

released. Should the PCs wait three or more hours before attempting to question the captive, Dieter will become more pleading than demanding with his request to go free (-5 modifier to Dieter's **WP**). Letting the captive sit alone with his fears for over six hours makes him more frightened by his unknown fate. The PCs find their captive's resolve much weaker at this point (**WP**-10), though he is still unlikely to confess to any charge the PCs put forth.

The PCs could help themselves if they make their presence known before Dieter falls asleep, especially if they keep their silence. This increases the captive's anxiety and can work wonders on his determination if coupled with the PCs nudging him awake over the course of the next few hours (**WP**-20). The PCs might want to start their questioning at this time. As the hours roll by, the GM might elect to add whatever other modifiers they feel necessary to the PCs' **Ld** tests.

Of course, PCs with the *Torture* skill might opt for a course of action that would bring quicker results. Blankets or draperies should be hung near the door of the cellar to help muffle the noise so as not to disturb the neighbours. Any nearby rioting or other loud noises would certainly have the effect of drowning out any of Dieter's screams if timed correctly. The trick is not to allow Dieter to die as this may complicate the PCs' relationship with the cult of Mórr.

Dieter will try to mislead the PCs into believing that other groups, such as the Graukappen (Count von Walfen's spy organisation) and the Schattenaugen (Graf Otto von Bitternach's men), are behind the Emperor's declining health. Aggressive questioning and pressure (think good cop, bad cop techniques) cause the Dieter to stumble over the inconsistencies of his story, revealing its falsehoods. This gives the PCs the tools they need to further break down Dieter's will.

One option may be to strip Dieter of his clothing. The PCs might try this to expose Dieter's purple hand tattoo, which is located under his left armpit. Instead, the PCs get a bonus: they will find purple scales on Dieter Kucinich's back, Tzeentch's gift for the cultist's loyal service. The exposure of his mutation Dieter to the edge of confession (**CI**-30 test to continue his defiance). If he is still not broken at this stage, the slow removal of his scales would cause Dieter enough pain that it only takes the removal of ten to finally break him down.

Once broken, Dieter tells the following, mixing truth with lies in the hope of being freed, as well as to create doubt in the PCs' minds:

- *He is a member of the cult of the Purple Hand and serves a high-ranking member of the Church of Sigmar, the late Yorri XV.*
- *He was involved with using a pharmaceutical substance to bend the Emperor to the will of the Grand Theogonist.*
- *The death of the Grand Theogonist caused other leaders of the Purple Hand to re-evaluate their plans and goals.*
- *The drugging of the Emperor continued until the arrival of the Crown Prince, who has also come to join the Purple Hand.*

If the PCs asked Dieter to sign a document detailing his confession, the Purple Hand cultist willingly agrees, perhaps too eagerly. PCs with the *Torture* skill may make an **Int** test (other PCs with a -30 modifier) to determine Dieter's will isn't so broken that he would not lie at this stage.

Should the PCs bring forth proof of the Chancellor's involvement, have them make an **Observe** test (+10 for *Lightning Reflexes*) to catch the look of surprise on Dieter's face before the false Sigmarite priest can regain what is left of his composure. The PCs can then use this reaction to finally crack Dieter (**WP**-30, another -10 if questioner has *Torture* skill) into confessing all he knows.

Dieter Kucinich, High-Ranking member of the Purple Hand, Level 2 Daemonologist

The outwardly very affable Dieter Kucinich made rapid progress in his studies of theology and was consecrated a priest within a year. Skilfully, Kucinich was able to earn the trust of his patrons and soon found himself promoted over several more senior members of the clergy to positions of responsibility. In the year 2510, Kucinich became the principal aide of the Emperor's new Court Lector, Lothar von Metternich.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	38	4	4	10	55	1	44	46	58	47	45	36

Skills: Arcane Languages (Daemonology and Magick), Astronomy, Cast Spells (Petty, Battle 1&2, Daemonic 1&2), Daemon Lore, Evaluate, Herb Lore, History, Identify Plants, Identify Undead, Magic Sense, Magical Awareness, Meditation, Read/Write (Reikspiel), Rune Lore, Scroll Lore, Secret Language-Classical, Secret Language-Guilder (Purple Hand Cult), Theology

Magic Points: 25

Spells: Petty: Cunning Hands, Curse, Magic Alarm. Magic Lock, Mend, Open, Sleep, Stealth
1st: [Battle] Cure Light Injury, Fleetfoot, Steal Mind; [Daemonic] Dispel Lesser Daemon, Summon Daemonic Creature
2nd: [Battle] Aura of Protection, Mental Duel, Steal Magical Power; [Daemonic] Stop Daemonic Instability, Summon Lesser Demons

Disabilities: Disfigurement (Purple Scaly Back), Insanity (5 pts)

Equipment: Priestly robes (Order of the Torch), Medallion of a Hammer, Dagger (S-2, I+10, Parry -10), and Purse (8 GC, 15 shillings, 10 pennies)

Whether or not the PCs kidnap Dieter, the Chancellor makes his own bold move for the night of 6 Sommerzeit. As he knows of the PCs' investigative activities by this time, Johann Heinz sends a group of cultists along with the anarchist, Oskar Forssmann, to firebomb the PCs townhouse and burn them all to the ground. Unbeknownst to the cultists, Johann Heinz also hires an assassin to murder one of the PCs, preferably the one who resembles Kastor Lieberung. In case that character is not available, then the targeted PC will be the one whom the Chancellor believes is the group's leader.

If the PCs did kidnap Dieter, Johann Heinz also assumes they are likely behind his ally's disappearance.

The attack on the townhouse begins around midnight and may interrupt the PCs'

interrogation of Dieter at a crucial moment. Any PC on watch will easily notice the gang of nine approaching the townhouse. If the PC also passes an **Observe** test (+10 for *Excellent Vision*, +10 for *Night Vision*), bottles with pieces of long cloth stopping the tops are noticed in the hands of the nine. The PC has two rounds to shout a warning before the first of these bottles are lighted and hurled at the front windows and door.

Incendiaries burst into flame 50% of the time and cause 2D4 points of damage per round. The burning oil sticks to skin, clothing, and anything it spills on. This type of fire is hard to put out. Such damage can be reduced by beating (1 point per round for each character) or dowsing with water (1 point per bucket). Only reducing the damage to zero in a given round puts out the fire. Once the damage in a round reaches 16, the fire is out of control.

There is no attempt to rescue Dieter Kucinich. As far as Chancellor Heinz is concerned, if the PCs have Dieter in their townhouse, then he can die with his captors. Once the house is clearly on fire, the arsonists flee. Meanwhile, the assassin waits for the targets of choice to appear. If these do not appear in a round or two, Anika fires her crossbow (the tip of the bolt coated with one dose of deadly snake poison) at any target of opportunity that presents itself. She withdraws once the Watch and others arrive to put out the fire.

If the PCs know of the secret door to a section of abandoned sewers, they can use this as an escape from the townhouse instead of fleeing

out the windows or back door. Whether they take Dieter or not is up to them. If they do not, he will burn up with the townhouse. If they take him with them, the PCs will have to find a place to stash Dieter until they can contact Priestess Inga. The abandoned sewer ends at a ladder which leads to a concealed door emptying onto an alley near Hengt's Book Shoppe [location 56].

The PCs may use the fire as a motivation for Dieter to give them a reason to rescue him from a fiery doom. If they have not learned what Dieter knows when the fire started, he will tell them all they want to know if they agree to get him out of the burning building. Of course, the PCs are under no obligation to keep their word.

Oskar Forssmann, Anarchist and Fire Bug

Oskar is an anarchist who is clearly insane. Once he starts a fire, Oskar needs to make a **WP** test to withdraw to a safe location to watch his accomplishment. If he fails, Oskar stays rooted in place and watches until someone in authority calls out to him. At that point, Oskar flees in hope of escaping arrest.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	42	45	4	3	8	43	1	32	30	29	35	34	28

Skills: Concealment-Urban, Fleet-Footed*, Silent Move-Urban, Specialist Weapon-Incendiary, Strike to Stun

Equipment: Sword, Leather Jack (0/1AP Body), 3 Incendiaries (R 2/6/10, ES Fire), Tinderbox

Insanity: Pyromania

Anika Heisenberg, Assassin for Hire

Anika is a depraved person who enjoys killing. She is a freelancer who will take any job unless too risky (such as killing a prominent noble or cleric in front of witnesses). Those seeking to hire her can leave word at the Holy Hammer of Sigmar.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	66	4	5	13	63	4	62	50	56	55	54	50

Skills: Concealment-Rural, Concealment-Urban, Disguise, Follow Trail, Marksmanship (Crossbow), Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Fist, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon- Parrying, Specialist Weapon- Throwing Knife, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body) under black tunic, Crossbow (R 32/64/300, ES4, 1 rd to load, 1 rd to fire) with ammunition, 4 Throwing Knives (R 4/8/20, ES C), Garrote, Grappling Hook and 10 yards of rope, Five Dosages of Poisonous Paste (Snake Poison, **WFRP**, page 82)

Standard **Purple Hand Cultist** with Incendiary

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), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Another Murder or Two

After the assault on their townhouse, the PCs are likely to be without a base of operations, even if they saved the townhouse from destruction. The incident with the incendiaries demonstrates that the PCs' efforts are making certain people nervous. With few allies in town, the PCs are probably going to make their way to the Temple of Mórr to consult with Priestess Inga.

If the PCs are without Dieter, they can get to the Temple without too much difficulty. If they have Kucinich, the PCs are going to have to take a more circuitous and slower route. There may be people looking for the missing "priest," especially those members of the Church of Sigmar concerned about their own. Should the PCs have not bound, gagged, and hooded their captive; they may be in for a surprise in the event Dieter decides to escape.

No matter what time they arrive, the PCs will find the doors of the Temple opened. Any follower of Mórr or PC with the *Theology* skill knows this is quite normal for any sanctuary of Mórr. Whether Dieter is in their custody or not, the PCs must request the initiate on duty to inform Priestess Inga of their unannounced arrival. Within a few minutes, the initiate returns and – in the case of Dieter's presence – asks if the PCs have stopped up the ears of their "guest." If they admit to not doing so, the initiate puts a heavy robe over Dieter's head (even if there is a bag already in place) before informing the PCs the Priestess is ready to receive them in the usual

place. The initiate then turns to lead the PCs to her.

When the PCs arrive, Priestess Inga quietly instructs the accompanying initiate to lead the captive to her "Inquiry Chambers" with two other Brothers in assistance in order to secure her new "guest" in the manner of past "visitors". Once Dieter is led away, the Priestess' attentions are turned towards the PCs so they can relate all that has happened since they last spoke.

By the time the PCs have finished, Priestess Inga's mind is racing. She will tell the PCs they will have to stay somewhere else since it is too risky to stay at the Temple. The Priestess suggests the PCs stay with the Chapel at Morrwies until she can make further arrangements. She will also advise them to stay out of sight for a day in order to let things cool off. Priestess Inga concludes with a wily smith that if nothing else, it may give the enemy a false sense of security which could work to their benefit.

The authorities in Altdorf work the entire day of 7 Sommerzeit to calm the agitated populace. If the PCs have holed up in the Morrwies district, they will know of none of this since the Crown Prince's authority has not reached the nearby areas of the Imperial capital.

Instead of waiting for things to settle down, the PCs might decide to pay Doktor Fassbinder a visit at the University of Altdorf. They may reason that he could have learned about the attack on their townhouse and worked to uncover the identity of the perpetrators. Though there is

still tension in the streets, the people milling around seem calmer than the day before. If the PCs ask about, they learn there is some relief that the Middenlanders are not already surrounding the city walls. By the time the PCs have reached the Königplatz, there is a rumour circulating that sizeable reinforcements from Bögenhafen have joined Reikskapitän Kurt Helborg down the Reik from Rottefach.

If the chapel of Ulric had been burned down days before, its ruins are still evident. No one has made an effort to rebuild on the charred remains. If the PCs have not been at Fassbinder's office already, they will have to ask around for directions as described in **Word of the Wise** above. Once they reach the closed door in the dimly lit basement Hall of the College of Imperial History, the PCs are allowed an **Observe** test to notice a dark coloured fluid beneath the door with Doktor Fassbinder's name on it. Closer inspection reveals that the sticky fluid is mostly dried blood. The PCs might wisely exercise caution here and try the doorknob carefully. The door is not locked, so the PCs should be able to enter without difficulty.

The office is in complete disarray with a mutilated corpse in the middle of the floor. What was once human is now a bloody mess. The face is utterly destroyed as if a pistol was placed under its nose and discharged. The torso has been cut opened from stem to stern with the lungs and intestines pulled out. The top of the head is sheared off and long strips of the arms and legs are cut. The corpse has no clothes on it. The murder of Doktor Fassbinder looks like the work of either a deranged individual or a crudely ritualistic one.

Though the PCs will conclude the corpse is Fassbinder, the fact is the good Doktor knew someone would be hired to kill him after he visited the PCs. The scholar had his flared pistol ready with shot when the assailant slipped into Fassbinder's office to murder him. Instead, the assassin became the victim as Fassbinder came out from behind a secret door and surprised the would-be killer. Splatter marks on the ceiling shows the angle of the

shot and the fact that the assassin was standing when he was killed. Fassbinder intended that the dead man would be mistaken for him.

Once the man was killed, the Doktor staged the murder scene to look like the killer was crazed. He used some of the paper to clean off the soles of his boots and stuffed these in with other bloody items. He then travelled down the passage behind the secret door to the sewers. Fassbinder knew the sludge would clean the gore from his boots as effectively as scouring them with soap and water. PCs making a successful **Search** test can find a partial bloody boot print that leads towards the secret door. Fassbinder was somewhat in a hurry to escape in case someone heard the noise and came to investigate. A loose brick near the secret door (on its left) conceals the catch on this side of the door. Should the PCs enter the passage with a lantern or torch, they will notice tracks leading to the sewers. The tracks end at the ledge and there's no telling whether the person making the tracks went right or left in the muck.

At noon on 8 Sommerzeit, the bells at the Cathedral of Sigmar ring out. Town criers announce in the squares and markets around the Imperial capital that Reikskapitän Kurt Helborg defeated the army of Middenland in a battle downriver from the village of Rottefach. In the name of the Emperor and his appreciation of this valiant deed, Kurt Helborg has been elevated to the post of Reikmarshall and the entire Reikland army has been placed under his command. The criers conclude the proclamation with "May Sigmar give the Reikmarshall the strength to send the cowardly Middenlanders back to their lands."

The mood of the city remains celebratory for the rest of the day. Rumours circulate that the Crown Prince plans a ball at the Imperial Palace in order to meet the high society of Altdorf. By late afternoon, Priestess Inga sends word to the PCs to meet her at the Temple at sunset.

When the PCs arrive, they are ushered quickly to Indagatrix Grandis. She greets the PCs and asks them to take a seat. Priestess Inga tells the PCs she has met with Count von Walfen to discuss the changing situation at the Imperial Palace. She tells the PCs:

- *The Emperor's Court has been restricted to certain parts of the Palace.*
- *None of the Emperor's advisors have been allowed to meet with the Crown Prince.*
- *Both Chancellor and Court Lector have demanded an audience, but were turned down.*
- *Access to the Emperor has also been limited to the Crown Prince and his advisors.*
- *The Crown Prince is having a ball this night to celebrate the victory over the Middenland forces.*
- *No doubt Crown Prince Wolfgang wants to demonstrate to Altdorf's nobility that he has now usurped the Emperor's title as Grand Prince.*

The PCs might ask for any information on Brother Karl assuming they reported what they have learned on the man earlier. If so, the Priestess tells them the man – whoever he is – remains a mystery. Though she does not doubt what the PCs have reported, Princess Inga says such a Sigmarite priest from Middenheim could not be located. There was a small contingent from the City of the White Wolf, but none were members of the Crimsonite Fraternity and no one was named Karl. The only thing Priestess Inga could conclude was whoever impersonated a Sigmarite priest was very familiar with some of the deeper aspects of the Church.

In the event the PCs have turned over a captured Brother Dieter, the Priestess has nothing new to report unless the PCs' attempt did not reveal much information. Should the PCs not have learned much, Priestess Inga fills in the blanks for them. She also tells the PCs Count von Walfen had a session with the fake Sigmarite priest, but will/can not reveal what he was told.

If the PCs did not kidnap and interrogate Dieter Kucinich, the Priestess Inga informs the PCs the body of Brother Kucinich was found floating in the Reik near the docks. He was

stabbed to death by daggers and most of the skin on his back had been largely sliced off. While she watched the body prepared for burial, Priestess Inga noticed what looked like three purple scales located near where he was skinned. She concluded he must have been a mutant. This bit of information has not yet been shared with the Church.

Moreover, Priestess Inga informs the PCs that the cult has arranged lodging for them at the Imperial [location 24] in the Oberhausen district. Since the inn services a higher clientele than the neighbourhood where they had their townhouse, Priestess Inga expects the PCs to be on their best behaviour. She even smiles when she tells them they are not to bring any unexpected visitors into their rooms.

Meanwhile, the increasingly desperate Chancellor is hatching his own schemes. If Dieter Kucinich has not been kidnapped by the PCs or somehow escaped, Johann Heinz has decided that the fake Priest has outlived his usefulness. Besides, he reasons, there should only be one person reaping the rewards the Great Mutator is likely to bestow.

In addition to this effort, the Chancellor needs to remind the Sigmarites that their real enemy remains the Ulricans. Johann feels the focus on the religious strife may be slipping a bit with the victory against the Middenlanders, so he redirects an assassination plot from the enfeebled Emperor to his clearly ambitious heir. A strike against the usurper by an apparently deranged follower of the Wolf God should be the tonic for the exuberance overcoming Altdorf. After all, there are a few assassins within the ranks of the Purple Hand who are willing to give up their lives to advance the schemes of Tzeentch.

Just before midnight, the assassin makes his move. Dressed as an Imperial Guard, the killer slits the throat of the knight on duty with him at one of the lesser-used entry doors outside the ballroom. Knowing the relief detail would not appear for another two hours, the assassin makes his way inside and proceeds slowly towards the Crown Prince. Once in position behind Wolfgang, the assassin screams out "Hail to the Wolf, death to the Sigmarites" and stabs at the spinning Crown

Prince. The graceless Wolfgang slips from his quick turn and, thus, saves his own life. The assassin's blade deeply cuts the Crown Prince's left arm, but the wound is not fatal. The crowd panics and the assassin kills two more people seeking to intervene and save Wolfgang. By that time Captain Erwin von Mühlerberg has rushed to protect the Crown Prince. Realising he has failed to kill his target, the assassin unstops a small tube and drinks down the deadly poison (Nightshade if one needs to know). Before the fatal dosage ends his life, the assassin calls out again "Hail the Wolf!" He then drops to the floor dead.

Although the Crown Prince survived, the assassin's attempt achieved its goal. The celebratory mood that victory over Middenland brought to the Imperial capital, however premature, was broken and the hatred of the Ultricans reinvigorated. The shaken and angered Crown Prince Wolfgang Holswig-Abenauer will no longer tolerate Ultricans in the city or anyone else he sees as his enemy.

Crush the Wolf Worshipers

On the following morning, 9 Sommerzeit, word of the assassination attempt on Wolfgang Holswig-Abenauer's life spreads throughout the city like wildfire. On the heels of the rumours, town criers read the new proclamation, which declares Ultrican worshippers and their sympathisers as enemies of the state. The proclamation goes further by claiming that lists of names are being drawn up for arrest warrants apprehending and imprisoning all suspects. In conjunction with this act, a dusk to dawn curfew will immediately be enforced and all gates will be closed so those responsible for the heinous act will not escape the Emperor's justice.

In anticipation of the planned arrests, labourers are quickly constructing gallows in the Kaiserplatz, Königplatz, and Reikmarkt. The atmosphere is tense in the Imperial capital since no one is certain whose names will be on Wolfgang's lists.

A courier arrives at the Imperial mid-morning with an urgent message for the PCs to meet

Priestess Inga at the Chapel of Mórr in Morrwies. The message is short and to the point; it should give the PCs the impression something is amiss.

When the PCs arrive at the chapel, they see two knights wearing black armour with a device of an attacking raven standing attention at the entry. One of the Raven Knights informs the PCs to state their name and business before they can be admitted. Once the PCs have complied with the request, they are informed the Indagatrix Grandis awaits them in the Preparation Room at the bottom of the stairs.

As they enter the room, the PCs see Priestess Inga in her full regalia as Grand Inquisitor of the cult of Mórr and Raven Knight. Priests Philipp and Albert bow their heads to the Priestess – as well as the PCs – before ascending the stairs to the chapel above. If the PCs start to ask questions, Priestess Inga holds up her hand to silence them. When she is satisfied no one else is in earshot, she motions the PCs closer to her.

The Priestess tells the PCs, "The situation in Altdorf is teetering on the brink of disaster. Crown Prince Wolfgang Holswig-Abenauer is not ready to succeed his uncle. The attempt on his life has unnerved the Crown Prince and I fear many innocents will die before he is satisfied that his enemies – real or imagined – are vanquished. Consistent with this view, I've learned through a reliable source that the Crown Prince Wolfgang has suspended all covert activities against 'imagined' enemies of the Empire – such as those you've encountered – and redirected them to root out Ultrican heretics and sympathisers. I believe he will include those close to the Emperor, even individuals who have had no access to Emperor Karl-Franz for months. Of even greater concern is the potential of harm coming to the Emperor during the purge that is certain to take place.

"At this moment, plans are being drawn up that involve your active participation. I cannot go into any details now since I have no idea of what these are. Once I have been given the details, you will be informed immediately. It will most likely be by written correspondence without signature or a stamp on the sealing wax. I have little doubt you will be acting on your own and the task will be

very dangerous. Keep to yourselves this night and take care that you are not followed to the Imperial. We do not want whoever burned the townhouse to try again at your current lodgings.

“I doubt if we will meet again. So, let me express my gratitude to all of you for your past efforts on behalf of the Empire. I know words are of little comfort to you after all your risk and sacrifice. May Mórr and Sigmar watch over you and grant you whatever rewards you have earned. Now I must bid you farewell. I have a feeling the Crown Prince’s men will soon visit me. Wait fifteen minutes or so after my departure before doing likewise, in case this chapel is being watched.” With this, Priestess Inga bows her head and then departs up the stairs.

The Mórrian priests above will wait for about twenty minutes before they return to their

duties. If the PCs are still in the room below, Priest Philipp will advise them there is work to be done and requests they please depart.

The PCs have much to ponder. If the PCs head straight back to the Imperial across the Mourners’ Bridge and stay put until contacted, they will escape the notice of those wishing them ill. Should the PCs decide to wander about the city before returning to the Imperial, there is a cumulative 5% chance per hour that the PCs will be spotted by Purple Hand cultists. The cultists have been given the description of the PCs by their superiors and know a rich reward awaits those who can kill a PC, particularly the one resembling Kastor Lieberung.

The PCs will have to find a way to deal with this group before they reach the Imperial. Luckily, there are many dark and dangerous alleyways in Altdorf. All the PCs have to do is make sure that their action is quick and fatal.

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), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Desperate Acts

Late in the evening of 9 Sommerzeit, a man in a hooded black cloak enters the common room of the Imperial. He walks to the bar and signals the innkeeper to come to him. The men exchanges quiet words and several coins pass from the stranger to the innkeeper. The man then takes a key and ascends the nearby stairs.

If the PCs are in the common room, the innkeeper, Amschel Lenard, walks over to the PCs with several pints of ale. As he passes the tankards to them, Amschel quietly tells

the PC closest to him the man who came in awaits them in room 3 upstairs. He suggests they drink some of the ale first so as not to arouse suspicions of anyone in the common room. Amschel means the discreet advice as a courtesy and not because he knows something is going to occur.

If the PCs are in their private rooms, Amschel approaches the one closest to the stairs and carefully knocks on the door. When the door is opened, he tells the PC that a man in Room 3 wishes to speak to the PCs. Amschel then departs waving off any inquiries about the man or the

matter about which he wishes to speak to the PCs. Amschel doesn't know the answers and does not presume to intrude on his guests' business.

The PCs may be concerned that one of their enemies have come to challenge them. The man waiting to meet the PCs is Priest Philipp who is dressed in the attire of a townsman and not a priest of Mórr. After he admits the PCs into the room, Philipp apologises for the manner in which he was required to approach them. He tells them Priestess Inga suggested this skulduggery in order to protect the cult of Mórr as well as the PCs. He then hands the PCs a sealed letter (no crest impression on the wax) and asks them to retire to their rooms if they choose to discuss its contents. He knows absolutely nothing about the message and has been told he shouldn't learn about it. Philipp tells the PCs he will depart within an hour in order not to give away his mission. He then smiles, shows them the door and bids the PCs farewell.

The letter to the PCs reads:

*****Handout #12*****

Please forgive the theatrics. Many of us concerned about the state of the Empire – and, more specifically, the well being of the Emperor – will likely be arrested over the course of the next few days. Given the desperate situation we find ourselves in, your continual effort is urgently needed. Go to the back of Graustein Keep in the Süderich district near the south city wall two hours before dawn. There is a back door to the prison recessed in an alcove. Wait there for further instruction. The contact will recognise you.

May all the gods of the Empire bless you in this endeavour.

If the PCs are concerned about being kept in the dark, this is intentional. Priestess Inga sent the unsigned message after her meeting with Count von Walfen. Once the Crown Prince arrived in Altdorf, Count von Walfen began to work on contingencies to rescue the Emperor from a life-threatening situation. As cousin to both the Emperor and Crown Prince, von Walfen has suspicions that the ambitious Wolfgang would prove to be easily managed by the unscrupulous schemers and opportunists with which the Imperial capital was rife. Count von Walfen set elements of his Graukappen organisation to the task of making the necessary arrangements to the dangerous task of rescuing the Emperor from the Imperial Palace and having him escorted to a place of safety. The PCs were to be the instrument of the rescue attempt.

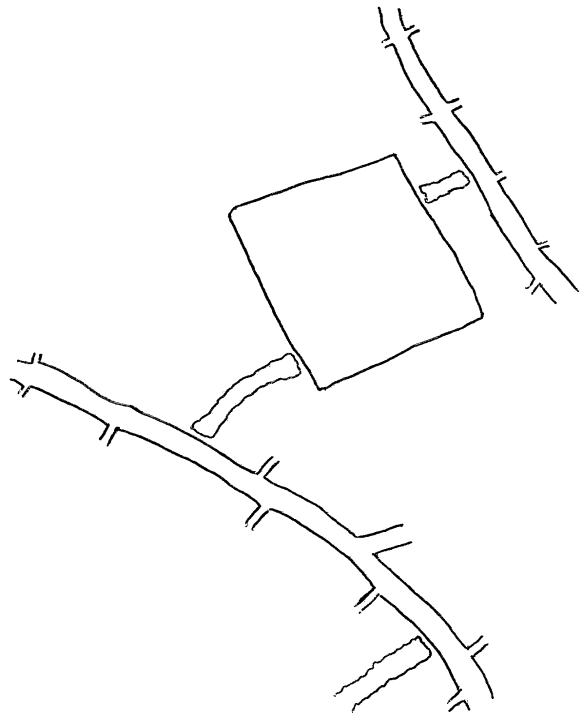
Should the PCs fail to act, Count Siegfried von Walfen will be arrested as “an Enemy of the State and Ulrican sympathiser” and sent to the dungeons beneath the Palace on 10 Sommerzeit. There is not much the PCs could do on his behalf as any such act would confirm the charge against the Count. Within a matter of days, other influential individuals, such as Priestess Inga, will share the same fate as the Count. Only few people in the Graukappen are aware of the PCs and their intended role. One of these, Simon Helmholtz, will attempt to contact the PCs at the Imperial if they do not appear at Graustein Keep by dawn.

In the event the PCs make it at the appointed time, they are forced to wait for several minutes so Simon can determine if they have been followed or otherwise compromised. As the door has a spy hole, Simon can make some sense of the situation depending upon whether they try to hide in the shadows or conspicuously wait in the open. Unless they specifically declare they are examining the door and successfully pass a **Search** test (+10 for *Night Vision*), the PCs will not notice the spy hole as the door is in the shadows. Simon first knocks softly from the inside of the door so as not to startle the PCs.

Once he has their attention, Simon slowly opens the door and whispers his name to them. He'll tell the PCs to enter the door so as to get out of sight in case someone stumbles by. As soon as Simon feels the situation is controlled, he hands the PCs a piece of paper and outlines the following plan:

- *The map represents a route through the sewer system to the Imperial Palace.*
- *He has brought clothing and lanterns for them so the PCs can dress as sewer jacks.*
- *He suggests that the PCs turn over clothing and personal effects would not fit with the gear of normal sewer jacks.*
- *Simon will have these items taken to Sigmund Beere, Innkeeper of the Seven Stars in Harts Klein, where the PCs can retrieve their possession.*
- *From the sewers, the PCs can enter into the Palace through a series of secret doors.*
- *Inside the final secret door will be clothing and trappings that are more appropriate to the Palace. The PCs are to discard the sewer jack gear, as these are likely to be covered with effluence from the sewers. There will also be perfume to help mask any other odour.*
- *The secret corridor will take the PCs to the Emperor's bedchamber. Essentially, the PCs task is to spirit the Emperor out of the Palace and Altdorf.*
- *Horses will be waiting for the PCs at a farm on the Bögenhafen Road, outside the West Gate and near the Little Reik. The man holding the horses is Erich Alder of Alder Stables.*
- *The PCs are to ride hard to the village of Harts Klein on the Weissbrück Canal to pick up their gear.*
- *From there, the PCs are to go straight to the village of Walfen and the field headquarters of Reikmarshall Helborg, where the Emperor will be protected.*

*****Handout #13*****



Looking at the map with the PCs, Simon explains the following:

- *The entry point to the sewers is through a secret passage from the courtyard behind the Chancellery. The door can be found behind a statue dedicated to Emperor Wilhelm II, Karl-Franz' great-great grandfather. There is a brick jutting out just inches from the wall, which needs to be pushed down, then in, in order to open the door. Once inside, the PCs should close the door until it clicks.*
- *The rough passage winds down to the sewers on the lower left, ending in the back of another secret door. The door can be opened easily from the passage side and comes out on one of the support pillars. A release behind a loose stone on the pillar's right opens the door from the other side.*
- *Another secret door can be found on the other side of the channel at the fifth support pillar from where the PCs entered the sewer.*
- *The catch of this secret door operates like the one they've passed through.*

- *The secret passage leads to yet another secret door that enters the Palace's aquifer, a large Dwarf construct – approximately 40 feet across and 65 wide with a 15 foot vaulted ceiling – from the time of Emperor Wilhelm II the Wise.*
- *Here the secret door, like the other on the opposite corner, opens next to a support column with the hidden catch located under a loose stone on the floor before the door.*
- *Not shown on this map is a secret door in the middle of the secret passage to the upper right of the aquifer. This second passage leads to the antechamber of the Emperor's private chambers.*
- *The PCs need to push a large rock, barely jutting out from the wall, up and then in, if order to open this door.*

Simon tells the PCs there are several escape routes. The major sewer channel on the right of the map eventually leads to a grate emptying into the Reik near the city wall. The sewer on the left empties to a culvert which channels any overflow of the Reik – in case of floods generally – to the Little Reik. If the PCs feel rather emboldened, they could always try to bluff their way past the guards at the West Gate or try to scale the walls. Simon adds that, with the Reiksmarschall defending the whole city from von Bildhofen's army, there aren't many people left to guard the city. Finally, Simon tells the PCs of a little used, barred and locked (**CR 25%**) postern gate between the West Gate and North River Gate. Should the PCs ask for a key, Simon tells them one could not be obtained in the short time they have to act without rousing suspicions.

Should the PCs ask how Simon comes by this information, he tells them he is a member of the Graukappen, a small organisation dedicated to protecting the Emperor and the Reikland from hidden enemies. The problem is the higher echelon of the city knows of the Graukappen and resources have been spread too thin, especially with the increasing strife in nearby provinces. Simon confides that the PCs are essentially outsiders who are likely to be

largely unknown to the enemies of the Empire. This gives them more freedom to operate and their particular talents makes it harder for those opposed to anticipate the PCs' actions. If asked, Simon will confirm a handful of casualties with the Graukappen in Altdorf, but refuses to elaborate.

Simon tells the PCs that, if they are going to be successful, they need to act now. He says the closer it gets to daylight, the harder it will be to accomplish this risky task. Simon reminds the PCs that if they are caught, their lives will be forfeit. If need be, Simon also advises the PCs that, should they choose to flee the city and the Emperor is killed by his enemies, there will be no place in the Empire where they can escape from the Graukappen or the Schwarzmantel.

The Sewer Jack trappings include a leather jack (0/1 AP body), blue and red armband with the device of the Altdorf Sewer Watch, and lantern. Simon figures that the PCs would want to keep their own hand weapons and possibly a crossbow or two. He will tell the PCs any other weapon should be put aside as it may expose their impersonation. Once everything is ready, Simon bids the PCs good luck.

If all goes well, the PCs will be on their way with an hour or so left before dawn. The PCs will only have a 15% chance of running across a Watch patrol if they can get behind the Chancellery before dawn breaks. In these cases, the PCs can take a **Listen** test for normal noises (+10 for *Acute Hearing*) to hear the patrol before seeing them. Should the PCs begin after dawn, there is a 30% chance of encounter with such a patrol. GMs are encouraged to have some townsfolk up and moving about in the early hours, such as tradesmen hurrying to set up at the Reiksmarkt or servants heading to their masters' home before the family awakens.

PCs reaching the sewers before dawn also have a 15% chance of encountering a Sewer Jack patrol. If this happens, the chances of avoiding the patrol are pretty much limited to zero unless the PCs come up with a crafty manner of doing so. In such an occurrence, the PCs best chance is the **Bluff** (+10 for *Acting*, +10 for *Charm*, +10 for the patrol

being close to the end of their shift) their way past. If the PCs failed the **Bluff** test, they can still attempt a **Bribery** test (minimum of 1 GC per person in the patrol) to get the patrol to “forget” what they have seen. If the PCs have started later in the day, the chance of running into a sewer jack patrol increases to 30%.

The sewers in this part of Altdorf are much the same as those described in **Shadows over Bögenhafen**, pages 73-76. The major sewers have narrow walkways following the effluence channels with minor sewers periodically dumping out their contents in a gutter cut on the walkway. Periodically, one can come across iron rungs hammered into the sewer walls and leading up to a chute with a manhole cover at its top. The wooden covers are flush with the street above. Any PC suffering from Claustrophobia needs to make a **CI** test to enter the sewers as well as the secret passages.

Following the directions, the PCs can find their way easy enough. They should be cautious enough to close the secret doors behind them. If not, an alarm is likely (60%) to be raised if the sewer jacks do not follow through the door instead.

The Palace aquifer is a large Dwarf construct carved out of the bedrock to ensure a constant supply of water to the Imperial Court. Occasionally, but not today, a Dwarf Engineer makes the rounds inspecting the walls and the elaborate filtration system using charcoal to cleanse the incoming water from the Reik and various cisterns. The Dwarf Engineers know of the secret doors, but are bound by oath to the Emperor not to reveal these. If the PCs enter before dawn, there is only a 5% chance of a detail of Palace Guards walking on the narrow walkway surrounding the reservoir. If the PCs pass through here later in the day, the chance of encounter increases to 15%. These guards will sound an alarm if the PCs are spotted in the aquifer. There is a normal door at the furthest corner near the next secret door.

As expected, there is a change of clothing behind the last secret door, including new boots, a surcoat halved in blue and red with the

Emperor’s coat of arms and a helmet. If the PCs have seen the Palace Guards, they will recognise the attire. A bottle of perfume with the scent of lilac is there to cover the stench of the sewer. The PCs should leave their sewer jack clothing in good order in case they have to return this way again.

The narrow passage leads to stairs that wind their way upward to the level above the ground floor of the palace. The PCs will have to carry their lanterns for a longer period since there is no light in the staircase. The climb is arduous, but the PCs eventually arrive at the top, which ends in a doorway. If the PCs have not done so before now, it would be a good idea for them to listen at the door for noises before passing through. If the PCs have started as planned, the Palace is only now awakening and there will be no activity in the Emperor’s chambers other than Karl-Franz sleeping and the two Imperial Guards standing alert at their post outside the double doors.

The secret door enters into the antechamber next to a statue of a noble warrior holding his sword upright in front of him as a salute. The statue is embedded in the wall. The antechamber is actually a sitting room about 12 feet wide and 10 feet deep when standing at the double doors. Across the secret door is a fireplace with only glowing embers. A large sofa is positioned near the middle of the room facing the fireplace with two chairs flanking it. Across from the double doors is an ornate single door with a large cushioned chair – presumably the Emperor’s given its high back and insignia of the House of Holswig-Schliestein – on the fireplace side of it. Tapestries hang on either side of the fireplace with alcoves behind them. The tapestry to the left of the fireplace shows scenes from the life of Emperor Magnus the Pious. The other depicts events from the reign of Emperor Wilhelm II the Wise. The ceiling is high, roughly 16 feet.

If the PCs have reached this point around dawn, they will hear a noise on the other side of the double doors shortly after they have closed the secret door (though it could be slightly ajar). The PCs have 4 rounds to hide before the Imperial Guards outside the double doors open one of them to admit a small elderly woman dressed in white robes and wearing a pendant of amethyst shaped

as a dove in flight. She is carrying a tray of hot broth, a small loaf of bread, wedge of cheese and cut apples. Should the PCs make a reasonable attempt at hiding, the Imperial Guard opening the door will not notice them since he doesn't really look into the room.

In the event the PCs stand in the open, the Imperial Guard notices them with his peripheral vision and turns towards them. As he grips his weapon, but before he can sound an alarm, the elderly woman says to the PCs, "Aw, you are still on guard. Good. I trust the Emperor did not have any further difficulties during the night?" Turning back to the Imperial Guards at the door, she states with a smile, "I'm sorry you weren't told by your fellows I brought these guards to help me administer to the Emperor earlier in the evening. His Imperial Majesty had broken out in a fever and I needed someone to watch over him while I rested my weary bones. I'm not as young as I used to be." She then closes the door behind her.

If the PCs are hidden when the door closes, the elderly woman looks around the room with a mischievous smile and, in a soft voice, asks them to come out. Before they can utter a word, the woman in white tells them quietly to keep silent and open the door to the Emperor's bedchambers for her. She then motions them to enter with a tilt of her head.

Should the PCs arrive later in the day, the elderly woman is already in the Emperor's chambers. She comes out to the antechamber after the PCs have closed the door. She quietly tells them they are late and to follow her into the room.

The Emperor's bedchamber is a large room, easily 12 feet wide and 30 deep. A large fireplace flanked by more tapestries is positioned on the same wall as the one in the antechamber. A large window opposite the door opens to an inner courtyard within the Palace complex. Across from the fireplace is a large, four-poster bed with canopy, a small table next to it, and two padded chairs on the

side of the bed opposite the entrance door. The Emperor is asleep on the bed.

Setting the tray down, the elderly woman introduces herself as Eva Herzberg, a lowly servant of Shallya. She then asks the PCs their names, village of their birth, and who sent them. The PCs might hesitate, indicating that they are unsure of how to proceed. Eva smiles and points out she could easily scream out for the guards, but she decided she could trust the PCs. She comments the PCs should be able to extend some level of trust as well. If the PCs don't name Priestess Inga, Count von Walfen, or the Graukappen, Eva reminds the PCs that it is courtesy for them to answer truthfully.

If they level with her, Eva tells the PCs:

- *Eva was assigned by the Temple of Shallya to attend to the Emperor shortly after the Crown Prince's arrival on 1 Sommerzeit.*
- *The Emperor has been recovering from whatever ordeal he was suffering once the Crown Prince prohibited the Court from seeing him.*
- *Eva is unsure of the nature of his ailment, but she is certain that the Emperor has great inner strength.*
- *Eva knew that with the recent attack on the Crown Prince – which did inflict a small flesh wound – the Emperor's life would be in danger.*
- *She is not certain about the Crown Prince since his behaviour seems erratic, even by the standards of the nobility.*
- *Eva sensed that someone at the Court would attempt to rescue the Emperor from his imposed isolation.*
- *The Emperor is still rather weak, but he needs to get to safety.*

Once she tells them what she knows, Eva asks the PCs how they plan to make good their escape. If they balk, she tells the PCs she is not going with them; but they will need someone to stay behind to buy the PCs time to make their escape. In addition, Eva tells the PCs if she knew of their

escape route, she could send anyone questioning her in a different direction. She does caution the plan they have discussed has a number of uncertainties.

While the conversation is going on, the Emperor awakens, but feigns sleep. He is listening to the conversation with interest. Though still fairly weak, Karl-Franz’ has been growing more aware of things in the past week. If the PCs saw the Emperor at the Grand Theogonist’s funeral, any who look upon him now will note his improved appearance: he now looks like a man in his early 50s and his hair seems to be growing back in a healthier colour.

If the PCs suggest just walking out of the Palace with the Emperor as if his guard detail, the Emperor answers, “That would not be a good idea.” He sits up and tells the PCs he is a prisoner within his own Palace. Karl-Franz believes that, should he be caught alongside the PCs, they would be considered as kidnappers – no matter what the “sickly” Emperor says – and face execution. Other than Eva’s ministrations and periodic visits by the Crown Prince’s secretary, Martin Fechner, no one has been allowed to see him nor has his requests to visit his gardens been granted. Karl-Franz knows he has been declared too ill to resume his authority and could likely be disposed should his usefulness come to an end. Though weak, he knows he must get out of the Palace and to a place of safety as quickly as possible.

The Emperor continues, “We’ve been told of the attempt on Wolfgang’s life. Our heir is not naturally bold, though he is arrogant of his status. We have no doubt that ambitious and

strong-willed men control him. If he hasn’t yet, Wolfgang will soon move against our strongest supporters, including our cousin, Siegfried von Walfen. We must get out of the Palace and the city unseen. Unfortunately, we do not have any attire for travelling.”

Eva tells the Emperor that before he can “run off” he needs to eat what she’s brought. “It will do you no good to slip out without eating first, Your Imperial Majesty,” Eva playfully reproaches him.

The PCs should recall there is an extra set of clothing behind the secret door leading to the aquifer and sewers. They may smell somewhat awful, but these will do in a pinch.

At this time, the PCs might be concerned about two other problems. The first is how to open the secret door leading into the antechamber if they shut it without propping it opened earlier. If their distress becomes obvious, Eva tells them to turn the pommel of the sword the statue is holding upright until they hear a click. The second problem is the manner in which Eva explains how the Emperor was able to get past the two Imperial Guards once his disappearance is discovered. Eva smiles and replies she will blame foul sorcery knowing that many still harbour suspicions about wizards.

Should the PCs continue to dally, the Emperor points out that further delay makes the task unnecessarily riskier. If the PC resembling Kastor Lieberung is present, the Emperor comments on the likeness to Chancellor Johann Heinz and asks if they are related. Though left unsaid, Karl-Franz has become suspicious of the Chancellor over the past week and is wary of a possible betrayal.

Standard Palace Guard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	40	2	29	39	29	29	29	29

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

Equipment: Sword, Helmet (1AP head), Mail Shirt (1 AP body) under surcoat halved in blue and red with the coat of arms of the Emperor, and Purse (1D6 GCs, 3D10 shillings)

Standard Sewer Jack

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	39	4	3	8	41	2	30	28	29	30	30	28

Skills: Orientation (underground only), Strike Mighty Blow, Strike to Stun

Equipment: Club, Sword, Leather Jack (0/1 AP body), blue and red armband with device of the Altdorf Sewer Watch, Lantern, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies). One in a patrol will have a Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) and ammunition instead of a club and lantern.

Escape from Altdorf

No matter which course of action the PCs decide, the reasonable starting point would be descending the stairs behind the secret door from the antechamber. From there, they could decide their course of escape. No matter which route the PCs choose, the Emperor's current health is slowing their progress.

One possible route would require a return to the aquifer and possible advance through the door leading to the Palace with the hope for reaching the kitchen area and the door where supplies come to the Imperial residence. The PCs may hope the confusion that accompanies the arrival of foodstuffs and other provisions might be enough to provide them cover. Should they ask the Emperor about the odds, he replies that he is unsure. The whole area of provisioning fell to his seneschal who did not bother him with the details. Moreover, the Emperor is unsure about that part of the Palace complex and would be of little help guiding the PCs to the outside. The Emperor is fairly certain there is also a high probability he would be recognised by the valets, servants and scullery maids [**GM Note:** base chance of 85% since many have seen the Emperor even if he did not notice them].

The PCs might wish to proceed on the assumption they could make better time on the streets of the city rather than its sewers. They may not realise that, with the coming of dawn, the city has awakened and there are many more people on the streets. The PCs may need to pass an **Int** test to understand their chances of

getting caught are greatest the closer they are to the Palace.

As a foretaste of the difficulties that await them, there is a detail of four Palace Guards patrolling the aquifer at the moment the PCs reach the secret door leading into that vaulted room. If the PCs pause at the door and **Listen** (for normal sounds, +10 for *Acute Hearing*), they have a chance of hearing the patrol making their rounds. Should the PCs enter the aquifer at the same time without taking any precautions, the Palace Guards will spot them immediately (after all, one needs a lantern to see in this dark chamber) and demand to know who they are and how they have come to this place. If the Emperor is within sight but outside of the guards' lantern and behind some of the PCs, there is a base 65% chance he'll be recognised. If so, two of the Guards run towards the door to sound the alarm that the Emperor has been kidnapped while the other two keep the PCs from pursuit (the walkway is only two and a half feet wide and the reservoir is 15 feet deep).

If the PCs fail to silence the guards before one of them escapes through the door, they had better kill the remaining guards and retreat to the sewers. Understanding what is at stake, the Emperor grimly looks on the scene, but remains silent. In the event the PCs avoid the patrol by waiting for them to finish their routine check of the aquifer, they should conclude that attempting to sneak through the Palace would not be a wise course. The best course would be to continue through one of the two branches of the major sewers to its respective end or journey long enough to find a manhole which they can safely ascend and is far enough away from the Palace.

Should the PCs insist on going through the Palace, the door leaving the aquifer leads to a corridor. To the right the hall leads to stairs that ascend to the kitchen areas in the northeast corner of the Palace. To the left the corridor leads to the Lord High Jailer's office. This corridor is not the main entry into the extensive dungeons built into the bedrock beneath the Palace, but it is the one the Lord High Jailer travels through on the rare times he visits his "domain."

It is more likely the PCs will proceed through the sewers, at least for a time. No matter which major sewer they take, the PCs will come across a patrol of Sewer Jacks soon after they have closed the secret door behind them. Unlike the ones the PCs might have encountered earlier, these men have just come on duty and are not likely to let someone they don't know go unchallenged, especially if any of the PCs or the Emperor wears the attire of a Palace Guard. In this case, the PCs may need to **Bluff** their way past the patrol. Should this fail, bribes will be costlier (starting at 2 GCs per Sewer Jack) if the PCs want to avoid any delay in their escape. There is a small chance (10%) that any of the Sewer Jacks recognise the Emperor. Should the PCs attack, one or two of the Sewer Jacks in the back run away in order to sound an alarm.

If the PCs decide to climb to the street level after travelling for some distance in the sewers, there is a 35% chance a Watch patrol will stumble upon them exiting from below. The Watch patrol will rib the PCs if they are in Sewer Jack attire, referring to them as "muck rats," "mole men" and similar derogatory names. Should anyone wear the trappings of a Palace Guard, the Watch will start asking pointed questions since there is no reason for such a person to be traipsing in the wastes below. Once again the PCs have to **Bluff** or **Bribe** their way past the Watch. There is the additional risk (35%) that one of the Watchmen recognises the Emperor. The Watch's reaction is to take the whole bunch to the barracks for questioning. In this case, the PCs can try to **Bluff** with a -20 modifier (+10

for *Charm*). If the test is failed, an alarm is sounded, bringing another patrol in 2D6+2 rounds to help arrest the PCs.

To make matters worse, the situation in the Palace has changed. Within half an hour after the PCs depart with their charge, Eva takes her leave of the Emperor's chambers. She tells the Imperial Guards on duty the Emperor is taking a nap and should not be disturbed. Fifteen minutes later, Martin Fechner and his aide, Greta Cranach, come to visit the Emperor. Though the guards initially rebuff them, Herr Fechner produces a signed order authorising their interview with the Emperor. The guards then allow the two representatives of the Crown Prince to enter the private chambers. A moment later, the two alert the guards that the Emperor is missing. After a quick search, the two guards scramble to inform their superiors.

Imperial Guards and Palace Guards are quickly dispatched to the city gates to augment the guards there. The problem for the Crown Prince is that any attempt for a large-scale search is inhibited as the Palace does not want it known they lost the Emperor. Still, word has been dispatched to the various Watch and Sewer Jack patrols to keep alert for anything looking suspicious and report it back through their superiors.

By the time they reach the city walls – either above or below ground – a number of groups are looking for either the PCs or something odd. If the PCs have encountered either a Sewer Jack or Watch patrol in the manner described above, these patrols will report their encounter to their respective superiors. This will give the security forces the information needed to hone their search and reinforcements are quickly dispatched.

If the PCs have reached the postern gate, they need to be wary. The risk here is that a Watch patrol may pass by (25% chance) during the time the PCs spend trying to unlock and unbar the gate to escape. Since the Watch has been alerted to pay particular attention to anything unusual, they will take note of the PCs.

Should most of the PCs be dressed as Imperial Guards, the Watch patrol will ask some perfunctory questions, even though they expect the surly guards to threaten them in some manner befitting their “higher” status. If the Watch is met with some courtesy, they will be taken aback and become slightly suspicious. In the event the PCs do not give them cause, the Watch patrol eventually departs. Before then, there is a small chance (20%) that one of them recognise the Emperor since none of the Watch expected to encounter the Emperor on the streets with his personal guards and entourage. Should this happen, the Watch will move to make arrests while blowing on their whistles to summon additional help.

If the PCs are dressed more like Sewer Jacks, the Watch will challenge them to explain themselves (the Watch have higher status here). In this case, there’s a 30% chance of the Emperor being recognised (many of the Altdorfers have not seen the Emperor close enough to identify him in unusual attire) since they are looking to see if they can identify any criminals among the PCs. Should an alarm be sounded, another patrol will arrive in 2D6+2 rounds to help arrest the PCs.

In the event the PCs make it through the postern gate with the Emperor, they will have to literally carry him away as they flee. Karl-Franz is still too weak to keep up and will need some rest soon. Their only hope is to

make it to the marshy land surrounding the Little Reik and make their way through the reeds and tall grass to the place where Erich Alder is waiting with their horses. Any Watch patrol seeing the PCs flee through the postern gate will pursue while their fellows run to report the PCs’ escape to their superiors. The one potential benefit for the PCs is there are few horses in Altdorf with which their pursuers could follow them as most of these mounts have been sent to fight as part of Reikmarshall Helborg’s cavalry.

If the PCs were lucky to choose the sewer that led them straight to the Little Reik, they can follow the course of the sluggish waterway upriver to their meeting with Herr Alder. It will take the authorities in Altdorf some time to realise their quarry has escaped the city. By then, the PCs will be well on their way to the village of Harts Klein.

Should any of the PCs allow themselves to be arrested, their part in the mission to rescue the Emperor has failed and they will find themselves locked away in the Palace dungeons as traitors. The only respite they will get from the dank and darkness is their session with the Emperor’s torturers.

If the PCs are able to escort the Emperor to their rendezvous with Erich Alder, they will obtain the horses to make good their getaway. The threat of possible (or actual, in case the PCs’ escape did not go unnoticed) pursuit should spur the PCs on.

Standard Imperial Guard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	62	59	5	5	14	61	3	50	55	49	52	53	51

Skills: Disarm, Dodge Blow, Etiquette, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Specialist Weapon- Two-Handed, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Halberd (WS-10, S+2, I+10 [for first round and if “winning”]), Helmet (1AP head), Sleeved Mail Coat and Plate (2 AP body, 1AP arms and legs) under surcoat with the coat of arms of the Emperor, and Purse (3D6 GCs, 2D6 shillings)

Standard Garrison

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	40	2	29	39	29	29	29	29

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

Equipment: Sword, Helmet (1AP head), Mail Shirt (1 AP body) under surcoat halved in blue and red with the coat of arms of Altdorf, and Purse (1D6 GCs, 3D10 shillings)

Standard Watch

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	39	4	3	8	41	2	30	28	29	30	30	28

Skills: Strike Mighty Blow, Strike to Stun

Equipment: Club, Mail Shirt (1 AP body), blue and red armband with device of the Altdorf Watch, Lantern on a pole, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies)

Standard Watch Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	49	4	4	10	51	2	40	38	39	40	40	38

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

Equipment: Sword, Mail Shirt (1 AP body), blue and red armband with device of the Altdorf Watch, Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) and ammunition, and Purse (2D6 GCs, 3D6 shillings)

War!

One way or another, the PCs have finished with the situation in Altdorf. Instead of reaping their just desserts, the PCs find themselves pressed into service with the task of bringing the opposing sides together before The Empire is fractured beyond repair. Before they can accomplish their task, the PCs will need to have a final reckoning with the remnants of the Purple Hand as well as the Sons of Ulric. Once they get through these final battles, the PCs will have to deliver letters to the warring parties on the east and then return to take their place at the

truce negotiations. There, the PCs come face to face with one last horror.

Restoration

Whether the PCs rescued the Emperor or failed in the attempt, there is movement to restore the Emperor to his throne (see also the Triumphant Return below). The impending, sudden collapse of the invading Middenland army exposes von Bildhofen's weak leadership as well as the lack of

conviction with which the province went to war. In particular, the merchants of Carroburg use their economic and political clout to undermine von Bildhofen's authority.

With the bulk of the Reikland army under his command, Reikmarshall Helborg makes a fateful decision...

Arrival of the Emperor

If the PCs have successfully reached their horses with the Emperor in tow, they can reach Harts Klein with little problem. Unbeknownst to the PCs, there is no pursuit coming after them. Once the Emperor was found missing, Grand Prince Wolfgang Holswig-Abenauer was beset by doubt and inaction. Captain Erwin von Mühlerberg directed the recovery effort while the PCs were still within Altdorf and its immediate environs, but Secretary Martin Fechner (and, no doubt, his slut of an aide, Greta Cranach) undermined his efforts.

Still, many of the Emperor's advisors – including the Court Lector, the Chancellor, and Count von Walfen – have been arrested and incarcerated in the Palace dungeons. There is still a list of others to be "questioned," but many of these will have to wait until the Emperor's fate becomes known. The Crown Prince has proven quite "uncomfortable" to make that decision.

By late afternoon, the Crown Prince decides to dispatch a sealed letter to Reikmarshall Helborg informing him of the disappearance of the Emperor at the hands of Ulrican extremists and order him to send scouts searching the immediate border with Middenland for the criminals. Crown Prince Wolfgang also instructs the Reikmarshall to hang the perpetrators without trial.

If the PCs started the rescue attempt before dawn of 10 Sigmarzeit, they should be able to reach the village of Harts Klein by way of Gluckshalt around mid-afternoon. As expected, Sigmund Beere, Innkeeper of the Seven Stars, has the equipment the PCs left with Simon. Sigmund also has a change of clothes for the Emperor. If they have been quick about it, the

PCs could reach the village of Walfen within three hours and before the Crown Prince's dispatch reaches Reikmarshall Helborg.



A mile outside Castle Walfen, which lies to the south of the village, seven horsemen in white liveries ride towards the PCs. The PCs will notice the oncoming horsemen at a distance on a successful **Observe** test (+10 for *Excellent Vision*). The PCs might want to turn back to the forest about a mile away and try to lose these riders within the woods. One of the men in white is an expert tracker, so any retreat by the PCs will only delay the inevitable.

Should the PCs wait for their escort, the seven horsemen ride up to about fifty yards and demand the PCs to identify themselves. So long as the PCs are honest about the situation, they will be escorted directly to Reikmarshall Helborg at Castle Walfen.

If the PCs attempt to fabricate some story, the exhausted Emperor looks up at them, but says nothing. In the event the PCs continue to pursue their charade, one of the men in white recognises the Emperor. Drawing his sword, the man cries out, "They have the Emperor!" The others do like wise and start to move in an attempt to surround the PCs. Watching the situation unfold, Karl-Franz will intervene if the PCs try to run. He will command all to "Stop!" in a voice many have not heard in a long time. The horsemen stop and bow their heads. "We wish to see the Reikmarshall."

In the event the PCs have undertaken the job of rescuing the Emperor later in the day, the Reikmarshall will have received the Crown Prince's missive and has a number of patrols

looking for the Emperor. The three paragraphs above will apply to this situation as well with the additional of another patrol of five horsemen coming up unseen on the PCs' rear when the latter have their encounter with the first patrol. This move will preclude the PCs attempting to retreat back to the forest.

The ride to the castle goes without incidence. The Reikland horsemen ride in silence and announce the arrival of the Emperor when they reach the gatehouse. Grooms are called to take the horses to the stables and valets are instructed to escort the PCs to private chambers where they can wash up. After several hours, a manservant appears with an armed escort to inform the PCs that Reikmarshall Helborg requests their presence immediately.

The PCs are escorted to the Great Hall of Castle Walfen. Seated in the great chair is the Emperor. There are two men – one on each side – next to the Emperor. One is seated on the Emperor's right while the other stands behind and to the left of His Imperial Majesty. The one seated next to the Emperor motions the PCs to seat themselves in the seats arrayed before the three men. Should the PCs look around, they will not see any guards around.

Once the PCs are seated, the man who motioned them to do so introduces himself as Reikmarshall Kurt Helborg and the man behind the Emperor as Ludwig Schwarzhelm, His Imperial Majesty's newly-appointed Champion. He informs the PCs he has heard smatterings of recent events in Altdorf and would like them to tell all they know. The Reikmarshall is a very shrewd judge of character and will be attentive to the narrative the PCs present. Helborg will be quick to question the PCs about any inconsistencies in their story.

Silence greets the PCs when they finish their tale. The Reikmarshall looks at them for a few moments, weighing what he has learned. He then holds up a dispatch with the Imperial Seal and states he received this message from the Crown Prince before the PCs were called forth to present their case. Helborg informs the PCs

the Crown Prince has commanded they be summarily executed.

With a wily smile, the Emperor smiles and notifies the PCs that "we have countermanded that order. We have decided you could be put to better use as our honour guard. To ensure all goes as planned, we have placed you under Herr Schwarzhelm's command for our return to Altdorf and our Imperial seat." The Emperor then advises the PCs to get some rest. The return to Altdorf will commence in the morning, two hours after dawn.

In through the Out Door

In the event one or more of the PCs were captured in rescuing the Emperor, the remaining PCs might wish to make an attempt to rescue their companions now that His Imperial Majesty has been brought to safety. This assumes, of course, the PCs have an idea on how to reach the dungeons beneath the palace without being seen. Reikmarshall Helborg suggests the PCs wait until the morning to return with the Emperor. Once Karl-Franz has regained his throne, those illegally held captive will be freed.

The PCs may accept this course of action as the wisest. Still, they may feel the compulsion to do what they can to save their friends from the Imperial torturers. After all, the status Count von Walfen has granting him immunity from the torturer's tender mercies does not extend to those indirectly working for him. The only oath the Reikmarshall demands from the PCs is that they do not divulge any plans to return the Emperor quickly to Altdorf. He does not want whomever is influencing the Crown Prince to know what will occur.

Before the PCs depart, Reikmarshall Helborg asks them what plan they have to enter Altdorf. If the PCs advise they plan to retrace their steps through the sewers, Helborg will comment that their path of departure may have become known and the authorities could have a trap set for them. Should they be interested, the Reikmarshall suggests the PCs travel in disguise in one of his boats. He needs to send a messenger to convey the current situation on the front and the PCs could tag along as part of the boat's crew. Helborg firmly believes the PCs have a good chance of going unnoticed