stood.”

“The griffon represents the Empire as reunified by Magnus the Pious, Mórr bless his soul. The white

wolf and the man with the warhammer clearly represent the cults of Ulric and Sigmar, respectively. I have no idea what the significance is of either the purple haze or the scarlet serpent. I trust you will be able to discover their meaning if such is not known to you now.”

“If you’re ready, it is time to depart. Please refrain from discussing what you have been told until you are in a secure and private place. One never knows who might be listening. Furthermore, do not discuss your investigation with anyone other than myself. There are many who will want to learn what you’ve uncovered for their own personal gain...and your detriment. Right. Here are two lanterns as it will be dark by the time you reach your destination. Shall we?”

The Blackpowder Plot

The Indagatrix Grandis leads the PCs to the barricade surrounding the Cathedral. She tells the Imperial Guard at his post to fetch his Captain. Within minutes, an older Imperial Guard with gold braid on this soldiers and a more elegant helm appears. He introduces himself as Captain Lucas von Blücher and kisses the priestess’ proffered hand. Priestess Inga introduces the PCs as her agents recently arrived from Middenheim. In accordance with the hours old agreement reached between the Grand Master of the Fiery Heart and the cult of Mórr, the priestess asks the Captain to have one of his men escort the PCs to the area where the explosion took place. Von Blücher informs Priestess Inga that he will personally see to the PCs safe conduct. Nodding in agreement, Priestess Inga bids the PCs a good evening.

The Imperial Guard captain silently leads the PCs around the southern wall of the Cathedral to the gapping hole where the explosion took place at the southeast section of the structure. The PCs are able to step through the hole and into the inner sanctum of the church near the high altar. From within the walls, the PCs can easily see the exposure of the two floors beneath, indicating the blast came from beneath. It may take the PCs a moment or two

to notice that von Blücher remains close by them.

[GM Note: Von Blücher is an ambitious man whose dreams of promotion outstrip his martial prowess. He is only interested in learning anything that might help him climb the social, and economic, ladder. Still, there’s no reason to let the PCs know that he has no other, more nefarious purpose in mind]

The rubble from the collapsed portion of the wall and floors allows the PCs to scabble down to the level underneath. Four initiates are trying to clear blood and gore splattered debris. The storeroom beneath the inner sanctum has also been ruined by the blast. On the far wall is the following painted in blood red:

“The White Wolf rises and
consumes the twin-tailed comet”

“Remember Bösel”

and

“Let the instrument of their power
be their death.”

While the first two phrases are fairly clear, the second is somewhat more obscure. Though those who have been Ulrican initiates and priests would know the fact automatically, PCs with the *Theology* skill should be allowed an **Int** test to recall that the use of gunpowder weapons is anathema to those adhering to Ulrican strictures as well as attacking from ambush – a lesson the Sons of Ulric seem to have missed. A PC successfully passing a second **Int** test (+10 if PC has experience as a Gunner, +10 for *History*) recalls that Nuln is the Imperial centre of gunpowder weapons and the largest centre of Sigmar worship after Altdorf. In case the PCs are not familiar with the Bösel massacre (as described in the Introduction to this adventure), Captain von Blücher can give them an account, although he will make sure to point out the irony of Ulrican complaints over an affair that ultimately is about Ulricans committing crimes against The Empire and its Imperially appointed servants.

As the PCs ponder the meaning of the messages, a Templar of the Fiery Heart leads two warrior-types in the garb of townsfolk to the PCs. If he is still lingering by the PCs, Captain von Blücher utters thanks to the Templar for bringing the two slackers forward. It should be clear to the PCs that the two men are very uncomfortable and humbled in the captain's presence. They should strongly remind the good Captain that they are investigating this matter on behalf of the cult of Mórr and his role was only to escort them hither. While the Captain may take offence to the PCs' tone, they need to be firm with the ambitious von Blücher if they hope to get anything out of the two relieved Templars. The PCs should also ask the Templar who escorted the two to leave them until their inquiry is completed.

The two men – Amadeus Hegel and Friedermann Ruggbroder – look miserable, as if they know their careers are over. The PCs may try some small talk to relax the two in the hopes of getting more information than what is necessary to answer their question. GMs may wish to allow the PCs to roleplay their effort and allow this to modify their **Fel** roll, in addition to other modifiers (+10 for *Charm*, +10 for *Etiquette*).

Amadeus Hegel is the third son of a successful merchant – Klemens Hegel – from the village of Rottefach who made his money in the spice import market. Amadeus was initially sent by his father to become a priest, but the young man showed more aptitude as a fighter. Amadeus has only recently become a Templar after spending a great deal of time as a Squire.

Friedermann Ruggbroder is the second son of Heironymus Ruggbrode, one of the important merchant families from Bögenhafen. Unlike Amadeus, Friedermann spent a great deal of time as a member of the militia and then garrison of his hometown after he demonstrated no skill as a merchant. Three years ago, a Templar of the Fiery Heart took him on as a Squire (after Friedermann's father provided some monetary support to the servant of Sigmar) and trained him in the skills of the

Order. The young Ruggbroder was elevated to knighthood nearly three months ago.

Whether the PCs question the two men together or independently, they will get the same basic answer to their inquiries. The two young Templars were given the assignment to patrol the floor beneath the temple. The task was usually a tedious one, but with the conclave above the two knew they needed to be particularly vigilant. There had been rumours about secret organisations planning on murdering the Grand Theogonist; though these were quite stale given they first arose during the incident at the Shining Rock nearly two years before.

Both men report that a priest of medium built with brown, wavy hair and dressed in the attire of a priest of the Order of the Anvil approached them just before the halfway point of their four-hour duty. The man – who introduced himself as Brother Karl – was around 40 years of age and wore robes of a dark red colour, identifying him as a member of the Crimsonite fraternity. He claimed to speak with the authority of High Capitular Werner Stolz and informed Amadeus and Friedermann there was a change in the assignment of guard duty. Brother Karl told them they were not to wait for their replacements, as they needed to get to the Imperial Palace very quickly. He stated there had been reports of an assassination plot against the Emperor and the Imperial Guard had requested a secret deployment of the Fiery Heart in order to catch the would-be assassin. Brother Karl instructed the two to go to a remote area on the outside of the Palace walls and remain there until they received further orders. In accordance to their training, the two guards departed as quickly and quietly as told, only to learn too late that no such order was ever issued.

Should the PCs ask, the two men state the priest spoke with a Middenheimer accent and with the authority of a man used to being obeyed without question. Neither Amadeus nor Friedermann recall seeing this man before he came to them.

In the event the PCs question von Blücher about Brother Karl, the Captain replies there is no such a priest among the delegation from Middenheim. Moreover, the High Capitular did not attend the

conference as he thought it more prudent to remain in the city-state. If asked about the Crimsonites, the Templar Captain informs the PCs they are a small fraternity with members who believe that true peace and the strength of a united Empire can only be achieved if all citizens acknowledge the supremacy of the worship of Sigmar and abandon the other gods of the Empire. Further, the good captain comments that, though the Crimsonites do not tend towards violence, some of them are known for their fiery rhetoric and sermons.

If given a chance, Captain von Blücher offers his unsolicited opinion that the two men failed in their sacred duties, and they will be remanded into the custody of the Inquisition until a suitable punishment can be found. The Captain does not offer any further explanation of what nature he believes the punishment should take, but he certainly believes it ought to be severe to serve as a lesson for the rest of the Order. Should the PCs wish to plead leniency for the two men, they will have to find a more sympathetic ear elsewhere.

There's No Place Like Home

By the time the PCs have finished their interrogation, the sun has long set in the west and it has been a long and tiring day. At this time, they should be content to call it a day and journey to their "new" home.

While the area remains in high alert, the barricades around the Cathedral have come down, though some remain around the ruined part. Once the PCs are escorted out of the protected area, they can continue straight to their new "home". The quickest way there would be to journey northeast on Tempelstrasse [location f], across Three Toll Bridge [location e], and along the Street of a Hundred Taverns to the Königplatz. The PCs would then depart the Königplatz towards the southeast (on Volker Weg) before turning left onto Schrägruez Strasse [location u]. The townhouse is located on the left side of the street not too far from the intersection.

Number 8 Schrägruez Strasse is a two-storey, pale blue townhouse. There is a small, walled garden to the side of and behind the townhouse. The oil lamp at the entrance is lit and the PCs

will notice a spy hole in the front door located just above the brass knocker.

The door is locked, so the PCs will need to knock to gain entrance. On the other hand, a PC with lockpicks might well be tempted to try their craft. The lock on the door is not as simple as most door locks (CR 15%). No matter which attempt is tried, a tall, elderly gentleman opens the door. The well dressed, though not expensively, man introduces himself as Simon Helmholtz and welcomes the PCs. Standing aside, he allows them entrance.

"Good gentles," Simon says. "It is my duty to inform you that I am to be your valet during the daylight and evening hours, from 6:00 AM until 9:00 PM. The rest of the hours you are on your own. Incidentally, do not worry about letting me in as I have my own key. When I depart, I will leave some light food prepared for your consumption. I suspect you will not be keeping "regular" hours, so no formal meals will be planned unless you provide me with advance notice of at least one day. At this time, I leave you to explore this house at your leisure. Good night."

Simon will delay his departure if the PCs have any questions. The interview will be likely to be short, however, as Simon is not under any obligation to divulge his relationship with Count von Wolfen. As far as the PCs are concerned, Simon is merely a servant who knows no more than he is told and prefers it that way. The valet also doesn't know any details of the PCs' appointed task at this stage of the scenario. In this manner, Simon would be unable to betray them. With respect to his employment, Simon has proudly served the Count for over thirty years.

Once Simon has departed, the PCs are free to look about. The townhouse is only furnished with the basic comforts, most likely more than the PCs have experienced. There are no surprises to be found other than a secret door under the stairs in the cellar. The Count and Simon know the secret door, but it is not something they will divulge to the PCs, unless it is already discovered. The secret door leads to a slightly descending passage that eventually opens into an abandoned part of the Altdorf sewers. In the end, it is up to the GM to decide the speed at which word from other parts of the Empire reach Altdorf.

Sidebar: The Speed of News and Rumours

To assist GMs in determining how soon the PCs can learn of events outside of Altdorf, information takes about as long as a person travelling from point A to point B. This means news and rumours from the war in the east generally takes about 2 weeks (16 days) or more to reach the Imperial capital. Reports from Middenheim reach Altdorf in 12 days while stories from Ferlangen take about 3 weeks (24 days). Carrier pigeons can carry news across long distances quicker, doing so in about half the time. This method of communication has high risks as a number of these birds fall prey to natural, as well as unnatural, predators.

Events in Altdorf

The following table marks the events that will take place in Altdorf should the PCs not intervene during their stay in the Imperial

capital. As before the events in *italics* represent those affairs which are occurring elsewhere. GMs should note that news of these outside endeavours take some time to reach Altdorf.

| Day | Events | Section |
|---------------|--|--|
| 28 Sigmarzeit | <ul style="list-style-type: none">• The remains of the four bombers are assembled at the Chapel of Mórr in the Morrwies district.• Martial Law is proclaimed in Altdorf in order that those guilty of the murder of the Grand Theogonist cannot escape the city.• <i>The Stirland army takes up position on the Talabecland border north of Wurtbad where they wait for a Wissenland company to join them.</i> | <ul style="list-style-type: none">• What the Dead Tell |
| 29 Sigmarzeit | <ul style="list-style-type: none">• <i>Anti-Ulrican acts occur in the villages surrounding Altdorf. Many flee towards Middenland.</i>• <i>Ostermark refuses to send troops to support Talabecland.</i>• <i>Anti-Sigmarite celebrations erupt in Carroburg and degenerates into rioting.</i> | <ul style="list-style-type: none">• |
| 30 Sigmarzeit | <ul style="list-style-type: none">• Led by the Sigmarite Lectors and the Priests of Mórr, the funeral procession for the late Grand Theogonist circles the walls of Altdorf before the remains are interred in the catacombs beneath the Cathedral.• <i>Led by Baron Nikse's sons and Marschall Theodor Gausser, Nordland forces cross into Ostland to the north.</i> | <ul style="list-style-type: none">• Requiem for a Martyr |
| 31 Sigmarzeit | <ul style="list-style-type: none">• Dwarf engineer found dead in boarding house on Volker Weg.• Templars of the Fiery Heart descend upon a house in the Süderich and arrest Ulrican suspects, including the false Sigmarite priest Gustav Fokker. | <ul style="list-style-type: none">• Death of an Engineer• Murderers Found |

| Day | Events | Section |
|-----------------------------------|---|---|
| 31 Sigmarzeit <i>continued</i> | <ul style="list-style-type: none"> Forced by events in the Reikland and his more aggressive vassals, Grand Duke von Bildhofen mobilises his army to march on Altdorf. | |
| 32 Sigmarzeit | <ul style="list-style-type: none"> After much discussion, Arch Lector Kaslain of Nuln is appointed Theogonist Locum Tenens of the cult until the Lectors can properly meet in conclave after the war to elect Yorri's successor. | |
| 33 Sigmarzeit | <ul style="list-style-type: none"> News spread across Altdorf of the arrest of those accused of the Blackpowder Plot. The chapel of Ulric is burnt to the ground – along with several nearby structures. An angry mob in Altdorf lynches more than a dozen Ulricans in the Königplatz while demanding that their Emperor make a presence and vanquishes the Ulrican bandits across The Empire. Those priests that are able begin to return to their homes as Martial Law is lifted. | <ul style="list-style-type: none"> Burning down the House |
| 1 Sommerzeit | <ul style="list-style-type: none"> Crown Prince Wolfgang Holswig-Abenauer arrives in Altdorf from Castle Reiksgard to take command of the Altdorf defence. Reikmarshall von Bock leads the Reikland army against Middenland. | <ul style="list-style-type: none"> A New Kid in Town |
| 2 Sommerzeit | <ul style="list-style-type: none"> Crown Prince Wolfgang imposes Martial Law and proclaims himself Elector of the Reikland as his uncle has taken ill. Nordland forces easily reach the seaport of Norden. | <ul style="list-style-type: none"> Imperial Coup d'État |
| 3 Sommerzeit | <ul style="list-style-type: none"> Murdered body of Sigmarite agitator found floating in the Reik near the northern river gate. Crown Prince Wolfgang restricts the Emperor's Court to certain portions of the Imperial Palace. He chooses to surround himself with his own men. | <ul style="list-style-type: none"> An Agitator for all Seasons |
| 4 Sommerzeit | <ul style="list-style-type: none"> Lothar von Metternich, Court Lector to the Emperor, is denied an audience with the Crown Prince. More arrests follow Gustav Fokker's confession. | |
| 5 Sommerzeit | <ul style="list-style-type: none"> Chancellor Johann Heinz urges a meeting of the Council of State, but the Crown Prince denies his request. Middenland defeats Reikland forces across the Reik from the Furdiest, the marshland east of Carroburg. Reikmarshall von Bock slain. | <ul style="list-style-type: none"> This Masquerade |

| Day | Events | Section |
|---------------|---|--|
| 6 Sommerzeit | <ul style="list-style-type: none"> Word reaches Altdorf of the Middenland victory. Panic hits the city. <i>Count Pfreifraucher refuses an order from Countess von Liebewitz to move his troops from Wurtbad to Altdorf.</i> | <ul style="list-style-type: none"> Abduction |
| 7 Sommerzeit | <ul style="list-style-type: none"> <i>Reikskapitän Kurt Helborg establishes a line of defence northwest of Rottefach and stems the Middenland offensive.</i> | |
| 8 Sommerzeit | <ul style="list-style-type: none"> The courtiers and diplomats discuss whether Karl-Franz should abdicate. A growing number, including senior Sigmarite priests, support his nephew Wolfgang who now publicly advocates military assistance to Ostland and even an invasion of Middenland, thus fuelling the consternation at the Imperial court. An assassination attempt against the Crown Prince fails and arrests are made. <i>Graf Alberich and Count Pfreifraucher lead their allied forces across the River Stir into southern Talabecland.</i> <i>Countess von Liebewitz leads a Nuln expeditionary force northward to Altdorf.</i> | <ul style="list-style-type: none"> Another Murder or Two |
| 9 Sommerzeit | <ul style="list-style-type: none"> Crown Prince Wolfgang suspends all covert activities against “imagined” enemies of the Empire and redirects them to root out Ulrican heretics. <i>Led by Middenmarschall von Genscher, the Middenheim army begins its march down the Altdorf road with the aim of cutting Middenland from its eastern allies and securing the province east of the road.</i> | <ul style="list-style-type: none"> Crush the Wolf Worshippers |
| 10 Sommerzeit | <ul style="list-style-type: none"> Count Siegfried von Walfen, cousin to the Emperor and Crown Prince arrested as “an Enemy of the State and Ulrican sympathizer” and sent to the dungeons beneath the Palace. <i>Feldmarschall Marius Leitdorf of Averland and Hauptmarschall Wolfram Hertwig of Ostermark arrive with their respective forces on the flank of the Talabeclander besiegers of Wolfenburg.</i> <i>Count von Raukov launches an offensive from Wolfenburg towards the east, linking up with his allies, and breaking the siege.</i> <i>Word of Nordland’s invasion finally reaches Wolfenburg</i> | <ul style="list-style-type: none"> Desperate Acts |

One Way or Another

There are many ways for the PCs to investigate the mystery at hand, some more obvious than others. Though there is no way to address all possibilities, this section will examine some of the other approaches the PCs may likely try early in their pursuit of information and what they may learn if they succeed in these endeavours.

It Takes a Thief

If one of the PCs has experience as a thief or some other roguish career, they may attempt to contact an Altdorf thieves' guild or gang. This is more dangerous than it seems, as the local gangs are unlikely to be keen on becoming involved with outsiders or freelancers. In addition, one must be careful with whom one associates. There is no single criminal organisation in Altdorf. There are at least three major and aggressive competitors in the Imperial capital.

Dieter Schneider heads up one of the Altdorf crime gangs and centres his activity in the Werksviertel district. **Francesco Sarducci** is the don in a local Tilean gang, which operates in the Niederhafen district. **Vesper Klasst** is the crime lord of the Riekerbahn district. Thief PCs from Altdorf know the general boundaries of these criminal organisations, but also realise that borders shift with the relative strength of the gang. All the while, most labourers at the docks belong to either the Fish or the Hooks who hate each other with a vengeance.

If the thief PC has spent time as a member of a gang, the PC would automatically know the best approach is to leave word at strategic locations (seedy taverns, brothels, gaming rooms) that they are seeking information and are willing to pay for it. The PC also knows they should leave a time and location where anyone with information can discreetly meet them. Moreover, the PCs should plan to be in a position where they can observe the selected location about an hour or two before the meeting is to take place in order to avoid ambushes and other potential unpleasanties.

Should the thief PC have been only a solo operator, she might need a series of **Int** tests (no more than three) to figure out the best

approach to obtaining information. Should she fail these tests, the PC might try a more direct approach (such as asking a barkeep if anyone from the Thieves' Guild frequent his establishment) that could result in someone putting a price on the PC's head.

Thief PCs from Altdorf may prefer to stroll around the taverns and brothels for information, they know which of these establishments along the Street of a Hundred Taverns and Volker Weg are the likeliest places where such a request will be met. If discreet, clandestine appointments can be set up at the Drunken Bastard, Knight's Hovel, or Griffon's Pothole. Should the PCs' need for information be more immediate, the Gladiators (pit-fighting establishment) or Holy Hammer of Sigmar (disgusting dive) would be a better, albeit more dangerous, bet.

The barkeeps of the aforementioned establishments (or manager in the case of pit-fighting or gambling enterprises) are the best conduits to arrange a meeting, though they will require some remuneration. Since many of these individuals understand the Thieves' Tongue, it's best to speak in the secret language in hushed tones.

The barkeep nods slightly without speaking in response and taps the top of his bar (or table) a number of times equal to his fee in shillings. The PC is expected to discreetly pass over the required amount. In a quick sleight of hand, the barkeep gathers the money and then silently gestures in one of two manners. Should he alternately tap the counter (or table) top with his index and middle finger, the barkeep is giving the secret sign that the meeting is to be arranged and the PC needs to leave the establishment without another word. If the barkeep touches his eyes and mouth, he is secretly signalling the PC that the contact is here. He then uses his eyes and head tilt to covertly indicate which booth the PC should wait.

Should the PC require some assistance in "remembering" the rules of this game, the GM should allow the character an **Int**+10 test (with an additional modifier of +5 for every year as an active member of a thieves' guild or gang). If the PC fails to carry out this ritual properly, then the conduit's suspicions are aroused. One of two things might then happen. First, the meeting might never take place even though the proprietor

took the PCs' money (he'll deny that any such agreement was ever discussed and the PC has no prove of it). Second, an ambush takes place rather than a meeting and the PC is beaten to a pulp with a warning of worse the next time this happens.

In the event the arrangement to obtain information comes off without a hitch, the PC could learn a number of things, depending on whom they speak to. The following table should summarize it for the GM:

| Location | Gang Affiliation | Contact's Appearance | Information gathered* |
|---|--|-----------------------------------|---|
| Griffon's Pothole, Beasts of Myrmidia, Wayfarer's Rest | Francesco Sarducci | Swarthy type (Estalian or Tilean) | <ul style="list-style-type: none"> For several nights before the explosion, about two or three different men watched the Cathedral One of these wore a priestly habit of a deep red colour Another of the men returned to one of the southern districts – Oberhausen or Süderich – after night of observing |
| Drunken Bastard, Knights' Hovel, the Gladiator, Cowardly Tilean | Dieter Schneider | Reiklander | <ul style="list-style-type: none"> Several nights before explosion, A Dwarf loaded several barrels onto a cart at the Dwarf Engineers' Guild. The man driving the cart was believed to be a priest of some order in black robes. A Sigmarite priest without his habit met with a local agitator at the Leaping Frog tavern near the University the night after the explosion. |
| Holy Hammer of Sigmar | Independent (supported by Vesper Klasst) | Wild-eye, drug-crazed individual | <ul style="list-style-type: none"> Bodies taken to the morgue in Morrwies were not Sigmarite priests. One of the bodies was Udo Schwimmer, a local drunk who seemingly found religion four weeks ago and did not touch a drink since. Udo was running with a crowd that had "big" plans for a "dramatic act" that would take place during the Sigmarite conclave. Udo was seen hanging out at the Ruckusplatz in the University whenever an agitator named Mayer Gauss spoke. Mayer Gauss has not been seen in public since the explosion. Rumoured to be in hiding near the Leaping Frog tavern. [GM Note: Mayer Gauss comes out to encourage the mob to attack the Chapel of Ulric.] |
| Boatman's Inn | Fish | River rat with Mohawk | <ul style="list-style-type: none"> On 25 Sigmarzeit, smugglers off-loaded some barrels labelled "pickled herring" from a boat newly arrived from Nuln into a wagon bound for the districts on the other side (west) of the Reik. The oddity is that pickled herring would be going upriver to Nuln, not from that city. The smuggled goods lands in the docks at Reikerbahn. |
| Unke's Spelunke | Hooks | River rat with boathook on belt | <ul style="list-style-type: none"> Some men tried to gain passage to Nuln after the explosion. They jumped off the boat once it was clear that the chain across the Reik was raised to prevent passage out of the city. The boat was departing from the Reikerbahn docks. |

* **[GM Note:** this column represents the total amount of information the PC should learn, possibly over several meetings since anyone experienced in the game will not divulge information for less than its worth. How much the GM provides should be based on how hard the PC is made to work for it, as well as the timing when such contacts take place relative to the changing events]

Magic Carpet Ride

PCs who have experience in the Sorcerous Arts might approach one of the Colour Colleges or the Wizards' and Alchemists' Guild [location 36] for information about the current situation in Altdorf as well as the death of the Grand Theogonist. The PC will likely be disappointed. The majority of wizards have little knowledge of what is going on other than what they have heard from rumours on the street. Even the college hierarchies have little contact with the cult of Sigmar given the cult's historic antagonism and animosity towards wizards. This is also true, to a lesser degree, with the relationship of the other cults to the sorcerous colleges – the one exception is the cult of Verena, which seeks knowledge from any source.

The one exception is the Gold College [location 39]. The Master of the Order, **Christa Feldmann** (*Realms of Sorcery*, page 45), takes a very keen interest in the matter. As a follower of Tzeentch, Christa knows of the prophecy of the Times of Changes and is preparing for the fast approaching day. She has little idea of the plans of the Purple Hand as she is neither a member nor has contact with the group. Christa also needs to proceed with caution in any event, as the enigmatic **Balthasar Gelt** has been watching her every move from behind his golden mask.

Should Christa become aware of the PCs' activities, she sends them an invitation to meet with her at her offices. Her intent is to learn what the PCs' know and their goals by proclaiming her "concern" about recent events. Unless the PCs' are crafty enough to hide their objective, Christa will attempt to derail their investigations by showing how the evidence they have uncovered could lead to interpretations that differ from the PCs' conclusions. For example, should the PCs divulge that members of the Purple Hand might have infiltrated the cult of Sigmar, the Gold

Wizard might point out that the problem may actually involve fanatics within the cult rather than outside influences.

Christa would provide the same information about the Crimsonite Fraternity as detailed above. To this she would add the fact that several prominent priests in the cult hierarchy are also members of the Fraternity. While she does not name names (since she is simply remembering the rumours and has no clue as to their identities), Christa will hint that the Grand Theogonist was a sympathizer of the Fraternity as is the Court Lector, Lothar von Metternich.

Soon as she determines the PCs are becoming too much a threat to potential Tzeentchian schemes, Christa will use unofficial channels to report the PCs as Chaos cultists to the Sigmarite Witch-Hunters. In this manner, she hopes to keep her involvement a secret while having the PCs removed as a threat.

Lost kin?

PCs may want to investigate reasons for the striking resemblance of Chancellor Heinz, Kastor Lieberung and one of the PCs. If asking the right people (priests or scholars), they are told to go to the City Records at the Council Hall [location 44]. Here, they get to see a clerk handling the Civil List after a three-quarter hour wait. If asked about Johann Heinz, the clerk will inform them that information on high-ranking courtiers is confidential; a serious bribe (minimum of 5GCs) or the combination of the Morrite warrant and successful **Ld** test is required to have the clerk leave for the file on Johann Heinz. Sadly, he will somewhat agitated and report the relevant page has been torn from the book and is nowhere to be found. He does know, however, that Heinz is a graduate of law from the University. Apparently, he finished his studies in record time.

If asked about Kastor Lieberung, or the Lieberung surname in general, however, the clerk will produce a dusty tome which contains nine

individuals named Lieberung. One of these concerns a certain Johann Heinz Lieberung who arrived in Altdorf from Nuln in the year 2506 and obtained full citizenship immediately on grounds of “remarkable show and evidence of good and devout character” (if offered a minimum of 1GC, the clerk will explain this is the normal code used for a big bribe). The entry further accounts for taxes paid by Johann in 2506 and 2507 when he served as an aide for the merchant Günther Kohl. Then, the entry suddenly stops. If asked about this, the clerk is a bit mystified as well and suggests either Johann left town or he went “off list” which is not so uncommon anymore.

Word of the Wise

At some point, the PCs may seek information at the Temple of Verena [location 31]. Inquiries regarding the Cult of the Purple Hand or proscribed cultist activities general will be directed to Father Thomas. The disturbingly slim man, just past his prime, will inform the PCs such issues are beyond his knowledge but a Professor Fassbinder at the University may have some relevant information. More vague inquiries or questions regarding infiltrations of the court will produce no answers of any use.

Unless the PCs have already met Fassbinder at this point (see **Late Night Visit** below), they are likely look for him at the nearby University [location 35]. Once the PCs arrive at the University, they can follow the signs to the administrative offices. As with most bureaucracies, there are more people seeking assistance than there are clerks on duty helping them. After waiting for quite a while, the PCs are able to obtain directions to Fassbinder’s office. Likewise, general inquiries at the University will also lead them to Fassbinder, although they are likely to be directed to a handful of other Professors first, spending probably half a day identifying the right man to ask. If they ask about the Doktor’s hours, the clerk lets out a snort and replies that Doktor Fassbinder tends to keep rather unusual hours, so it’s hard to tell if he is in or not.

Following the directions, the PCs come to a closed door at the end of a dimly lit hall in the basement of the College of Imperial History.

They will find the door locked and no one in. The reason is simple; Fassbinder knows that he may be at risk and has a loyal student keeping an eye open in the district. Thus, Fassbinder was warned in advance and has left his office in order to spy on the inquirers from a safe distance. A PC with *Sixth Sense* will sense they are being watched, but the PCs should not be able to confront Fassbinder at this point. Instead, Fassbinder will approach them the same evening as described in the **Late Night Visit** section below.

What’s Going On?

Dwarf PCs may decide to wander through the taverns along the Eisenschlacke Weg [location z], looking for information, as well as sampling the hearty ale found in the centre of the Dwarf quarter in the district of Metallschlack

Each tavern has its own specialties of ale, usually two or three varieties, and none priced less than 1/6 for a pint. The clientele are mostly Dwarfs with a few Humans and Halflings braving the loud common rooms in order to drink some of the best ales and beers in the Imperial capital. Marek Ironbarrel runs the Hammer and Anvil and his specialties are Stoneridge Lager, Drakwald Dark, and Bearbite Bitter. At the Mason’s Chisel, Henrik Stonehammer serves his own brews, Pale Moonlight Ale and Dragonsbreath Dark Ale. Trant Silvertongs and his family serve up Oakbarrel Bitter and the Emperor’s Gold pilsner to paying customers at the Inventor’s Gambit.

Inquiring PCs can pick up the following rumours:

- *If the explosion was the work of Ulricans, then they are dumber than an Elf.*
- *Better keep your swords and axes at the ready. With the Grand Theogonist blown to bits and the Emperor incapacitated, who knows what will happen next.*
- *Makes one wonder if the Grey Mountains would be a less dangerous place to be.*
- *Notice how the Wizards’ Guild and colleges haven’t raised any noise about the death of Yorri XV? I wonder if they know something they’re not telling.*

- *Don't know about you, but I hear things are safer in Nuln, though the roads have become very dangerous.*
- *I hear that the Altdorf mercenary captains are pressing able-bodied Manlings into service. I'd be willing to join if they would double the pay.*

Pressing the tavern keepers for information results in more of the same above. If the PCs pass along a gold coin or two, they will be told that Karstin Largsdottir is the one to see. Should the PCs ask where Karstin could be found, the tavern keepers will tap the top of the bar indicating such information would require an additional "consideration." Once the proper amount is passed along, the PCs are told to go Foogerhaus [location 47] in the Bankbezirk district. The Dwarf tavern keeps provide directions if asked.

Foogerhaus is an impressive three-storey building constructed in stone quarried from the northern Grey Mountains. The front door is made from Reikwald Oak with brass fixtures. The iron knocker is fashioned into the shape of a dragon's talon holding a round object.

Shortly after the PCs knocked, a stout Dwarf opens the door. "May I ask your names and the nature of your business?" he asks. If the PCs demand to see Karstin and refuse to comply with Dwarf's request, he simply shuts the door without further comment, even if one of the PCs place their foot between the door and its frame. If need be, the Dwarf will stomp on the PCs' foot with his iron-enforced boot to get it out of the way.

Should the PCs comply, the Dwarf servant instructs them to wait outside for a few moments before closing the door. Within minutes, the Dwarf returns, opens the door, and motions the PCs to the nearby drawing room. "Sit," the Dwarf instructs, "Fraulein Largsdottir will be with you presently." The Dwarf does not offer the PCs anything else. Rather, he exits the drawing room and closes the door behind him. He then takes up a position guarding it.

Several minutes pass before Karstin Largsdottir (**Dwarfs: Stone and Steel**, pages 97-98) enters the room. The Dwarf woman has her long blond hair set in braids. Karstin introduces herself to the PCs, mentioning she is a kinswoman of Marienburg Director Arkat Fooger (**Marienburg: Sold down the River**, pages 86-88) as well as the representative of his business interests in Altdorf. She then asks the PCs to state their names again so she can match these to their faces. Once introductions are out of the way, Karstin inquires as to how she can be of service. Karstin's intent is to determine how honest the PCs are being in their dealings with her.

Karstin is fairly good at reading character and will call the PCs on any clumsy attempt to merge truth with lies. So long as the lies are of small consequence, Karstin politely asks the PCs for clarification until they get to the truth of the matter. If she concludes the PCs have been very dishonest with her, Karstin informs them that she cannot abide by dishonourable individuals and demands they leave forthwith.

When she concludes that the PCs' intentions are honourable, she is ready to divulge the following:

- *The explosion that killed the Grand Theogonist was not set by anyone affiliated with the Ulrican faith. None in Altdorf would be so foolish to imperil themselves.*
- *The deed was likely performed by a violent splinter group of the Magnærans, known as 12 Hexenstag. Karstin knows some of the general details of both as described below with the exception of the last paragraph.*
- *Someone else had to be involved to facilitate the murder of the Grand Theogonist from the inside.*
- *Whoever did the heinous deed is likely to still be in Altdorf. The lock-down of the city after the explosion was surprisingly efficient.*
- *The gunpowder was likely smuggled in from Nuln.*

The PCs can manage to surprise Karstin if they reveal the following (assuming they know these facts):

- *A “Brother Karl” from the Crimsonite Fraternity might be the involved facilitator.*
- *A Dwarf who has access to the Dwarf Engineers’ Guild might be an accomplice.*
- *A Tzeentchian cult called the Purple Hand might have infiltrated the cult of Sigmar.*
- *There is some connection to an agitator at the University.*

When the conversation reaches an end, Karstin informs the PCs that she would appreciate it if they could periodically keep her informed of their investigations. Should the PCs firmly ask, Karstin is willing to pay them a retainer of no more than 5 GCs each per week. In the event the PCs request more, Karstin points out she isn’t actually hiring the PCs, just paying for the information they will be obtaining for the cult of Mórr anyway (even if the PCs did not disclose this fact, Karstin has

other ways of obtaining such information).

Should the PCs ask if Karstin could set up a meeting with the Engineers’ Guildmaster, she says she will provided they agree to her offer. Once the deal is settled, Karstin asks where the PCs are staying so she could send word to them of the meeting time. She mentions the Guildmaster would likely prefer the meeting take place in his offices. The details of such a meeting are covered in “Death of an Engineer” below.

The PCs may ask Karstin about her interest in the Grand Theogonist’s death. Karstin replies that Director Fooger is a merchant first and, like many good businessmen, prefers stability and relative peace to civil war and strife for the safe conduct of his affairs.

Once Karstin decides the meeting is at an end, she will thank the PCs for their time. She then tells them that Gromek will see them out. At the mention of his name, the Dwarf servant appears to escort the PCs out of Foogerhaus.

Sidebar: The Magnærans and the 12 Hexenstag

(The text on the Magnærans first appeared in **Warpstone #15**, page 14),

More than one extremist fraternity has been born within the Crimsonite fraternity. One such was the Magnærans, who secretly believed that Sigmar was the only true god.

According to their interpretation the “old” gods were born of Chaos; only the Earth Mother predates the chaotic influence. The idea may have been inspired by the claims of certain scholars and “academic” wizards that all gods originate from the Realm of Chaos. To the Magnærans, Sigmar is the Chosen of the Earth Mother meant to lead and unite humankind in its battle against Chaos in all forms. Since the other gods are at best tainted by Chaos, their worship should be banned, and all should unite in the worship of the one true God. In the popular version, the Magnærans of course would describe the other gods as Daemons, although they did not themselves believe this to be the exact truth. Yet, according to Church strictures, the Taal-Rhya pantheon is acknowledged as pure and should be paid proper respect.

So, when the Officium Arbitrorum exposed the Magnæran beliefs, the late Grand Theogonist Gludred III saw no choice but to excommunicate its leaders and dissolve the fraternity. Still, some claim he only did so because of political pressure. The idea remains a popular one amongst some of the more zealous clergy.

The 12 Hexenstag was founded by some of the hard-core Magnærans soon after the ascension of Jan Todbringer to Grand Theogonist. The name was chosen as it signified the day in 12 I.C. when Sigmar defeated the Fennone chieftain Drannus in order to stop the enslaving of the people of the new Empire. In the same manner, the 12 Hexenstag feared the bloodline of Grand Theogonist Yorri XV would make him too accommodating to those who worship the false gods of long ago and, thus, “enslave” Sigmar’s followers. So, the 12 Hexenstag watched the manner in which the Grand Theogonist conducted the affairs of the Church of Sigmar whilst they planned his execution should he falter in his duty.

The point of no return for the 12 Hexenstag was the Eimar Concord, which they considered an attempt by the false representative of Sigmar to reach an understanding with the deceitful Ulrican faith. The leader of the 12 Hexenstag, Gustav Fokker, devised an audacious scheme to kill the Grand Theogonist and any of his faithless minions. A number of the 12 Hexenstag were in place to gain positions of influence within the cult from the ensuing deaths and injuries. All the 12 Hexenstag needed was the right circumstance to realise their dreams.

Other Lines of Inquiry

Should the PCs try to approach other Imperial institutions in the initial stages of their inquiry, such as the Chancellor's office or Imperial Courts, they will be met with a wall of silence. The reason is two-fold. First, these institutions do not take kindly to outsiders – particularly commoners – interfering with the prerogatives of these governmental bodies. Second, no one knows anything. The few who might be likely to be close-lipped until it no longer serves their own, petty interests.

Other groups, such as the Karaz Ankor and Ulthuan embassies, have absolutely no knowledge of the events other than what one is likely to hear as rumours. These are dead-ends, though there is no reason for anyone associated with these groups to admit that fact.

Death of a Grand Theogonist

With so many conspiracies occurring in Altdorf, it is appropriate to sort out the sequence of events – as well as the involved players – that led to the death of the Grand Theogonist.

A Brother in Arms

As described in the earlier section on **The Purple Hand of Altdorf**, Brother Karl of Middenheim quickly took control of the Ordo Novitiae. Soon, he came up with an ambitious plan to subvert the cult of Sigmar from within. Ignorant that the Ordo Terribilis had already done so, Wasmeier spent the first half of 2513 I.C. absorbing all he could of the cult of Sigmar and other theological matters. He attended classes at the Collegium Sigismundae [location 18], as well as spend considerable time at the Library in the Temple of Verena [location 31].

It was during this time that Brother Karl learned about the Crimsonite Fraternity and its more committed offspring, the Magnærans (see above). Karl resolved to use his newfound knowledge as the avenue in which he would bring down the hated cult. It was during the planning stages that Tzeentch smiled down

upon Karl and brought him into contact with Gustav Fokker, leader of 12 Hexenstag.

The death of the Grand Theogonist was Herr Fokker's plan. Yet, he could not execute his plan without the inside help of the Brother Karl, the Crimsonite brother and confidante of the sympathetic Werner Stolz, High Capitular of Sigmar in Middenheim. Brother Karl provided some of the manual labour needed to quickly get the barrels of gunpowder into position and even left a couple of his men to see to lighting the fuses.

With the successful execution of Yorri XV, all that is left for Karl to do is to remove anyone who can tie him to the murder. First, he had to plant the evidence needed to remove his erstwhile ally, Herr Fokker, from the land of the living.

Sidebar: Who is Brother Karl?

The GM is left with two options as to the identity of Brother Karl.

One option is **Dr Karl Beier** who was one of three Magistri Novitiae in the Middenheim cell, while officially serving as a Reader at the Collegium Theologica. In Middenheim, one of his assignments included being the expert on the cult of Sigmar and its many internal factions, one that would serve him well in Altdorf. He escaped Middenheim minutes before the Schwarzmantel broke into his home to arrest him in the aftermath of the **Power Behind the Throne** scenario.

The other (more interesting) option is that Brother Karl is none other than the former Magister Magistri of the Purple Hand in Middenheim and Law Lord of Middenheim, **Karl-Heinz Wasmeier**. If Wasmeier managed to flee Middenheim alive at the end of the **Power Behind the Throne** scenario, we then assume he fled Middenheim for Altdorf. While in flight Wasmeier reflected on a group of transients, self-styled adventurers no doubt, who interfered with his careful plans. By the time he reached the Imperial capital, Wasmeier knew that the failure of his plan to replace Graf Boris Todbringer with a doppelganger was part of the larger schemes of his patron, the Great Mutator.

In either case, it should be clear why Karl sometimes finds it convenient to use the (somewhat uninspired) cover name Karl Meier.

Brother Karl, Purple Hand leader

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|----|----|-----|---|-----|----|-----|----|----|-----|
| 5 | 45 | 42 | 4 | 5* | 11 | 74* | 1 | 53 | 58 | 69 | 56 | 57 | 38 |

Skills: Arcane Language-Magick, Cast Spells (Petty, Battle Magic 1-3), Charm, Daemon Lore, Evaluate, Herb Lore, Identify Magical Artefact, Identify Plants, Identify Undead, Law-Empire, Lightning Reflexes*, Magic Sense, Magical Awareness, Meditation, Prepare Poison, Read/Write (Reikspiel), Ride, Rune Lore, Scroll Lore, Secret Language-Classical, Secret Language-Guilder (Purple Hand Cult), Sixth Sense, Theology, Very Resilient*

Magic Points: 44

Spells: Petty: Curse, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Produce Small Animal, Reinforce Door, Remove Curse, Sounds, Zone of Cone, Zone of Silence

1st: Aura of Resistance, Cause Animosity, Fireball, Immunity from Poison, Steal Mind, Wind Blast

2nd: Cause Panic, Mystic Mist, Smash, Zone of Steadfastness

3rd: Animate Sword, Arrow Invulnerability, Magic Bridge

Equipment: Robes of the Crimsonite Fraternity, Sword, Dagger (**S-2, I+10, Parry-10**), 3 vials of manbane, 2 vials of Nightshade, sling bag of magical components, and purse (28 GCs, 15 shillings, and 12 pennies)

An Agitator for All Seasons

Mayer Gauss is an agitator who rants in support of an extremist Sigmarite view. His appearances near the University have been increasingly strident since the invasion of Ostland by Talabecland and Hochland (word reached Altdorf on 22 Sigmarzeit). Primarily, Mayer's tirades are directed to the timid Sigmarite leaders who are unable to see the cult of Ulric's continuing threat to the stability of the Empire and the welfare of its citizens.

It was after one of his more blistering attacks that Mayer met the sympathetic Brother Karl from Middenheim. Brother Karl confirmed the oppression Sigmarites faced from the tyrannical Ulricans in the northern provinces, as well as the nobility to which the Ostlanders faced their many enemies. Mayer knew from their conversations in the coffeehouses near the University that Brother Karl was a kindred spirit. It was Mayer who introduced Brother Karl to Gustav Fokker, though the agitator had

no knowledge of the murder Herr Fokker intended.

Mayer secretly cheered when word of the Grand Theogonist's death at the hands of the Ulricans spread shortly after the explosion shook the Great Cathedral. The night after the explosion, Gustav Fokker met with Mayer for a few moments to say he had been reassigned by his superiors to Nuln and bid his friend farewell. Gustav was not wearing his priestly robes.

After news of the arrest of the Ulrican conspirators leaked out, Mayer strongly advocated that Ulricans in Altdorf pay the ultimate price. As the chapel burned and while priests and initiates were lynched on 33 Sigmarzeit, word reached Mayer



that one of those arrested two days earlier was Gustav Fokker.

Realising it would be only a matter of time before Gustav talked, if he didn't already, Mayer fled his flat in the University district. He disappeared into the cellar of a nearby tavern, the Leaping Frog. Mayer send word to Brother Karl of his plight and asked if the Crimsonite priest could help him escape to Nuln.

If the PCs find Mayer before the agitator learns of Gustav Fokker's arrest, they will not be able to get any information out of him unless they resort to torture. If they do so, the agitator will quickly reveal himself to be less brave when faced with hot tongs and thumbscrews than he is standing upon a public platform spewing his message of hate and intolerance.

After 33 Sigmarzeit, Mayer is in desperate need of a sympathetic ear and a means of escape. If the PCs can provide these to Mayer, then after a couple of drinks they can get him to tell all he knows on a successful **Fel**+20 test (+10 for *Charm*, +10 for female PCs with *Seduction*). On the matter of Brother Karl, Mayer has no idea where the Sigmarite priest is staying. He can only tell the PCs that he met Brother Karl at the Starcrown Coffeehouse south of the University every other day at 9:00 PM. The last time they met was 32 Sigmarzeit.

PCs following up that lead will find nothing on Brother Karl other than his description (same as at the temple).

Responding to the urgent message, Brother Karl pays the anxious Mayer Gauss a visit on the night of 2 Sommerzeit. He poisons the agitator during their private meeting and uses his Magic Flame spell to burn an Ulrican symbol onto Mayer's chest. Near midnight, Brother Mayer drags the corpse out of the Leaping Frog and drops it into the Reik.

Should the PCs stumble on Brother Karl in the act, the dead Mayer is dropped and Wasmeier flees into the warren of streets. Unless the PCs have laid a well-planned ambush, Wasmeier

should be able to lose them on the streets with which he has become well acquainted in his time in Altdorf.

Death of an Engineer

Originally from Khazid Angaz (Iron Town) in Talabheim (**Warpstone #20**, pages 52-53), Batrek Steelfist is an Engineer with a grudge against Ulricans and an addiction to Ranald's Delight (**Middenheim: City of Chaos**, page 91).

Batrek had become a regular at Mayer Gauss' public speeches near the University when the Dwarf was not at the Engineers' Guild or Breasts of Myrmidia (where he would get his supply from the unscrupulous drug dealer, Otto Bebel). Batrek became a follower of the agitator, and soon Mayer introduced him to Brother Karl. The Sigmarite priest was very understanding of the Engineer's hatred of Ulricans, as well as his need for "medication." Brother Karl promised to help wean the Engineer from the powder since it was beginning to affect his work.

What Batrek did not know was that Brother Karl was mixing a more addictive drug in with the increasingly smaller dosage of Ranald's Delight. When the time came, Brother Karl was able to convince the Dwarf to steal some gunpowder from the stores of the Engineers' Guild on the night of 24 Sigmarzeit and load it on a cart driven by a black-robed Sigmarite priest (Gustav Fokker). Brother Karl informed Batrek that the gunpowder was to be loaded during the night on a waiting barge bound for Ostland in order to avoid the notice of Ulrican spies. Moreover, Brother Karl cautioned Batrek to stay away from Mayer Gauss for a few days as these same spies had noticed the agitator.

PCs investigating rumours of gunpowder being transported in the dead of the night from the Dwarf Engineers' Guild [location 62] will encounter problems when trying to talk to the Guildmaster. It will take some effort to gain an audience since the Dwarfs prefer to keep internal matters private. The PC doing the talking needs to pass a **Fel**-10 test (+10 for *Charm*, +10 for *Etiquette*, +20 if the speaker is a Dwarf, -20 if the speaker is an Elf, +20 if PC has experience as an Engineer, +20 if PC claims evidence indicates that

the missing gunpowder could have been used to kill the Grand Theogonist). After the third PC has failed to obtain a meeting, each succeeding effort will have an additional –10 modifier (cumulative) added to the **Fel** test. Once each PC has failed, this avenue of investigation has closed.

Should the Dwarf Engineers' Guild open its doors to the PCs, they are led straight away to the office of the Guildmaster, Vikram Greathammer. If Karstin Largsdottir arranged the meeting, the PCs are shown straight in.

In order to protect Guild secrets, the PCs must wear a blindfold until they are behind the closed doors. This is a condition on which the Dwarfs will not relent. Once the PCs agree, they are led to the offices without mishap (though Elf PCs might occasionally be “accidentally” bumped into walls or corners). Once the PCs reach the windowless room that serves as the Guildmaster's office, their blindfolds are removed. The only chair in the office is the one behind the desk and currently occupied by Vikram. The PCs can either stand or sit on the floor.

“Who are you and what do you want to know?” the Guildmaster asks gruffly. Vikram is direct and has little tolerance for anyone who employs flattery or inference in their speech. He knows the following:

- *Batrek is a gifted engineer who let his hatred of Ulrican occasionally interfere with his work.*
- *Batrek spent a lot of time at the Breasts of Myrmidia on the Street of a Hundred Taverns.*
- *Batrek had met with the drug dealer, Otto Bebel.*
- *Batrek had been attending the crazed rants of the disturber, Mayer Gauss. These were usually near the University.*
- *Batrek had told others he had befriended a Sigmarite priest from Middenheim. It was an unusual boast, but nothing that caused concern.*

- *Batrek has not been at work since the day after the explosion at the Cathedral.*
- *Batrek's last known place of residence was Fritz' Boarding House near the intersection of Volker Weg and Luitpoldstrasse.*
- *Four barrels of gunpowder were discovered missing on the morning of 25 Sigmarzeit. The Guild immediately began investigating the disappearance. None of the guild members, including Batrek, admitted to any knowledge of the theft.*
- *The investigation was looking for evidence of theft when the explosion occurred.*
- *Given the damage of the Cathedral, it was clear at least eight barrels of gunpowder had to be used. If the missing gunpowder from the Guild was used, the rest had to come from somewhere else.*

If asked why the Guildmaster did not report the theft, Vikram takes a deep breath and replies that one doesn't report such a theft without finding the guilty first. Not only is it a matter of honour, but also there is no one else who can be trusted to find the guilty.

Should the PCs follow the lead to the Breasts of Myrmidia, they will find that Batrek stopped patronising the establishment some days before the explosion. As far as Otto Bebel is concerned, the “merchant” was found dead in his flat on the morning of 26 Sigmarzeit. Apparently, the man poisoned himself when he sampled his own merchandise.

A visit to Fritz' Boarding House is more fruitful. If the PCs visit before the morning of 31 Sigmarzeit, the owner – Fritz Rilke – confirms that Batrek has rented a room upstairs, but he has not seen the Dwarf in some time. If the PCs convince Fritz they work for the cult of Mórr on a successful **Ld** test, he provides them a key to gain entrance into Batrek's room.

The door is locked and there is a faint odour coming from the room. When the PCs open the door, they see a paralysed Batrek lying – and slowly dying – on his bed. The smell comes from the Dwarf wetting himself in his helpless state. The paralysis prevents Batrek from moving and

renders him unable to utter anything above a whisper:

- If asked *what happened, the Dwarf forces out the response, “the bastard priest poisoned me. Left me to die.”*
- *When asked who, Batrek replies “Brother Karl.”*
- *When asked when, the Dwarf says “28th. Night.”*
- *Should the PCs ask why, Batrek forces out “He helped kill Yorri.”*

The effort in answering questions saps Batrek’s last ounce of strength and he lapses into a coma. The poison has been ministered long before the PCs arrived. It is too late for even the *Cure Poison* spell to work.

If the PCs arrive on the morning of 31 Sigmarzeit or latter, Fritz informs them Batrek was found dead in his room that morning. Word reaches the Dwarf Engineer Guild rather quickly and they arrive around noon on the 31st to pick up Batrek’s body for proper burial.

In the event they arrive before the Dwarfs, the PCs may be able to check the dead Engineer’s corpse if they sufficiently bribe Fritz (around 5 GCs as the owner is concerned about the Dwarfs’ reaction should they catch the PCs probing the dead Batrek). The stench of the corpse is fairly strong at this point given the bodily wastes and sweat. A PC with experience as an Herbalist can detect the slight scent of belladonna on a successful **Int** test. Should PCs skilled as Physicians examine the nose area, they will see the lesions near the nostrils. A successful **Int** test recognise these lacerations as indicative of heavy use of Ranald’s Delight.

Fritz stays with the PCs while they go about their business since he does not want to take a chance that the PCs might try to remove the body. Even if the PCs claim they are doing so with the warrant from the Temple of Mórr’s, Fritz does not want to get into trouble with the Dwarfs. He will delay the PCs long enough for the Dwarfs to arrive.

Five Easy Pieces

Udo Schwimmer was a local drunk who frequented the area around the dangerous Holy Hammer of Sigmar on the Street of a Hundred Taverns until about four weeks ago. At about that time, he met a man name Karl Meier (Brother Karl) who helped Udo overcome his dependency by showing him the path of righteousness. Udo was one of four such men to whom Karl taught the secret rainbow path.

One of Udo’s tasks was to listen to the rants of an agitator named Mayer Gauss in the Ruckusplatz at the University. Karl warned him that Mayer could be very persuasive, but Udo needed to keep his wits about him as the agitator was a tool of the enemy. When the time was right, Udo and the others would perform their duty for the Emperor and Empire.

The few who saw Udo before the day of the explosion report the wild-eyed man dropped hints he was running with a crowd that had “big” plans for a “dramatic act” which would take place during the Sigmarite conclave. Since Udo was given to flights of fancy, no one paid him any heed. There is a 75% chance that a bribe of 5 shillings will result in someone remembering Udo mentioned a name of Karl Meier, though he quickly fled when he realised what he said.

In his drunken days, Udo was oftentimes shirtless in warmer weather. Many who remember Udo recall unusual scarring on his torso to the left of his heart. There were two creases in front of his shoulder and a longer groove nearer the heart. Two puncture holes were located between the furrows. Since he found his “religion,” Udo would always be seen wearing a shirt.

Udo and the others delivered barrels marked as “pickled herring” to the Cathedral’s stores during the early morning of 27 Sigmarzeit. A couple of these were actually pickled herrings in case the guards wanted to inspect the shipment, the rest carried gunpowder. Wearing his dark red robes, Karl Meier talked to the guards on duty and helped Udo and the others gain entrance.

Later that day, Karl Meier convinced two guards to abandon their posts before ushering Udo and his

three comrades into the storeroom. He directed them where to place the barrels of gunpowder and what to paint on the far wall. Karl also provided the fuses to use on the explosives and told Udo the fuse would burn slow and give them fifteen minutes to leave the Cathedral. He instructed Udo to light these within five minutes of their departure, as the remaining ten

minutes would be enough time to get clear of the area.

In fact, the fuses had been specially treated to start as a slow burn, but then quickly accelerate so it would ignite the gunpowder within five minutes. Udo and the three others were blown to pieces.

Sidebar: Anatomy of a Murder

The most remarkable thing about the events that led to the death of the Grand Theogonist was the speed at which Brother Karl brought the whole thing off. One could say he was extremely lucky and his efforts inspired by something from the beyond. Some weeks before the death of the Grand Theogonist, Brother Karl was inspired to make arrangements for the delivery of gunpowder from Nuln, disguised as barrels of salted herring. The shipment was to arrive on 25 Sigmarzeit.

Karl met Mayer Gauss in the middle of the afternoon of 22 Sigmarzeit after one of the agitator's rousing tirades at the University. The two talked for about two hours at a nearby coffeehouse and then again shortly after dinner. Mayer believed the Priest was a man of integrity and vision.

So taken with their conversation, Mayer agreed to meet with Brother Karl again in the early afternoon of 23 Sigmarzeit and brought along Batrek Steelfist. The Dwarf engineer and Priest of Sigmar hit it off so well, that Mayer left the two of them after an hour. He promised to meet with Karl later around dinnertime. Karl convinced Batrek that he could help him with his "dependency" and arranged to meet with the Dwarf near midnight at a dingy tavern, "The Dark Water," near the Engineer's flat.

When Mayer returned to the coffeehouse, he brought Gustav Fokker. Once again, fortune smiled as Brother Karl was able to quickly reach a sympathetic bond with the leader of the 12 Hexenstag. Once again, Mayer departed leaving a friend to converse with the Sigmarite priest. After an hour or so of private conversation, Karl began to pull together his audacious plan. He laid out his murderous scheme to a receptive Gustav. However, Karl realised his shipment of gunpowder alone would not suffice for his scheme.

Thus, with one element secured, Karl went to an apothecary used by the cultists under his control in order to procure a tainted drug to "help" Batrek with his addiction. Through this substance and empathy for the engineer's anti-Ulrican views, Karl was able to recruit Batrek to obtain the remaining gunpowder needed.

Shuttering back and forth the next day between Gustav and Batrek, Brother Karl was able to make the arrangements to get the gunpowder to the leader of 12 Hexenstag on the nights of 24 and 25 Sigmarzeit. There it stayed until the early morning of 27 Sigmarzeit when the barrels of gunpowder were surreptitiously hidden among the many filled with provisions delivered to the Cathedral and packed into the storeroom.

Later, Brother Karl arranged to clandestinely bring his followers into the Cathedral to prepare the scene and set the treated fuse. These followers were never intended to survive the explosion, a proper sacrifice to the Changer of the Ways.

Once the Grand Theogonist was dead, Brother Karl moved to tie up the loose ends.

Breakdown of Order

The cold-blooded murder of the Grand Theogonist is the catalyst that sets everything in motion and eventually brings the plans of two Purple Hand cells into conflict. Moreover, a Slaaneshi cult is making progress on its own scheme and its plans may well upset the Tzeentchian cults' plotting. The unknown ambitions of Brother Karl makes the situation even more challenging.

What the Dead Tell

The PCs should be able to make it for their noon meeting with Priestess Inga von Rabespeicher on 28 Sigmarzeit without too much difficulty. As they pass through Königplatz and other places of public gatherings (markets and squares), the PCs hear town criers announcing that martial law has been declared by proclamation of Emperor Karl-Franz I. Traffic leaving the city will be severely curtailed and a curfew is imposed from dusk to dawn until the perpetrators of the heinous crime of murdering the Grand Theogonist are caught.

The route the PCs are likely to take passes by the ruined portion of the Cathedral. As they get close to the House of Sigmar, they notice a number of human and Dwarf labourers on site clearing away the rubble as well as stonemasons looking for stones that could be reused in the reconstruction.

Should the PCs stop to talk to any of the workers, a large muscular man named Götz Toller tells them to move on. "Can't you see we have work to do?" he will retort.

When the PCs arrive at the Temple of Mórr, they are escorted immediately to the same room where they initially met the Indagatrix Grandis of The Raven Knights. Priestess Inga is there with pen and paper awaiting their arrival. "Please be seated," she says. "Sadly, my time is limited today, so we need to get to it. Please start at the point when I left your company."

As the PCs relate their activities, the priestess stops them from time to time to elaborate on a point or explain their thinking on a given line

of questioning. Once the meeting concludes, Priestess Inga looks over her notes and, if need be, might suggest different approaches to their inquiry. In essence, Priestess Inga's approach – which will also be used in any future meetings with the PCs – is intended to be the means for the GM to subtly help the PCs.

At the end, Priestess Inga thanks the PCs for their efforts and reminds them of their next scheduled meeting in three days time. She also assures the PCs that if something of importance comes up, they are welcome to leave word for her at the Temple should she be absent.

With the conclusion of the meeting at hand, the priestess reminds the PCs to stop by the Chapel of Mórr in the Morrwies district. She tells them the remains of the dead should be ready for them to view in the hope they can obtain some clue as to the victim's identities and, perhaps, gain a lead. Priestess Inga informs the PCs that the priest in charge of the chapel is Philipp Nachtrenner.

The easiest – and relatively safest – route to the Morrwies is to head to the Süderich district and cross Mourners' Bridge [location 1]. Once across the river, the PCs would turn right and head towards the southern wall. From there, the PCs would turn east and head straight for the Chapel [location 69].

The smell of aromatic incense hangs in the air within the Chapel. Shortly after PCs have entered, an initiate approaches them from a doorway near the altar. He introduces himself as Richard Dürer and asks if the PCs have come to pay their respects to someone they've lost. Once the PCs state their business, Initiate Richard leads them to the door from which he entered, around a turn in the hall and down the stairs (roughly 20 feet).

The room below is quite cool, and there are five slabs, four of which are occupied by body parts. As with the chapel above, the scent of burning incense permeates the room. There are two priests in the room along with two initiates. Having brought the PCs here, Brother Richard takes his leave and returns up the stairs. The eldest priest (a man in his late 40s) introduces himself as Philipp Nachtrenner and the others as Albert Schwarzrabe

(mid 30s), Jakob Albers (early 20s) and Stefan von Suttner (mid 20s).

“There’s not much to work with here,” states Priest Philipp as he sweeps his arm over where the bodies lie. “It’s like a puzzle in which many of the pieces are lost. Still, we have to do what we can in order to properly perform the funereal rites. We have a few more to try to match, so feel free to look about. There may be something of interest with that one.” The priest points to the fairly intact torso on the far slab.

PCs with little battlefield experience need to pass a **T+2** test (on a D10) in order to maintain their composure. If they fail, they become nauseous and somewhat distraught by the experience. Any who fail by more than 3 must scramble to lose their last meal in the corner of the room.

The torso of the late Udo Schwimmer has a purple hand tattoo on its left side near the shoulder, over some collection of birthmarks. If the PCs take a closer look at these, have the PCs make an **Int** test to see that the two marks closest to the shoulder look somewhat like eyelids and the larger crease nearer the heart much like a mouth. The two holes in the middle of these other features and the small, almost unnoticeable bulge in-between almost looks like a nose. Collectively, the whole arrangement looks like a face was beginning to shape from this part of the torso. Any PC coming to this realisation must successfully pass a **CI** test to avoid being distressed (-10 to **Ld**, **Cl**, **WP**, and **Fel** for the next D3 hours). Any who fail by more than 30 also picks up 1 **Insanity Point**.

Since Udo came under Wasmeier’s sway, he became more accepting of his mutation and was initiated into the Purple Hand (though Udo was not smart enough to understand the ramifications of his membership). The forming head died when Udo was blown apart. Other than his torso and some other bits (the odd finger and pieces of his arms and one leg), there isn’t much left of Udo.

Should the PCs call the Mórrian clergy over and show them the mutation, all but Priest Philipp blanch and make the sign of the raven in flight (right hand motions from left to right rolling up and down and then sharply up again to repeat the motion) to ward off the evil before them. Priest Philipp also makes the hand sign and remarks he must have been to occupied with putting body parts together and missed the sign of mutation. He notes these remains will need to be cremated. If asked why he did not react like the others, Priest Philipp replies he has attended to occasional mutation-bearing corpses over his many years, some with worse alterations than he sees here. After a while, he says with morbid humour, one loses the ability to be shocked by anything.

If asked whether he has heard of the “Purple Hand,” Priest Philipp simply says, “No. Should I?” Once the PCs explain what they know of the cult, the Mórrian priest simply shakes his head and says such secret organisations fall under the purview of the Church of Sigmar.

The PCs may inspect the other remains if they choose. There isn’t anything of interest that the PCs will uncover. There is even less of these other carcasses than found for Udo.

Someone is Watching

If the GM prefers, this event can be modified to occur at some other point within the first few days of the PCs’ investigations.

Finished with the remains of the dead at the Chapel of Mórr, the PCs depart they way they have entered. If one of the characters is the one resembling Kastor Lieberung, a PC with *Sixth Sense* becomes aware that the group is being watched after passing several intersections. Should the PC take a quick look around, the need to pass an **Observe** test (+10 for *Excellent Vision*, +10 for *Sixth Sense*) to spot the three men watching them from slightly behind and to the left. The three are watching the Kastor look-alike and stop whispering to one another once they have been noticed. After a pause, the three men scatter in different directions. As they have **M** 4 and **I** 41 characteristics and a lead of 10 paces, the PCs are going to have to react quickly to catch any of the three men.

The three men are members of the Purple Hand cult in Altdorf that had been involved with chasing down Kastor Lieberung in 2512 I.C. (**Death on the Reik**, pages 6-8). They have noticed that Kastor is back in the Imperial capital and are scrambling to bring word to their superiors. Having been seen, their first task is to escape any pursuit before they continue on their way to the hidden drops used to communicate with their superiors.

Should the PCs manage to trail one of the cultists unseen, they will see the quarry stop along the Sigmar Bridge [location i] just about where the river meets the quays. He stands on the rail with his back to the river and reaches in his pocket for a purple-dyed cork. The cultist then tosses the cork over his shoulder into the river. Unbeknown to the cultist, another man watches from down river and within sight of the bridge. His job is to see the purple cork float by and hurry off to inform his contact that a meeting has been requested at the Boatman Inn for 9:00 PM that night. The man hurries off without picking up the cork.

If the PCs manage to catch up with the cultist, he'll deny doing anything wrong. Asked why he ran from them, the cultist claims he feared the PCs would act like the Watch and rough him and his mates up for looking at them. Should the PCs rip the man's shirt, they'll find a small tattoo of an opened, purple hand of the left side of his chest. The man will claim it is only an innocent tattoo with no significance. While the PCs are distracted by debate, the man will try to bolt. If asked about the object the man tossed into the river, the cultist explains he only had trash in his pocket that he wanted to be rid of.

Under severe questioning (otherwise known as torture), the cultist breaks down quickly and tells that he recognised Kastor Lieberung, even if it had been nearly two years since he fled Altdorf. The cultist will also describe how the above detailed communication works. He will try to mislead the PCs into believing the meeting will take place at the Holy Hammer of Sigmar. Should a little more stress (pain) be

applied, the cultist will admit that the meeting is not there, but at the Boatman Inn.

PCs staking out the Boatman Inn are in for a disappointment. Paranoid like most members of the Purple Hand, the contact (Rudolf Mahler) sends in an urchin into the Inn to beg for money, all the while looking for those who may be out of place inside (outsiders as well as people dressed better or different than the local stevedores and boatmen). The urchin is quick to discern such and reports to the contact hiding in the shadows. The PCs will be spotted easily at this point and Rudolf simply fades away. The Purple Hand will now change their methods of communication.

Damaged, but not Broken

At some early stage of the investigation, the PCs may decide to pay a visit to Lector Nikolaus Auerbach from Wolfenburg. This assumes, of course, that the PCs met the Lector after saving him from the ambush at Tussenhof. If the PCs wait until 33 Sigmarzeit to seek out Lector Nikolaus, they will be too late. The Ostland contingent will depart from Altdorf in the early morning with the hope of making it home to Wolfenburg, though the fate of the war between Ostland and Talabecland is unknown to them.

The Pious Pilgrim's Boarding House is located east of the Cathedral near the Vagr Breughel Memorial Playhouse [location 15] and the Collegium Sigismundae [location 18]. Two Templars of the Fiery Heart stand guard outside the door, asking the names and the nature of the business of any – other than other Sigmarite priests – who seek to gain entrance. If asked their names, the experienced Templars (each in their mid 30s) refuse to answer.

In the event that the PCs show their warrant from Priestess Inga, the Templars take and read it carefully before opening the door and allowing the PCs entry. They instruct the PCs to turn right once they ascend the stairs to the door of the Ostland Lector's quarters.

Once the PCs reach their destination, they find that the door is closed. After they've knocked, a young initiate with a bandage on her head and darkened eyes (indicating a head wound) opens

the door. “May I help you,” she asks. When the PCs announce that they wish to visit with Lector Nikolaus, Käthe Ostwald stands to one side and motions them into the sitting room. After closing one door, Käthe walks to the door across the room, knocks thrice, enters, and closes the door behind her.

A moment later, Lector Nikolaus, left arm in sling, limps out. “Greetings, my friends,” the Lector says warmly, “I am sorry, my health is not as it was when we last met. It seems I have been favoured with ill luck these past few months.”

Should the PCs ask about Hals Damrosch, the Lector’s mood grows sadder. He tells of the young priest being close to the point where the explosion occurred. As a martyr, much like the late Yorri XV, young Hals has been given the honour of being buried in the catacombs beneath the Cathedral alongside the late Grand Theogonist and six other priests and initiates who also perished that day.

If asked about the events that occurred before the explosion, Lector Nikolaus replies what unfolded is still a fog to him. He vaguely recalls another day of emotional, sometimes heated, debate about what the Church of Sigmar should do in response to the incitement by the Ulrican extremists. One faction, led by Lector Manfred von Hindenstern of Middenland, advocated war as a means to demonstrate that the Church will not be cowed by those who use death and destruction to advance their own thirst for power. Johann Esmer of Wurtbad and his supporters advocated a more conciliatory approach in the belief that reasoned debate would lead to the end of support for the fanatics. Nikolaus relates the Grand Theogonist had begun his defence of Esmer’s arguments by presenting the current status of his talks with Ar-Ulric when the floor beneath Yorri’s feet exploded. Nikolaus tells the PCs everything went black until he found himself being treated by a Priestess of Shallya in his bed here at the Boarding House.

Other than hearing about the dead after he regained consciousness, Lector Nikolaus has no

idea about the whereabouts or activities of the other Lectors. He does mention he has received word of a meeting on 32 Sigmarzeit. The Ostland Lector doubts a Grand Theogonist would be named in this time of strife. He does believe the assembled Lectors and Arch-Lectors will name one of their own as Theogonist Locum Tenens (“locum tenens” in the classical language means “holding the place”), the man who will temporarily serve as head of the Church until the end of the war.

Should the PCs inquire about any groups of extremist Sigmarites, Lector Nikolaus studies them for sometime as if debating within himself. He then admits, rather sadly, there are a number of groups, the largest of which is known as the Magnærans, a branch of the Crimsonite Fraternity. Nikolaus can relate the information in the previous sidebar about the Magnærans as well as verify the information gained earlier about the Crimsonites. He believes the Magnærans would not resort to such violence, much less be behind the murder of the Grand Theogonist, but has no real proof one way or the other. Nikolaus knows nothing about the 12 Hexenstag.

Brother Marcus Returns

In the event the PCs have not encountered Lector Nikolaus at the ambush or they need another contact within the Church of Sigmar, Brother Marcus of Dunkelberg (**Power Behind the Throne**, pages viii – x) happens to be visiting Altdorf at this time. Brother Marcus was lecturing at the Collegium Sigismundae at the time of the explosion and has not been quite himself since he learnt of the death of his friend, the Grand Theogonist.

Since they are likely not to know the Sigmarite historian is in town, the PCs are likely to encounter Brother Marcus on the streets of Altdorf between the Collegium and the Cathedral of Sigmar. He recognises the PCs from their time on the trip from Kemperbad to Altdorf, as well as entrusting them to return the shard he had taken in his youth from the Shrine of the Shining Rock. Brother Marcus offers to buy them a meal at the Priest’s Rest Tavern [location 14] so he can catch up with them in the nearly two years since they met last.

Brother Marcus can provide the PCs with the same information as Lector Nikolaus. In addition, he knows there are violent offshoots of the Magnærans, small groups advocating a violent response against Ulrican and alleged Ulrican sympathizers. Brother Marcus knows of the formation of the 12 Hexenstag through rumour, but nothing of its membership or of any activities towards their goals.

If the PCs suggest the 12 Hexenstag was behind the murder of the Grand Theogonist, they will see the anger in Brother Marcus' eyes. He tells the PCs to bring him proof of their guilt and he will advocate the perpetrators be burned as heretics.

The PCs will have to be careful with Brother Marcus. First and foremost, his loyalties lie with the Church of Sigmar. Brother Marcus cannot conceive that anyone in the Church – other than few fanatics – could be involved in a plot against the Emperor. He will inadvertently block any lead that points to the Church and will always try to find an alternative explanation to any such evidence.

Looking for Herr Heinz

If Count von Walfen mentioned the resemblance of the Kastor Lieberung look-alike to Chancellor Johann Heinz, the PCs might try to pursue this lead. This could be difficult for the PCs early in the scenario since those with whom they have contact really don't know anything about the Herr Heinz other than he once worked for the previous Chancellor.

In the first days following the murder of Yorri XV, no one is allowed admittance to the Imperial Chancellery [location 5]. The Order of the High Helms (tall knights over 6 feet 6 inches tall, see **Shadows over Bögenhafen**, page 20-21) has been given the task of guarding this building as well as the Bitterhof [location 8], Judiciary Scriptorium and Secretarium (Magistratsamt) [location 9], and The Imperial Courts of Justice (Kaiserlicher Gerichshof) [location 10]. Their orders are strict; no unauthorised individuals are permitted to enter these premises. The unmentioned reason for such precautions is that no one

knows for certain whether there are other politically powerful persons targeted for assassination.

The PCs are turned away even if they present their warrant as agents employed by the cult of Mórr. Staking out the location in the hopes of finding and confronting Johann Heinz before Martial Law is lifted on 33 Sigmarzeit will end up frustrating the PCs. Since the death of the Grand Theogonist was not part of his own schemes, Johann has opted to be very cautious and wait for the situation to be resolved. His plans are too close to fruition for him to become careless now.

Establishing a stakeout will present the PCs with other problems as the imposed curfew applies to them as well. The PCs need to be smart and cautious as they do not want to be caught and dragged off to a cell at the Watch barracks. Patrols by the Watch, City Garrison, and the Imperial Guard have been increased during the night in order to reinforce the curfew.

To make matters more complicated, Johann will learn by 32 Sigmarzeit that his cousin, Kastor Lieberung, has been seen in Altdorf. Johann is uncertain why the former Magister Impedimentae of the Purple Hand should choose this time to return to Altdorf. In his mind, the timing is not coincidence as there is no such thing where the Great Mutator is concerned. So, Johann arranges for some members to shadow Kastor and his companions in order to learn of their intent.

At this stage, Johann Heinz decides against informing his fellow cultist Dieter Kucinich about this development. Johann senses that no good will come from prematurely alerting the principal aide of the Emperor's Court Lector to this unexpected development.

Requiem for a Martyr

At 8:00 AM on the grey, cloud-covered morning of 30 Sigmarzeit, the bells at the Cathedral of Sigmar and the Temple of Mórr toll in unison. The sound of the bells and its cadence signal a solemn occasion: the funeral of the Grand Theogonist and those priests that perished with him that day.



The procession assembles at the Kaiserplatz [location b] with the Lectors and the two Arch Lectors to lead the carriage carrying the remains of the late Yorri XV. This assembly is surrounded by Templars of the Fiery Heart, followed closely by Mórrian Temple Father Georg Knock and two Mórri priests. The Emperor's carriage and his Imperial Guard escort take their place next in the procession line with the High Priests of the other cults, the representatives of the various provincial Electors, and lesser priests of Sigmar bringing up the rear.

As the bells at the Temple of Mórri stop ringing (though those at the Cathedral of Sigmar continue throughout this ritual), the funeral procession departs southward across the Templeplatz [location j] and straight to the south wall. The route of the procession turns left at the south gate and follows a path around the walls of the Imperial capital. The march crosses the Reik at the Mourners' Bridge and continues along the wall until it reaches the River Talabec. There, the funeral procession turns towards and crosses at Eastender Bridge [location y] before turning to the wall again. This process is repeated at the Reik where the march crosses at the Emperor Karl-Franz Bridge [location c]. It continues along the wall until the South Gate is reached and turns back to the Cathedral.

This is the same exact route taken by the Church of Sigmar during its celebratory procession on 18 Sigmarzeit, the holiest day on the Church's calendar. Like that event, crowds gather to watch the procession, though its mood is more sombre this time. Many of the Altdorfers along the route break down in tears and weep at the passage of the Grand Theogonist.

Should the PCs be unsure of what is going on, any resident will tell them of the funeral procession and the closest location where the PCs could get a viewing. If the PCs hesitate, there is a rumour circulating that even the Emperor is in the procession, which is remarkable as he did not partake in the march marking Sigmar's holy day. Given their mission, this should be the spark the PCs need to find a place to observe the entire procession.

The death of the Grand Theogonist could not be more untimely to the plans of Johann Heinz and Dieter Kucinich to further isolate the Emperor until they could make their move. It took an extreme effort on the part the two to convince their respective "superiors" that the Emperor may be too ill to attend the pageant commemorating both the day Sigmar was crowned Emperor and his later abdication. The Emperor's advisors took a lot of criticism, particularly from the Church of Sigmar, for that decision. Now with the death of Yorri XV, the Court Lector Lothar von Metternich was most insistent that the Emperor make a showing today.

As the PCs watch the proceedings, they hear murmurs from the crowd when the Emperor's coach passes by. PCs successfully passing an **Observe** test (+10 for *Excellent Vision*) notice the man wearing the Emperor's regal attire looks like a man in his late 50s rather than a man of 37 years. Many in the crowd have seen the old man. A few make the sign of the hammer to ward off any possible evil while others pray to Sigmar and Shallya to heal whatever affliction ails the Emperor.

If the PCs position themselves to be near the front of any gathering of townsfolk watching the march, they risk (20%) Dieter Kucinich spotting the one who looks like Kastor Lieberung (as well as

Johann Heinz). Should this occur, any PC with the *Sixth Sense* skill may take an **Observe** test (+10 for *Lightning Reflexes*) in order to spot Dieter's surprised look before the "priest of Sigmar" regains his composure and turns away.

Once the procession makes it back to the Kaiserplatz, the bells at the Temple of Mórr begin to toll in unison with those of the Cathedral of Sigmar. The body of the Grand Theogonist and the deceased priests are then taken into the main sanctuary where the High Priest of Mórr and the Arch Lectors perform the funereal rites. The private service lasts over two hours and then the Sigmarite priests take the coffins to the final resting place in the catacombs below the Cathedral. Within minutes of the tombs being sealed, a signal is sent to silence the Cathedral bells. The bells at the Temple of Mórr continue to sound for another five minutes before it also becomes silent.

A light rain begins to cover Altdorf as if Sigmar himself is weeping over the loss of his earthly representative. The rest of the day is one for mourning for the people of Altdorf. Only when the toasting to the late Grand Theogonist takes place in the taverns will the spell of the dreary day be broken.

Throughout the following day, the various Sigmarite delegations go in and out of the Cathedral in private meetings and services. On the afternoon of 32 Sigmarzeit, the Ostland delegation joins those from the other provinces and city-states to appoint Arch Lector Kaslain of Nuln as Theogonist Locum Tenens.

Murderers Found

In defiance of the curfew, the PCs might decide to set up some sort of surveillance in the Oberhausen and Süderich districts. The two districts are less patrolled than the area near the Cathedral and Imperial Palace, so the chances that the PCs will be discovered are less likely. The only reason the PCs would set up shop here is that they are following up leads from other sources, such as from less savoury contacts along the Street of a Hundred Taverns.

At this point, the PCs may only know a few things about their quarry:

- One of the men seen observing the Cathedral before the explosion *returned to one of the southern districts – Oberhausen or Süderich.*
- *On 25 Sigmarzeit, smugglers off-loaded some barrels labelled "pickled herring" from a boat newly arrived from Nuln into a wagon bound for the districts on the other side of the Reik (perhaps Oberhausen or Süderich).*
- *The night after the explosion, the agitator, Mayer Gauss, met with someone near the University for a few moments. The man seemed agitated and made a comment about going to Nuln.*

With so little to go on, the PCs will have to be very creative or damned lucky.

The first starting place would seem to be the area where smugglers ply their trade. Unless PCs have experience as smugglers or belonged to a thieves' guild/crime organisation which included smuggling, they have virtually no chance of finding the likely location where the Nuln "pickled herrings" landed. Knocking heads might seem to be a good way of getting information, but the effort has greater probability of getting the PCs into trouble with the crimelords: Dieter Schneider, Francesco Sarducci, or Vesper Klasst. Using bribes in conjunction with **Fel** tests (with appropriate modifiers) is more likely to produce positive results – though these have a good chance of being misleading.

Most goods smuggled into Altdorf come through the Reikerbahn district. If the PCs are successful (and this should require a number of tests as well as the lightening of purses), they will eventually be passed along to a Viktor Kahl and Otto Bauer. The two men were involved with receiving and delivering the four barrels of "pickled herring" from Nuln. Should the PCs ask if the two thought such merchandise from Nuln was odd, the smugglers laugh at the PCs. "Sure, it was," one of the two would say, "So what? Our job is jus' to pass 'long the merchandise, you know? Not ask questions or check contents."

The PCs have to be careful as to how they approach their questioning. If too persistent, they may arouse suspicions that they are Port authorities, and the two men will scatter without warning. A continual flow of bribes would be needed to keep the two men talking, though the smugglers start passing along misinformation if they think the PCs are the gullible sort.

At some point (and many coins later), Viktor and Otto will give the PCs an address to where they delivered the barrels: a small building in the Süderich district between the Reikmarkt [location h] and Graustein Keep [location 28]. They pulled the cart into a side alley where they met a man who identified himself as Gustav Fokker and helped him cover up the cart and barrels. The mule was brought back to the docks at Reikerbahn because “one jus’ can’t trust the folk across the river,” as one of the two men reply with a grin.

Should they make their move before the early morning hours of 31 Sigmarzeit when the Templars of the Fiery Heart arrest the leader of the 12 Hexenstag, the PCs will find a fretful Gustav Fokker in residence with three of his followers: Thomas Carstens, Joachim Windaus, and Thomas Pauli. The flat where they reside is located just below street level with its entrance on the side alley.

Stealthy PCs with *Silent Move Urban* skill are able to get close enough to make a **Listen** test for soft noise (+10 for *Acute Hearing*) to listen to the men trying to plot their escape from Altdorf. Even though all talk about courageously facing whatever fate is in store for them if caught, it is clear that none relish the prospect. Should any of the PCs try to look in through the window, they will need to successfully pass a **Hide** test since one of the trapped men will periodically peek through the window in the hope that no Templar or Soldier is coming to arrest them. In the event the PC succeeds, he will see the four men are armed with swords and three are wearing what appears to be a chain shirt under their tunic. If nothing else, the men look as if they are ready to sell their lives dearly.

The PCs have several options at this point. One option is to wait and keep the group under surveillance. The problem with this option is that the Templars of the Fiery Heart will arrest the four after a brief battle and take them to the interrogation room beneath the Cathedral. This event also denies the PCs a chance to talk to the conspirators since the Church of Sigmar does not recognise the authority of the Mórr cult in matters of the Church’s affairs.

Another option for the PCs is to break into the house and confront the foursome. This would certainly result in a fight, which is rather tight given the size of the flat (three rooms and a water closet, none of which is more than 10 feet by 8 feet). The four will try to battle their way past the PCs and escape whilst screaming “murderers!” in the faint hope that either the Watch or Garrison will appear and intervene to the PCs. This would hopefully allow the foursome to escape in the night. Under a previous agreement, the four will rendezvous at the Imperial [location 24] several hours after their escape.

Even if Fokker and his followers are subdued by the PCs in the flat, there is a reasonable chance (60%) that someone nearby will have heard the commotion and summoned help. Should this occur, the PCs could use the warrant from Priestess Inga (+20) to test against either their **Ld** (+10 for *Acting*, +10 for *Public Speaking*) or **Fel** (+10 for *Bribery*, +10 for *Charm*). If successful, the summoned patrol leaves the PCs to their business. Should the test fail, the patrol moves to arrest them all. The PCs have one more chance to test against their **Fel** with the above modifiers to convince the patrol they should all pay a visit to the Temple of Mórr so that Priestess Inga could vouch for their authority (which she will do convincingly if it comes to this). One more failure means the Watch Barracks.

A third option would be for the PCs to pose as being sympathetic to the cause, at least long enough to get in the door. This gets tricky since the men inside are not expecting anyone other than known accomplices – most of whom are hiding elsewhere in the city – and Brother Karl, who they have not seen since the explosion. The PCs best chance of gaining admittance is to pose as

individuals who have been recruited by Brother Karl to help the four men leave Altdorf. This would require successful **Bluff** tests (+10 for *Acting*; +10 for *Charm*; +10 for *Etiquette*; and for female characters, +10 for *Seduction*).

Once they are inside, the PCs could either continue their charade in the hope they could gain more information or they can try to subdue the foursome. Whether the PCs coax the information or torture the four men, they can learn the following (some of which bear no resemblance to reality):

- *The Grand Theogonist is actually a Todbringer and, thus, an agent of the vile cult of Ulric.*
- *The Church of Sigmar is destined to be the one religion for the Empire and all others should be proscribed.*
- *There are many in Nuln who will support the death of the Grand Theogonist and the crushing of Sigmar's enemies.*
- *Brother Karl was the key for the realisation of the plan.*
- *Mayer Gauss, a Sigmarite agitator who frequently speaks at the University, introduced Gustav and Brother Karl.*

- *Though a Middenheimer, Brother Karl had been working on support in Nuln.*
- *Brother Karl is a member of the Crimsonite Fraternity.*
- Court Lector Lothar and Arch Lector Aglim of *Talabheim* are also (believed to be) members of the Crimsonite Fraternity.

If the PCs do not turn the four traitors in, the Templars of the Fiery Heart arrive in the morning hours of 31 Sigmarzeit. "Brother Karl" anonymously tipped them off to the location of the "Ulrican" conspirators. The Templars arrive in force and quickly subdue the traitors. The four conspirators are taken away and tortured to reveal the identities of their co-conspirators, all of whom are rounded up over the next two days. Not surprisingly, any attempt to find Brother Karl is unsuccessful.

News of the arrests circulates around the Imperial capital on 33 Sigmarzeit. The conspirators are tried and found guilty in secret. They are then drawn and quartered in the prescribed manner for traitors before a cheering crowd in the Kaiserplatz on 2 Sommerzeit. Crown Prince Wolfgang Holswig-Abenauer is also in attendance that day.

Gustav Fokker, 12 Hexenstag leader

In his late 30s, Gustav knew that his meeting with Brother Karl was the sign from Sigmar that the time for compromise was over and that the new dawn for the glory of his god would commence with the Grand Theogonist's death. Gustav was not deluded to believe that the Church hierarchy would immediately embrace him. No, Gustav and his followers would need to make their way to Nuln where he knew there were other, more connected sympathisers to their cause. The problem was that response to the explosion was too swift and escape from the city not possible. Now the threat of capture has shaken Gustav as he waits for an opportunity to quit the Imperial capital.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 43 | 39 | 3 | 4 | 9 | 42 | 2 | 32 | 46 | 35 | 44 | 47 | 44 |

Skills: Arcane Language-Magick, Cast Spells (Clerical 1), Disarm, Dodge Blow, Meditate, Public Speaking, Read/Write (Reikspiel), Scroll Lore, Secret Language-Battle, Secret Language-Classical, Street Fighting, Strike Mighty Blow, Theology

Magic Points: 8

Spells: 1st: Aura of Resistance, Cure Light Injury, Fire Ball, Steal Mind

Equipment: Sword, Travelling Clothes, Iron Medallion of Hammer, Sling Bag of Ingredients, and Purse (14 GCs, 10 shillings, 18 pennies)

Thomas Carstens, Joachim Windaus, and Thomas Pauli, Rebels

All three are young (early to mid 20s), restless Reikland gentry who have some to believe that compromise with the old religions was wrong. They are ardent followers of Gustav, but the tension of the current situation threatens to shatter their belief in Gustav's plans.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 42 | 39 | 3 | 4 | 9 | 43 | 2 | 41 | 43 | 32 | 43 | 32 | 43 |

Skills: Blather, Charm, Disarm, Dodge Blow, Etiquette, Heraldry, Luck, Read/Write (Reikspiel), Ride, Secret Language-Battle, Street Fighting, Strike Mighty Blow, Wit

Equipment: Mail Shirt (1AP body), Sword, Travelling Clothes, and Purse (24 GCs, 16 shillings, 12 pennies)

Burning Down the House

As news spreads about the arrest of the Ulrican assassins and details of the Blackpowder Plot emerge during the morning of 33 Sigmarzeit, a large crowd starts gathering at the chapel of Ulric near the Königplatz chanting anti-Ulrican slogans. "Death to the false Wolf worshippers" and "May Sigmar and Mórr curse them all" can be heard from the increasingly hostile crowd. The chapel is close to the PCs' townhouse so the PCs should not miss this event unless they are elsewhere.

Around noon, an agitator appears and begins to rail about the crimes – real or imagined – that the cult of Ulrican has perpetrated against Sigmarites. Alleged massacres and persecutions of Sigmarites in Middenland, Hochland, Nordland, and Talabecland are featured in the agitator's inflamed rant, including several references to the Bösel massacre. The agitator leads the demand for their Emperor to make a presence and vanquish the Ulrican bandits across The Empire. The mob cheers in response.

If the PCs are attending the denunciation of the Ulricans, they will easily note the temper of the mob is rising to fevered pitch as the agitator continues on. Murmurs from the crowd indicate this gathering is heading towards violence. The PCs should also be aware (a timely **Int** test might be required) that any overt move to remove the agitator could place them in danger.

Any PC with the *Public Speaking* skill has a chance to turn the crowd away from violence by appealing to their common heritage as Sigmar's people or other similar approaches. The PC in question will have to work hard at this, testing against their **Fel** (+10 for *Charm*, +10 for *Public Speaking*, +10 for *Wit*) and trying to overcome that of the agitator, Mayer Gauss (who gets an additional +10 modifier since he has been working the crowd for some time now). Should the PC fail miserably in this contest (lose to Mayer and miss the **Fel** test by 30 or more), then the crowd starts shifting some of their hostility to the PC thinking him a sympathiser (or worse, an agent) of the cult of Ulric. If this were to happen, the PCs should think of a quick retreat, possibly with a mob of 2D6 +10 hostile townsfolk on their heels for D6+2 turns.

The PC-turned-agitator will have to best Mayer for three tests out of five to settle the ground down and avert violence. If the PCs succeed, Mayer uses the milling crowd to make good his escape from the area. The PCs can give chase or follow Mayer discreetly until they can nab him. This may require testing against **I** by either party since Mayer is always wary of being followed. Should the PCs catch up to Mayer at any time, they can gain information as described in the section **An Agitator for All Seasons** above.

If the PC fails to best Mayer as described above within 10 tests, the enraged mob – led by Mayer Gauss' demands for a message to be sent to the wolf worshippers in Middenheim – will storm the

chapel, drag out the one priest and two initiates within, hang the three, and set fire to the building. PCs who try to physically stop the violence will get trampled upon by the crowd and sustain 1D6+3 S4 hits from any violence.

The mob stops its rampage once the people realise the danger they created when several other nearby buildings also catch fire. Many of the assembled people flee while others scramble to form a fire brigade. The slow reacting Watch (who were not in evidence while the mob gathered) appear to help stop the flames from spreading. Buckets appear and water is pumped from the newly installed (in the last year) water pumps in the square. The Altdorfers are able to stop the fire after a

handful of buildings are burnt down. Luckily, the fire is extinguished before it gets close to the PCs' residence.

If the PCs are watching Mayer during the destruction of the chapel and the execution of its attendants, they note that in the middle of the carnage a man approaches the agitator and whispers in his ear. Mayer's expression quickly changes from one of grim satisfaction to one of panic. He quickly looks around to see if anyone is coming for him before leaving his place of persuasion and disappearing down the alleyways back to the area of the University. The PCs have the same chance as described above for catching Mayer.

Mayer Gauss, Agitator

Mayer is a former student of history at the University of Altdorf who felt that recent troubles in the Empire could be traced to hostility the Ulricans caused when they embraced the doctrine of the Sigmarian Heresy. From that point on, Mayer took to his new calling – the denunciation of the Ulrican cult – with the fervour of a true believer.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 5 | 41 | 39 | 3 | 3 | 7 | 44 | 1 | 32 | 45 | 46 | 46 | 35 | 48 |

Skills: Arcane Language- Magick, Blather, Dodge Blow, History, Public Speaking, Read/Write (Reikspiel), Secret Language- Classical, Silent Move Urban

Equipment: Sword, Leather Jack (0/1AP Body/Arms), and Purse (2 GCs, 12 shillings, 14 pennies)

Unwanted Attention

A few hours after the event at the chapel of Ulric has settled down, the town criers of Altdorf announce in the various squares and markets that the curfew has been lifted as a result of the arrest of the Ulrican sympathisers. Some celebrations take place that night, but there is a subdued atmosphere in Altdorf. News of Middenland's mobilisation and intentions has finally reached the Imperial capital.

It is also at this time that the PCs will have received some unwanted attention. By now, Johann Heinz and Dieter Kucinich have come to the realisation from reports by the low ranks of their Purple Hand Ordo that the PCs'

activities might pose a threat to their plans for exerting more control over the enfeebled Emperor Karl-Franz. Still, they have no idea where the PCs are in their investigations and need information. To this end, members of this cell of the Purple Hand start to shadow the PCs and watch their every move.

The cultists have an elaborate method of communication; either using drops to send written information or making blind contracts. In the latter case, the cultist may relay information to someone via a hole in a fence or open window so they cannot see to whom they passed their report. Such activities are not without risk as the person on the other side of a wall might be a Watchman or, worse, infiltrators from rival cults.

Given the paranoia of the Purple Hand cells, methods of passing along information frequently change. If they are lucky, the PCs might even catch a break and intercept reports about their own activity. They could even use the Purple Hands' methods against the cult by posing as one of the blind contacts and passing along whatever information the PCs deem appropriate. Of course, the PCs run the risk of alerting the Purple Hand members that their communication method has been compromised.

Should the PCs manage to capture one of the cultists, they will have their interrogation work cut out for them. Purple Hand cultists are not likely to talk, as they are more fearful of Tzeentch's wrath than anything the PCs could do. If the cultist does break down, their information is of little use other than relating their instructions and the location of where they pass along what they have learned. Individual cultists shadowing the PCs know nothing about their superiors' long-term plans.

Standard Purple Hand Cultist

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 35 | 20 | 3 | 3 | 7 | 40 | 1 | 35 | 30 | 30 | 25 | 30 | 20 |

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

A New Kid in Town

During mid-morning on 1 Sommerzeit, the sound of horns blaring can be heard from the Upper River Gate. The horns signal the arrival of five ships bearing the flags of Crown Prince Wolfgang Holswig-Abenauer. The ships dock at the wharf just located north of Three Toll Bridge to the cheers of Altdorfers as the entrance the Crown Prince and his entourage from Castle Reiksgard to Altdorf takes the Imperial city by surprise.

If the PCs happen to be nearby, they can see there is commotion near the Imperial Palace. Servants in the livery of the Imperial Court are scrambling about in response to the barking orders of a gruff, old man (the Lord Chamberlain, perhaps?), trying to assemble an appropriate manner to convey Crown Prince Wolfgang from where his ships landed to his apartments in the Palace. The arrival of the Crown Prince was clearly an unexpected development.

Things are just as hectic nearby at the Imperial Chancellery. Should the PCs have this location under surveillance, they see

Chancellor Johann Heinz in his official attire hurriedly walking with his entourage of fifteen men-at-arms and a number of bureaucratic underlings jostling for favoured positions following. If any of the PCs remember the face of Kastor Lieberung, they will have no difficulty identifying the Chancellor.

In the event the PCs have secured a vantage point near the wharf where the Crown Prince's ships are moored, they can watch the heir of Karl-Franz disembark. Given his attire, there is no mistaking the rather pudgy and quite unremarkable Wolfgang Holswig-Abenauer. The man looks to be in his mid-twenties with mousy brown hair, limpid eyes, and rather pale skin. In contrast, the man standing next to him is a picture of a Sigmarite warrior: tall, well built, and wearing the regalia of the Captain of the Guard. As with other nobility, the Crown Prince is followed by an entourage of men-at-arms and advisors.

In due time, the Imperial coach arrives along with a procession of the Imperial Court to escort the Crown Prince across the Reik. A number of townsfolk gather to cheer the newcomers along

the route. If they choose, the PCs are able to discreetly follow the assemblage to the Imperial Palace.

Later that afternoon, the town criers read aloud the following proclamation in the various squares and markets throughout Altdorf:

“Gentles and Townsfolk of Altdorf”

“By the Grace of Sigmar on this day, 1 Sommerzeit, in His year of 2514, His Imperial Majesty Emperor Karl-Franz I, Grand Prince of the Reikland and Beloved of Sigmar, has bestowed upon His Imperial Highness, Crown Prince Wolfgang Holswig-Abenauer, the title and duties of Lord Protector of Altdorf for as long as the Imperial City is under threat from Her Enemies.”

“As his first act as Lord Protector, His Imperial Highness has directed Reikmarshall Götz von Bock to forthwith lead the heroic army of Altdorf forward to engage the craven Middenland forces in the field of battle.”

The announcement leaves the atmosphere in Altdorf mixed between the relief that something was done to defend the Imperial capital and the despair of unwanted war thrust upon the people of the city.

Interview with a Court Lector

Any attempt the PCs may have undertaken to see the Court Lector, Lothar von Metternich, in the early stages of this scenario (prior to 31 Sigmarzeit) should have been rebuffed. Only when certain individuals have noticed their investigative work will the doors to the powerful begin to open just a little.

One way the PCs can make their case for such a meeting is to ask Priestess Inga for her assistance in arranging it. This can be done if

the PCs have uncovered enough information to show there are elements within the cult of Sigmar – Brother Karl, the Magnærans, 12 Hexenstag – that are behind the death of the Grand Theogonist. Should the PCs suggest a meeting with the Theogonist Locum Tenens instead, Priestess Inga suggests it might be easier to meet with the Court Lector.

The PCs could opt to spare their patroness by sending a letter of introduction to the Court Lector in his offices at the Imperial Palace. The PCs would have to arrange for a courier (or masquerade as one) to deliver the letter to the Imperial Guards on duty there. There is a chance (20%) the letter would not be delivered unless it was written on stationery bearing the heraldry of a noble house. How the PCs could obtain such stationery is best left to their ingenuity.

Once the PCs’ activities have become known to Brother Dieter Kucinich, the aide of the Court Lector, he will also do what he can to smooth any request the PCs’ or their patroness have made concerning a meeting. In Dieter’s estimation, he has more to gain than lose from such a meeting by learning what the PCs’ know since the Court Lector knows nothing about Yorri’s death.

A sealed invitation would be sent to the PCs via Imperial courier once Court Lector Lothar agrees to the meeting with the time and date. Such information is up to the GM, but it is suggested the meeting takes place in the morning following the delivery of Lothar’s response.

When the PCs arrive at the Imperial Palace, they should have their invitation in hand to present to the Imperial Guards at the entrance. If the Court Lector’s invitation is missing, the PCs will not gain admittance no matter how many **Fel** tests are attempted. No invitation, no admittance. Upon presentation, one of the Imperial Guards will look the invitation over, checking the seal and the embossed heraldry on the letterhead (twin-tailed comet followed by a star) before checking the signature and text. Satisfied that the invitation is authentic, one of the guards turns toward another,

out-of-sight guard within the Palace and informs him to summon a detail to escort the PCs to His Eminence, the Court Lector. The PCs are expected to wait outside for the several minutes it takes the escort of six guards to appear.

Instead of taking the PCs through the main entrance near the Kaiserplatz, they are led to a side entrance across from the Imperial Chancellery. Once in, the PCs are then escorted two flights up a nearby staircase and a short way down an opulent hallway. The lead guard then knocks on a door. Within moments, a priest of Sigmar opens the door. The guard announces the individuals in their care have an invitation to visit with the Court Lector. The priest nods and motions the PCs to enter Lothar von Metternich's suite.

The PCs enter the well-furnished parlour. The priest introduces himself as Brother Dieter. In the event he hasn't been informed of the PC resembling Kastor Lieberung, Brother Dieter is momentarily surprised when he glances at that PC. PCs looking at the Sigmarite Priest need to make a successful **Observe** test (+10 for Sixth Sense) to catch Brother Dieter before he quickly regains his composure. Should the PCs inquire about his reaction, Brother Dieter briefly hesitates and then simply states the PC reminded him of someone he knew who passed away a few years back. The Priest refuses to elaborate any further.

Brother Dieter asks if the PCs would like a glass of wine (Bretonnian claret) while they wait for His Eminence. As he pours the wine, Brother Dieter asks the PCs their names and how they came to be in Altdorf. Brother Dieter does not plan to ask the PCs' any follow-up questions since he does not want to arouse suspicions at this time.

If the meeting with Lothar takes place from 31 Sigmarzeit to 2 Sommerzeit, he enters the room relaxed and quite friendly, if not reserved. Should the meeting take place after these dates; the Court Lector will be somewhat distraught and fidgety. As soon as

Lothar enters the room, Brother Dieter bows to the Lector and PCs before withdrawing to another room (other than the main entry, there are three other doors exiting the parlour). Brother Dieter plans to eavesdrop on the conversation unless the PCs find some way to politely urge Lothar to send him out so they can discuss confidential matters.

Since the Emperor's failing health – both physical and mental – has been an overriding concern to Lothar (though he will not share this information), the Court Lector has not followed the investigation of the Grand Theogonist's death closely. The Inquiry from within the Church itself has not released any information about their investigation to anyone other than the Theogonist Locum Tenens and the Grandmaster of the Fiery Heart. The Court Lector has no way of knowing the Inquiry has actually gained less useful information than the PCs have gathered.

Lothar's intent at this time is to learn whatever details the PCs have already gathered. If the PCs have asked Priestess Inga to help arrange this meeting, the Court Lector and Brother Dieter both know the PCs are in the service of the cult of Mórr. While this assures Lothar of the PCs' intentions, the knowledge of the involvement of the Mórrians causes grave concerns for Brother Dieter.

As they relate their investigation thus far, the PCs need to be careful not to divulge more about themselves than their cover story. If the PCs mistakenly reveal they have worked for the Todbringers or are members of the Knights Panther, then Lothar's look of concern hardens to anger and he demands the PCs leave immediately. Quick-thinking PCs will realize the mistake they have made and it will require a good explanation and a successful **Fel** test (+10 for *Charm*, +10 for *Etiquette*) for the PCs to convince the Court Lector that his anger is misplaced and they are no longer working as Knights Panther or agents of the Todbringers.

While he listens dispassionately to the PCs, Lothar straightens up with interest should the PCs mention the Crimsonite Fraternity, the Magnærans, 12 Hexenstag, or Brother Karl. The

Court Lector asks very pointed questions – such as “How do you know that this Brother Karl is truly a member of the Crimsonite Fraternity?” – to get to the heart of the matter. Lothar’s overriding concern is whether there is truly a conspiracy within the Sigmarite Church.

At the end of the audience, Lothar thanks the PCs and tells them he would be most grateful if the PCs would come to him with anything else they might uncover. He then opens the door and asks the guard detail waiting outside his apartments to escort the PCs out, after which he then gives the PCs Sigmar’s blessings so that they can continue their efforts on behalf of the Church.

How much Brother Dieter is able to hear through the closed door is up to the GM. Suffice it to say; he’s heard enough to worry that the PCs might be on to something.

Should the PCs promptly set up surveillance outside the Palace door they have exited, they will notice Brother Dieter departing the Palace about an hour after their meeting with the Court Lector concluded. The Sigmarite priest makes straight for the Imperial Chancellery across the street and is quickly admitted by the Imperial Guard on duty. Brother Dieter remains there for the better part of an hour before returning to the Palace.

Things Lurking in the Dark

A young courier brings a message to the PCs’ townhouse around dinnertime on the day they have met the Court Lector. The girl wears the livery of the Altdorf Couriers whose offices are adjacent to the Altdorf Council Hall [location 44]. If the PCs aren’t in, she hands the sealed message to their valet, Simon Helmholtz, and waits for the customary shilling before departing. As the envelope is addressed to whichever PC did the most talking during the meeting with Lothar, Simon does not open it though he pays the girl.

If the PCs do not return before Simon can hand them the letter, he will leave it in plain sight where the PCs could find it upon their return to the townhouse. The letter states:

*****Handout #6*****

Rumour has it that you’re looking for information about the death of the Grand Theogonist. Meet me at Warehouse number 3 at midnight this evening. The rear door will be unlocked so come in through that way. And bring about 10 gold crowns. I’ll want some money for the information I have.

Should the PCs receive the letter directly, they could quiz the girl about the person who brought this message to be sent. The girl, Amalie Bäcker, will tell the PCs all she knows is that her boss, Herr Fichte, asked her to deliver the message. She will also mention the one shilling if the PCs have not paid it.

In the event the PCs decide to pursue the matter with Herr Fichte, they will have to wait until morning, as the office is closed by the time the PCs arrive. When asked the next day, all Herr Fichte recollects is the man had the look of a tradesman from the Docks area. The man did not give his name nor was it asked. Herr Fichte explains it is not a requirement for a person using the service to provide his name.

If the PCs suspect a trap, they have good reason to do so for that is what it is. Moreover, a fog has arisen this night covering the areas within 200 yards of the rivers.

Warehouse number 3 is located along the River Talabec east of the Reik-Talabec Trading Company [location 54]. The double doors facing the wharf area are locked from inside and all windows shuttered. Whether the PCs arrive at the designated time or earlier, they find the

back door facing the alleyway is unlocked just as the message said it would be.

When the PCs open the door, they can see a lit lantern in the centre of the warehouse. They also note that stacks of crates are lined up against the walls, except where the doors are located. At the far edge of the light, the PCs can make out the silhouette of a man leaning against some crates. PCs with *Night Vision* cannot make out any more details since the light from the lantern interferes with this ability.

Before the PCs could move into the shadows, they hear the man in the darkness say, “So good of you to come. Do you have the money? Please step forward so I can see it.” As the PCs step forward, those who have *Sixth Sense* realise there are others in the room. Before they could get out a warning, 12 Pink Horrors leap out from behind the crates and attack.

While the Pink Horrors create a diversion, Brother Dieter backs away from his position behind the crate that helped prop up a corpse and slips down a trap door leading to a smugglers’ tunnel where he joins another 6 Purple Hand cultists. He hopes the Lesser Daemons of Tzeentch could bring an end to the PCs’ meddling, but does not plan to stay and watch. He must hurry back to his flat near the Pious Pilgrim’s Boarding House in order to make sure he has an alibi.

The Horrors have been summoned 6D10 minutes before the PCs’ arrival (they were expected to be early). The summoning spell lasts a total of two hours, so the PCs won’t get any help from Instability until the turn after Brother Dieter departs from the warehouse. Should the PCs try to retreat (run away), the Horrors follow them until death, Instability, or the end of the spell overtakes them. When dealt a killing blow, a Pink Horror does not die, but splits into two Blue Horrors. When a Blue Horror is slain, its body evaporates as it returns to the Realm

of Chaos. Nothing remains of the dead Daemon except for the damage it left in its wake.

Once the fighting is done, the PCs find the corpse that was propped up to fool them. If the PCs inspect the gaping hole in its chest, they find that the heart is missing from the corpse. Should the PCs search the area behind the dead man, they will find eleven dead beggars (mixed males and females) with a similar hole in their chest and blood pooled all around them. All the victims look as if they have been ritually sacrificed.

Given that they work for the cult of Mórr, the PCs need to inform the priests of the dead bodies here. The PCs may even need to pass an Int test (+10 if they have experience in the Watch) to know that going immediately to the Watch will bring unwanted complications at this time.

The PCs will also want to report the details of the ambush to Priestess Inga first thing in the morning. Should that occur, the Priestess advises the PCs she will not report anything to the Witch-Hunters of Sigmar at this time. She believes the PCs must be getting close – even if they do not realise it – since someone decided to take a very risky course of action to eliminate them. In addition, Priestess Inga cautions the PCs to be careful.

When the PCs return to their townhouse, there is a note tied to their doorknob. It’s addressed to Herr Lieberung (or “Herr Lieberung’s Associates” if the character resembling Lieberung has died before the PCs arrived and there is at least one PC who has been involved with the events in **Death on the Reik**). The Purple Hand leaves the note.

*****Handout #7*****

*You may have forgotten us, but we
haven’t forgotten about you.*

Get out of Altdorf while you still can.

Horrors, Lesser Daemons of Tzeentch

Horrors (Tsani'kchami'i) come in two distinct forms - the Pink Horror and the Blue Horror. Pink Horrors are magically fashioned slaves of the Lord of Change, essentially mere automatons to be expended as part of their carefully wrought plans. Horrors do not have solid material bodies since they are formed from pure Chaos. Thus, they sometimes take on a discernable form, sometimes blur into a frantic little mass of pinkness or blueness as they dash and scamper about. In the formal state, Horrors usually appear as creatures with exceptionally long arms and short legs erupting from a huge head and gaping maw.

Because they are made of raw Chaos, Pink Horrors can cast spells. The casting of spells fills them with increased joy as evident by their high-pitched squeals of laughter, sometimes becoming an ecstatic cackle, which sounds like the braying of a lunatic. Even death seems to delight them. When dealt a mortal blow, a Pink Horror does not die, but turns into a blob of gyrating pink energy. This changes to blue and then reforms into two Blue Horrors with a characteristic whoop of glee.

The second type of Horror is the Blue Horror. It is almost identical to the Pink Horror, but it is blue rather than pink. Moreover, its temperament is quite different as Blue Horrors wear perpetual frowns and are thoroughly bad tempered. These daemons sneer and grumble, muttering in a low whining voice. In combat, their normal noise gives way to a snarling outburst of rage.

Pink Horrors:

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 50 | 45 | 4 | 3 | 5 | 60 | 2 | 90 | 90 | 90 | 90 | 90 | 01 |

Blue Horrors:

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 35 | 25 | 3 | 3 | 5 | 70 | 1 | 90 | 20 | 20 | 20 | 20 | 01 |

Psychological Traits: Horrors are immune to all *psychological* effects, except those caused by any god, Greater Daemon, or Daemonic Prince.

Magic: A group of Horrors (at least nine, Tzeentch's number) always has one spell, randomly chosen from any type of Magic. The spell might be utterly inappropriate to the given situation, but the Horrors will cast it anyway.

Special Rules: The Pink Horror has 2 *claw* attacks. When reduced to 0 Wounds, a Pink Horror is not slain, but divides into two Blue Horrors instead. The Blue Horror has 1 *claw* attack. Once a Blue Horror is slain, it does not split as a Pink Horror does, but disappears with a bright blue flash. Lesser Daemons cause *Fear* to creatures under 10 feet tall and are subject to *Instability*.

Chaos Attributes: A Pink Horror may be granted up to 9 Chaos Attributes. Blue Horrors retain these attributes.

