

BURN AFTER PRINTING

A SCENARIO FOR WFRP

INTRODUCTION

This scenario is written with the following structure. 'Part One' contains the set-up explaining how the characters come to be involved followed by a period of investigation where the characters can find out the particulars of what is occurring. 'Part Two' contains four possible courses of action for the characters to undertake and 'Part Three' contains two consequences of the character's choices. Finally 'Wrapping it Up' contains advice on experience and how to further develop the scenario. Due to this slightly non-linear nature, the GM should read through the scenario carefully, especially the with regard to the options and consequences.

Also presented here are quick guides to both Three Toll Bridge and the Luitpoldstrasse Docks, including short descriptions of some of the inhabitants with their opinions on current events. These can be used to flesh out Gossip Skill Checks made during the scenario, and include a mixture of matters relevant to this scenario along with rumours that may or may not be true depending upon the GM's whim. Note that any comments marked with a * should only occur after the burning of the Barge.

PART ONE

The scenario starts with the characters being accosted by a messenger summoning them to meet with Michaela von Jänke at the Hangman's Tavern, located on Altdorf's famous Three Tolls Bridge. This should ideally happen when they are located in a tavern, shop or other location that a messenger could have easily tracked them down too. The message is not written down, and if questioned the messenger will only say that he is employed as a footman at the Hangman's Tavern, and that Michaela von Jänke is one of the taverns regular clients. He will lead the characters to the Hangman's Tavern if asked and tipped a penny, although it is easy to find.

WHY ME

The obvious question the Characters may be asking is exactly why Michaela von Jänke has chosen them out of the hundreds of thousands of people living in Altdorf to aid her in this task.

If any of the Characters has any contacts with any Altdorf nobles or merchants, then these can easily be used to have passed on their details to Michaela, and perhaps will even ask the Characters for a small appreciation for setting up the meeting. If the Characters have played through The Thousand Thrones, Paths of the Damned or The Enemy Within, then they will have almost certainly accumulated contacts that can serve this purpose. Alternatively, they may well be minor nobles or merchants themselves.

Otherwise, Michaela may have heard of some of the past adventures the Characters have embarked upon, perhaps hearing versions that somewhat over-exaggerated their success based on stories they have told while drunk in the city's taverns.

A final intriguing possibility is that they could simply be employed by the city, for example as Luitpoldstrasse Watchmen, ordered by the superiors to go and solve Michaela's problem. This option will obviously require some minor modifications to the scenario.

Hanging out at the Hangman's Tavern

Despite the somewhat populist sounding name, the Hangman's Tavern caters for Altdorf's bourgeois of lawyers, Kommission officials and merchants. The name dates back to the time before Magnus the Pious, when smugglers and river pirates were hung from the bridge in accordance with the dictates of the Cult of Manann.

By Alexander J Bateman

Version 1.1

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Entrance is normally only accorded to those who are both well dressed (at least Good Craftsmanship Clothing or Average Craftsmanship Noble's Garb) and well groomed (having had at least one bath in the last week). However, as soon as the characters mention they are here to see Michaela von Jänke they will be escorted to a private room she has booked for the occasion. The characters will then be left to wait in the room for ten minutes while Michaela is told of their arrival; in the meantime an attractive waitress offers them their choice of spirits or wine.

When Michaela finally arrives, she glides into the room, clad in an exquisite dress of blue and lavender. She will explain that her predicament is rather embarrassing; she has learnt that a local publishing house intends to put into print a scurrilous pamphlet about her which borders upon the pornographic. Through her contacts, she has learnt that a thousand copies are currently loaded on Johannes Verknüpfung's river barge, known as the 'Miss Bedenklich'. This is due to transport them, along with various other publications, upriver to Nuln. Obviously wanting to prevent the pamphlets publication, she wishes the characters to sneak aboard the barge, steal the Pamphlets that refer to her, and destroy them, to give her time to petition the Imperial Courts of Justice to ban its publication. Due to Michaela's knowledge of Academic Knowledge (Law) this should be made to sound pretty plausible to the characters, especially as it is, at least in the broad strokes, correct.

Characters with Academic Knowledge (Law) will realise that stealing a thousand pamphlets is actually a pretty minor crime; each will be sold for around a single penny, so the total value is only around 4 gc. Even if the characters are caught and successfully tried (a dubious prospect at best) is almost certainly the maximum amount they will be fined.

Barge Aboard

The Miss Bedenklich is docked in the Niederhafen Bezirk, alongside wharfs clearly marked with symbols of the local Hook gang. Assuming they arrive in the evening, the quayside is almost entirely deserted, with Johannes Verknüpfung and all the stevedores having retired to various Altdorf taverns. A single Hook stevedore patrols this section of the docks, on the lookout for any troublemakers from the rival Fish gang. As he takes around half an hour between patrols, the characters should have plenty of time to locate and sneak aboard, aided by the evening layer of Altdorf fog.

The barge is a typical river vessel, with a small cabin at the back where the boatman dwells and a tarpaulin roof covering the cargo. The cabin door is locked, this can be opened with an Average Pick Locks Test. Alternatively characters could use a sharp knife to cut through the tar covered canvas.

The barge has two levels of cargo; the upper contains stacks upon stacks of printed pamphlets and books. Any characters that have Speak Language (Reikspiel) and the Read/Write skill can quickly determine that everything on this deck is fairly dull - mostly recipe books, newsheets and cheap novels.

The lower cargo deck is accessed by a short ladder, this deck is unlit and characters without Night Vision or a form of illumination will be unable to see. Unlike the upper deck the cargo here is stored in wooden crates, and will require a crowbar or other implement of brute force to be opened.

There are ten crates here, each unmarked, rendering it matter of pot luck which is opened first. Have the players roll on The Miss Bedenklich random crate table each time they open a crate, re-rolling duplicates.

Miss Bedenklich Random Crate Table

1d10	Contents
1	A Crystal Skull carved from solid Izril
2	50 Printed Books in Classical on Necromancy*
3	50 Printed Books in Reikspiel on Necromancy*
4	50 Printed Books in Classical on Astrology
5	50 Printed Books in Classical about Scarab Beetles
6	A collection of various Polished Bones*
7	1000 pamphlets in Classical on 'State Censorship'*
8	1000 pamphlets in Reikspiel on 'the Lahmian Threat
9	1000 pamphlets in Breton on 'the Goddess Cailledh'*
10	1000 pamphlets in Reikspiel about Michaela von Jänke

All entries marked with a * are clearly illegal to own within the Empire. Should the characters keep any copies of these, they provide basic information upon their subject. The pamphlets on Michaela von Jänke are explicit and pornographic in their content – should the characters ever find a way to prove it, every word in them happens to be true.

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As soon as a crate is opened, a number of Grooms (See Appendix One) materialise in the upper deck, attacking anyone they find there. The number of Grooms will be equal to the number of characters in the boat. They do not venture down into the lower deck however, rather choosing to await the characters climbing up the ladder where they will be easier to attack.

Lanriek Goethe cast a ritual to bind the Grooms into the boat, with orders to attack anyone stealing the cargo stored in the crates. He cannot change the instructions given to the Grooms unless he comes within 48 yards of them, which is unlikely to happen. Characters with Academic Knowledge (Runes) who spend a round searching the upper deck of the boat (presumably while it is on fire!) can determine the broad details of the ritual cast with a Challenging (-10%) Search Check.

As a further complication, three rounds after the grooms materialise, a stevedore named Jakob Wandist will notice them and lob an incendiary onto the barge, setting it alight. Five rounds after this the boat full of paper will be burning along quite well, and anyone in it must make an Agility Test each round or be set on fire. (See WFRP, p. 136.) Should they somehow fail to get out of the barge in fewer than 20 rounds after it being set alight, they pass out from smoke inhalation and will roast to a crispy cinder.

CAILEDH THE BLOODY **Ancient Goddess of Rage**

The Goddess Cailledh was once worshipped by the Barrow People who populated areas of the Empire and Bretonnia before the rise of Sigmar. She is the daughter of Medhe the Stormlord and his bride Goederan, once worshipped by the powerful Druids of the Old Faith.

Like many other ancient nature powers, such as Ahalt, Naiedhe and Q'orn, Cailledh's worship is now prohibited, driven underground by the Witch Hunters of the Cults of Taal and Ulric. Still some followers of the old ways perform the ancient rites of sacrifice to garner Cailledh's blessing, to fill their veins with the blood rage and slaughter all their foes in battle.



Helping with Enquiries

As the players make their way back onto the docks, they will be greeted by a patrol of six watchmen, almost all of who wear outrageous hats with large exotic feathers, who will assist them onto the wharf. As the last of the characters makes it off the Miss Bedenklich, there is a fearsome cracking noise as the burning barge suddenly sinks below the Reik, the only remains being a single stuffed crocodile floating down the river.

The patrol of watchmen will then explain that they need to escort the characters to the Luitpoldstrasse Station for questioning. If the characters object to this (which is likely) have the patrol leader explain that "refusal would be tantamount to you admitting that you were compliant to the conjuration of unquiet spirits", or for characters without Academic Knowledge (Law) "come with us or we will have to do you for necromancy". If the characters protest that they are innocent the patrol leader will point out that he thinks that the fact they didn't is "bloody obvious", but the Captain will want to find out exactly who did. (If for some reason one or all of the Players looks like a Necromancer, adjust the dialog accordingly.) The Patrol leader refuses to be bribed ("I thank you for the offer sir, but due to it being Undead taking that is more than our jobs are worth"), threatened ("Now I don't think you want to start anything hasty, sir") or bow to threats of "do you know who I am?" ("I am afraid not sir, but I am sure the Captain will, if you will just come this way.")

Assuming things do not dissolve into a fight they will be shown to the nearby Luitpoldstrasse Station. There they will be escorted to the office of Captain Marcus Trenker, who has drawn the short straw of dealing with Niederhafen's gang problems.

He will appear to be pretty conciliatory; explaining that he is fairly sure than the characters are not at fault, but regulation demands that they spend some time in the cells until the issue is sorted. If the characters protest he will appear to mull the situation over and then announce that there is a possible way to avoid this, if they simply agree to undertake some small tasks for him which will make them official adjuncts to the Watch. (If they do not protest he will have to make the offer anyway, but it will look much less like he is doing them a favour.) If they demand cash he will offer the standard wage of 6 silver a day unless they successfully argue they are worth more than that. (For an idea of a possible pay scale see the rules for Henchmen in Old World Armoury, if available.)

The task is very simple, he wants them to go and ask Raimund Säger, the Hook gang's foreman, for what he knows about the Miss Bedenklich. He spends his evenings drinking in the Mermaid, a rather notorious

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dockside tavern where watchmen are not especially welcome. Captain Trenker will assure the characters that Säger is unlikely to kick anything off with them, and even if he does the Mermaid has a strict no-weapons-inside policy.

Assuming the characters agree to this task, as they leave the station they will overhear the arrested Johannes Verknüpfung bitterly complaining that Jakob Wandist has burnt his barge, while denying any wrong doing himself.

The Mermaid

Entrance into the Mermaid requires getting past Faustman the Killer, a retired Pit Fighter and the Mermaid's Doorman. He insists that anyone entering the Tavern hands over all weapons, with no exceptions.

The tavern is a huge open space with a long bar that sticks out like a pier through the centre of the room. The clientele is mainly made up of stevedores, boatmen and others who make a living along Altdorf's Docklands. In one corner six Dwarf Trollslayers are sat around a table, boasting of past exploits and drinking copious amounts of ale.

Service is available from Gebhard who works behind the bar or by calling upon one of the two Potboys (Hans and Hans) that deliver drinks and food to the tables.

HAND OUT ONE - THE MERMAID'S MENU

Bill of Fare at the Mermaid

Mug of Altdorfer Alt Ale – An amber beer with a strong taste of hops – 1 p

Mug of Dunkel Schwarzbier – A strong and dark lager – 3 p

Tankard of Gaslicht Zum Ale – Locally brewed nutty flavoured bitter – 2 p

Tankard of Scallop's Lobster Skrumpy – Very strong cider flavoured with fish wine – 6 p

Glass of Wine – Cheap white Reikish Hock from a barrel – 5 silver

Spitchcocked Reikeels – Traditional Altdorf dockers' fare – 1 p

Smoked Mackerel Pottage – A filling meal with cheap homemade bread – 3 p

Pickled Fish and Fig Tart – A decent size pie suitable for two meals – 6 p

As well as buying beer here other services are available. Most obviously some costermongers hawk their goods inside the tavern, such as a Suderich fishmonger trying to sell the remains of the day's catch and a Bromelhoff street girl selling oranges.

Additionally there is a cloaked figure sat by the dartboard. Characters who can read Secret Signs (Thief) will notice that "I am a dream dealer" is marked on a slate next to him if they pass a Perception Skill Check. This man is surreptitiously selling pouches of a powerful narcotic known as 'Notropian Blue', details of which can be found by Shubb Nibblewyff's Profile in Appendix One.

Raimund Säger is sat at one end of the tavern, surrounded by his Hook cronies. He is not in the best of moods having already heard about the whole burning barge fiasco and therefore is not really inclined to talk about it with a bunch of itinerant adventurers.

Getting on Säger's good side can be as simple or as difficult as the characters aspire to make it. Threatening him or insisting he help them because they are part of the watch will almost certainly end in a fight, while buying a round or two or letting him cheat them at poker will quickly get the Hooks to lower their guard.

If asked for his opinion on the whole thing, Säger will quickly claim that the Fish are clearly responsible, and will mutter darkly that they have done things like this before. Apart from that, his men were paid to load all the crates onto the barge by the instruction of Lanriek Goethe, who runs the Van Damneg Print-Works on Three Toll Bridge. He did not look inside them, but he thought they were full of Printed Books. If asked if he saw anyone performing any Necromancy or Magic on the boat, he will tell the characters that he has no truck with that kind of thing. (If asked in the wrong tone, this question may well start a brawl.)

While the conversation with Säger is the most important thing to happen here, many other events can happen in the Mermaid, from playing darts to the customary bar room brawl.

Should things get out of hand Gebhard the Barman is armed with a Blunderbuss, whilst Faustman the Killer has not only his own weapons, but the pick of everything left in his care.

Note that the Mermaid is littered with possible Improvised Weapons, including Bottles, Chairs, Hot Poker, Pitchfork, Tables, Tankards and Tongs for melee as well as many items to throw, such as Buckets of Muck, Buckets of Sawdust, Flower Pots, Pots of Hot Smoked Mackerel Pottage, Spittoons, Tongs with Hot Coals and Straw Mattresses (The latter are dropped from the balcony above)

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Showdown at the Van Damneg Print-works

The characters may wish to go and visit the Van Damneg Print-works under their own initiative, otherwise upon their return to Luitpoldstrasse Station, Captain Marcus Trenker will ask if they can check it out as the station is inundated with problems.

Asking the neighbours about the Print-works, or making a successful gossip test about town, will reveal that the owner keeps himself to himself and is generally well regarded as a perfect neighbour. The Works itself is a small building adorned with a painted sign of an open book; inside it contains several hand-powered wooden printing presses that cause little noise. Breaking in is relatively simple, requiring an Average Pick Locks Skill Test to open the door noiselessly, or a Routine (+10%) Strength Check to simply force it open.

Inside the press is in use, despite the room being unlit. The operators all have an unhealthy pallor, being made up of particularly mechanically minded Zombies. These are not hostile, as they have been ordered to print leaflets not guard the warehouse, but if they or the printing presses are attacked they will retaliate. (Zombie profiles can be found on page 231 of WFRP)

Upstairs there is located a small flat which has clearly been somewhat hastily left, with food, clothing and documents all being left discarded around the room. On one wall is stood a half finished painting of Michaela von Jänke – with the flesh drawn as flayed from one side of her head, revealing her skull tattooed with a rune of Slaanesh. A Daemonette stands directly behind her, caressing her with its claw.

Searching the desk will reveal a bag of 50 coins and a pile of correspondence, mainly petty lists of material to be printed. One letter however is a lot more personal, as any character with the skills Speak Language (Reikspiel) and Read/Write automatically spots.

Give the characters the Hand Out Opposite or read it aloud.

The money here is not the normal coinage of the Old World, being made up of disks of some black metal bearing the likeness of a skeletal lord. Characters making an Average Common Knowledge (Araby) Skill test will recognise that this is the coinage of the Kingdom of Ka-Sabar.

Finally, the door to the small closet through which waste is dump straight into the Reik below stands ajar, and from it hangs an extremely long rope ladder descending into the evening fog.

This concludes the First Section of the Scenario.

HAND OUT TWO - THE LETTER IN THE DESK

Lanriek Goethe, Van Damneg Print-Works, Three Toll Bridge, Altdorf

Indeed the Dwarf has revealed what we have suspected and hopefully this will be the first step towards me regaining my fathers favour. Once the agent has recovered the item you should travel to join my father at Spine Mountain Keep, which is but a week's travel south of Kroppenleben, high in the Black Mountains.

Speak well of me to my father and be careful to stress the aid and advice I have given you. When he ascends to Lichhood and I succeed him as head of the Dark King's mortal cult I will remember your aid and reward you with secret knowledge I have stripped from the dead of the elder races.

Beware though, that fool Kemmler plots against my father and indeed against the Dark King Himself. He seeks the Item as much as we do – aiming to anoint Kell in the Dark King's rightful place at the right hand side of Nagash. Avoid at all costs falling into his clutches and journey not into the Grey Mountains where his servants make their homes. La Maisontaal has thwarted him often enough and it shall hold the second prize from him while we build up our forces.

All hail the Third Age of Nagash.

Alberto Laransched, care of the Three Skulls Inn, Deadgate

WHO IS ALBERTO LARANSCHED?

While no real records exist in Altdorf of anyone named Alberto Laransched, characters spending time researching him can find out that his father, Gunther Laransched, was once a Magister of Altdorf's Celestial Collage of Magick. Responsible for both divining the future and researching the past, Gunther was employed by the Council of State to aid in preparing policy for upcoming events that would threaten the Empire. This plan went sour however, when he stole the Celestial College's copy of the accursed Grimoire Necris and absconded from the city.



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PART TWO

Having visited the Print-works, there are three probable courses of action open to the characters. Pursue Lanriek Goethe into the sewers (See Option A), search out Michaela von Jänke to check if they are the dupes of a Chaos Cultist (See Option B), or retire to the pub thinking it is all nothing to do with them (See Option C).

OPTION A – THE MARCH OF THE DEAD

Climbing down the ladder is a fearsome task as it blows dangerously in the wind and tapers at an alarming angle. At the bottom it is tethered to a sewer outlet which flows from directly under the foundations of Three Toll Bridge and into the flowing Reik.

This section of the Altdorf sewers is well constructed, with a ledge that stays above the level of the Reik apart from in times of flooding. However, characters performing anything other than a cautious walk (Including running or fighting) on this ledge must make an Average Agility Test each round or fall into the water, where they will contact the Galloping Trots.

The main sewer tunnel runs directly under the Tempelstrasse in a straight line from Three Toll Bridge straight to the Grand Temple of Sigmar where it ends in an askew 'T' junction. Various smaller runs branch off this thoroughfare, but they are little more than dingy pipes that much be crawled down to make progress.

While finding any trace of Lanriek Goethe (for it is he the characters are following) seems impossible, there is one source of salvation. A short way into the sewer is an alcove, in which sleeps Shubb Nibblewyff, a Halfling Sewer Jack. Although he cuts a somewhat sorry figure, if awoken and questioned, Shubb will assure the characters that he can lead them to "where that wizard geezer is held up, if you can first do us a favour, right?"

Shubb is addicted to the drug Notropian Blue and will only agree to lead the characters to the Temple for a fix (A combination of having no money and being barred from every tavern in Altdorf prevents him obtaining his own). As he is totally addicted to the drug, nothing short of prolonged Torture will persuade him to relent.

The alternative to this is to wander around the sewers randomly, which is unlikely to be productive. One way to stop this is to assault them with wandering monsters and other unpleasant sewer encounters until they get fed up of the whole thing. If it is available, example random Sewer encounters can be found on page 33 of The Thousand Thrones.

Confronting Lanriek Goethe

Entrance to the hidden temple can only be gained by leaving the walkway and entering the sewer channel – located here is an underwater passage that continues along to a large hidden chamber. The underwater portion of the passage is very short and should easily be traversable by any character holding their breath. Locating this entranceway without the aid of Shubb Nibblewyff is almost impossible, requiring characters to actually be in the sewer channel itself at the location and then succeeding on a Challenging (-10%) Search Test.

Several things are in the chamber: namely Lanriek Goethe, a gigantic skeletal war machine and around thirty or so assorted Undead. While this may seem a bit of a hopeless battle, there are some factors which even the odds.

Goethe is an inexperienced Necromancer, and must spend a Half-Action each round on maintaining his control or none of the Undead here may act. Therefore Stunning Goethe will result in all the Undead taking no-actions. When Goethe is killed all the Undead here with revert to being corpses.

Goethe is expecting heavy resistance from inside the Crypt and therefore will only divert as many Undead from the Crypt wall as he thinks are needed. No more than one Undead should be attacking any of the characters each round. (Profiles for both Skeletons and Zombies can be found on page 231 of WFRP)

Finally, the machine itself is giant construct of fused iron and bone powered by a gigantic amethyst Endstone the size of a man's chest. As soon as the guards in the antechamber raise any alarm, the skeletal operators attempt to spur the machine into Unlife.

After five rounds, unless the characters have killed Goethe or the skeletal operators, the huge Gromril toothed dragon skull will repeatedly swing into to wall of the chamber, quickly smashing through it and revealing a vaulted area on the other side.

At this point, move to '**Consequence A**'.

If on the other hand the characters have killed Goethe or the operators, the war machine will fail to activate and the characters will have to make their own way back out of the sewers. Within an hour a messenger from the Grand Temple of Sigmar will summon them to an audience with Priest-coadjutor Gabriel Edelmann, which should lead into '**Consequence B**'.

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OPTION B – THE PRIESTS OF PLEASURE

Michaela von Jänke, along with the entire cult of Eternal Rapture, is still in the private room of Hangman's Tavern. Once the characters had been dispatched to destroy Lanriek Goethe's pamphlets (in which the accusations are entirely accurate) the cult gathered and robed up to summon a daemon into the mortal world.

While the Cult has left distinct instructions that they are not to be disturbed, the manager has no idea who is actually in the cult, and characters making an Average Charm Test with a convincing story will be permitted up to the room. The alternative is to simply barge their way up there, over the protestations of staff.

Confronting Michaela von Jänke

The Cultists of Eternal Rapture are stood around a carpet on which a giant Ouroboros sign has been embroidered. On a plinth at the centre of it is Michaela von Jänke's Chaos Icon, along with a Cultist and four naked children he is about to sacrifice. This is pretty incriminating behaviour and should instantly lead to combat.

The Icon takes the form of a marble statue of a sensual goat-headed Beastman and the manner of sacrifice is immolation. As the characters burst in the Cultist is just about to pour lamp oil over his charges, and the characters should attempt to stop him, either by shooting him or otherwise engaging him in combat. Otherwise, three rounds after the Children are set alight; the Daemonette Painfury Spasmclaw will appear.

Once the Combat is over the players will hear an almighty crash as the very earth tremors - Move to **'Consequence A'**.

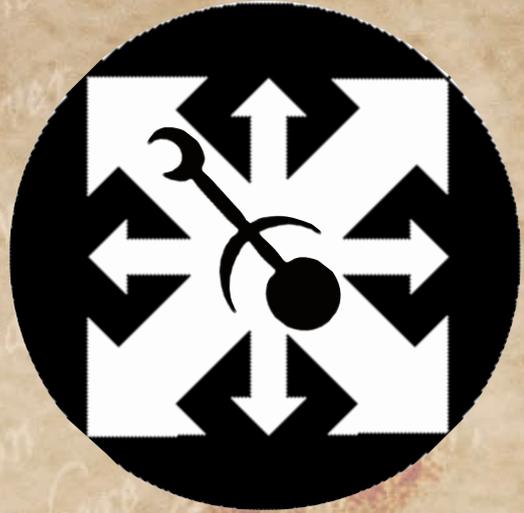
OPTION C – SPLITTING THE PARTY

There is the remote possibility that the characters will decide to both chase Lanriek Goethe and confront Michaela von Jänke by the dubious tactic of splitting the party. This can be tricky to run, as you will have to balance two climatic encounters at the same time, where the characters will most probably be seriously over matched.

It is may be best to delay one encounter or the other and thus avoid having them happening simultaneously, perhaps by having Shubb Nibblewyff not present or having The cultists of Eternal Rapture meet in a different location. Read through Options A and B for details.

OPTION D – GOING FOR A PINT

Even more annoying than Option C is the possibility that the characters will simply ignore any sense of urgency and pursue neither option, most probably to report to Marcus Trenker or some other authority figure. In this case simply apply both **'Consequence A and B'**.



CHAOS ICONS

Academic Knowledge: Daemonology

Powers: Each Chaos Icon has a specific Daemon bound within it, which can only be released through a specific ritual activity connected to it. Typical rituals often involve elements such as the sacrifice of innocents, self harm and hours of ceremony.

History: Among the most prestigious rewards that can be granted to a follower, and conversely the most severe punishment granted to a Daemon, these Icons are often found among the forces of Chaos, particularly among followers of Khorne - who lack any sorcerers to perform Daemonic Summoning. Chaos Icons are focus points for their god's favour, and can be any size, shape and made from any material. Some are incorporated into weapons or armour, or even manifest as tattoos while others exist as altars, standards or even columns of living flames.

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PART THREE

There are essentially two outcomes which can happen based upon what the characters choose to do.

CONSEQUENCE A – BREAKING THE VAULT

Without the characters intervention, the war machine's huge Gromril toothed dragon head will repeatedly swing into to wall of the hidden chamber, quickly smashing through it and allowing the Undead forces of Lanriek Goethe to swarm into the Temple vaults. Of course, if they are not actually there, the first the characters will hear of this event is when the vaults of the Temple are breached with a dull rumble that shakes the foundations of Altdorf.

The vaults are guarded by Hammer Bearers of Sigmar initially, although they are soon reinforced by Templars of the Knights Griffon. The melee will be fast and confusing, with the Sigmarite's careful formations shattered by the effects of fear.

If the characters are actually here, they can either attack the Undead or hang back, although the latter may well have some Sigmarite Witch Hunters asking very pointed questions as to what exactly they were doing after the Undead are defeated.

Goethe himself will attempt to escape, fleeing back into the sewers. Unless the characters succeed in stopping him, he will evade the Sigmarites and live to menace the characters another day. Apart from this wrinkle, the Knights Griffon will defeat the Undead.

After this Priest-coadjutor Gabriel Edelmann will either accost the characters, if they are still present, or summon them to him if they are not. Move forward to **'Wrapping it Up'** or **'Consequence B – Daemon Night'** as appropriate.

CONSEQUENCE B – DAEMON NIGHT

This consequence will take place when the characters meet with Priest-coadjutor Gabriel Edelmann – A ranking member of the Altdorf order of the Silver Hammer. If they were present at the Undead War Machine breaking into the Vaults, then they will be escorted to his private chambers through the Vaults of the temple of Sigmar, otherwise he will send a couple of Knights Griffon to summon them to him.

Meanwhile, the cultists of Eternal Rapture will complete their ritual to summon Painfury Spasmclaw the Daemonette, who they will send to assassinate the characters and then assault the Grand Temple of Sigmar.

This results in the Daemonette assaulting the characters just as they start discussion with Edelmann.

Painfury Spasmclaw is a dangerous combatant, who will use her Invisibility to get within spell range of the characters and assault them when they seem vulnerable with her magic. If Edelmann is present, he will retreat to summon the Knights Griffon while the characters fight her. Overall Painfury's objective should be to cause as much chaos as possible, as this whole assault is actually just a distraction. Whilst this takes place, an Eternal Rapture cultist that has infiltrated the Sigmarites as a Hammer Bearer, will steal an artefact from the Grand Temple of Sigmar's vaults.

Once Painfury is defeated, move on to **'Wrapping it Up'**.

WRAPPING IT UP

Regardless of how the Adventure ended, the characters should at this point be in conversation with Priest-coadjutor Gabriel Edelmann. This should provide the characters opportunity to account for their actions and report the various things that have occurred.

After this Edelmann will thank them for their efforts (assuming they did not admit to doing anything really stupid, like witchcraft, daemonology or necromancy of their own) and tell them the Temple may call upon them in future. This effectively concludes the Adventure, and the GM should award 100 Experience to each character, with another 100 for successfully preventing either the Break In or the Daemon Summoning.

There are also however multiple loose ends that have been left for the GM to play with: For example why did the Lanriek Goethe hate Michaela von Jänke? What was it was successfully stolen from the Vaults of the Temple of Sigmar? And why would anyone carve a skull out of Izril exactly? The GM is encouraged to develop these threads in any way he sees fit and incorporate them into an ongoing campaign.

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APPENDIX ONE - THE CAST

MICHAELA VON JÄNKE – WEALTHY PATRONESS

Human Mutant (Ex Noble – Ex Politician – Ex Cult Acolyte of Slaanesh)

Daughter of a Bundesmarkt Noble, Michaela has spent the majority of her privileged life in Altdorf, hovering on the verges of Karl Franz's Court. Michaela was inducted into the service of Slaanesh by Erwin Klosterman, a Soulflayer who dwells in the Fortress of Claw Peak, near Felspraag in the Grey Mountains.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	33%	29%	42%	51%	51%	53%	66%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	2	4	5	1	0	0

Skills: Academic Knowledge (Arts, Daemonology, Genealogy/Heraldry, History, Law), Arcane Language (Daemonic), Blather, Channelling, Charm+10%, Command+10%, Common Knowledge (Bretonnia, the Empire), Consume Alcohol+10%, Evaluate, Gamble, Gossip, Haggle, Magical Sense, Perception, Performer (Actor, Dancer, Musician), Read/Write, Ride, Speak Language (Breton, Reikspiel+10%)

Talents: Dark Magic, Dealmaker, Etiquette, Inured to Chaos, Keens Senses, Luck, Master Orator, Petty Magic (Chaos), Public Speaking, Schemer, Specialist Weapon Group (Fencing, Parrying), Streetwise, Suave

Inured to Chaos gives Michaela a +10% bonus to resist gaining further Mutations.

Mutations:

Extra Joints (Legs): Grants 5% Agility and 1 Movements, already included in profile. When in public this mutation is always concealed under her long and elaborate dresses.

Combat:

Magic: 1; Petty Magic (Chaos)

The rules for Michaela's Petty Magic (Chaos) spells can be found in Tome of Corruption, if you do not have access to that book substitute Petty Magic (Arcane) instead.

Armour (Light): Best Craftsmanship Noble's Garb with Best Craftsmanship Leather Corset

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

Weapons: Best Craftsmanship Foil (1d10+0, Fast, Precise), matching Best Craftsmanship Main Gauche (1d10-1, Balanced, Defensive)

Trappings: Green Velvet Cloak, Silver Garnet Necklace, Ouroboros Pendent of Slaanesh, Cult Vestments, Various Libertarian Pamphlets, Purse with 125 gc, Valet, Extensive Wardrobe, Riding Horse with Saddle and Harness

RAIMUND SÄGER – HOOK RINGLEADER

Racketeer (Ex Stevedore – Ex Foreman)

One of the 'Hard Men' of the Luitpoldstrasse, both of Raimund's cheeks have the Hook symbol of his gang tattooed on them, marking him as holding the coveted position of a War Chief. Raimund spends his days supervising the Hook stevedores and his nights drinking in the Mermaid; both activities are occasionally punctuated with sporadic bouts of the old ultra violence.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57%	51%	53%	42%	46%	34%	47%	51%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	5	4	4	0	2	0

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Skills: Command, Common Knowledge (The Empire), Consume Alcohol, Dodge Blow+10%, Evaluate, Gamble, Gossip, Haggle, Intimidate, Perception, Performer (Singer), Secret Language (Guild Tongue), Speak Language (Reikspiel), Shadowing, Swim

Talents: Lightning Reflexes, Menacing, Night Vision, Public Speaking, Street Fighting, Streetwise, Streetwise, Strike Mighty Blow, Strike to Stun, Suave, Very Strong

Combat:

Armour (Light): Good Craftsmanship Clothing with Studed Leather Jack and Leather Watch Cap in Hook Colours

Armour Points: Head 1, Arms 2, Body 2, Legs 0

Weapons: Concealed Knuckle-Dusters (1d10+3, Pummelling), Heavy Club (Hand Weapon, 1d10+6)

Trappings: Collection of Hook Tattoos, Whistle, 10 Yards of Rope, 10 Wooden Spikes

FAUSTMAN THE KILLER – MERMAID DOORMAN Thug (Ex Pit Fighter – Ex Veteran)

Having retired from his successful Pit Fighting Career several years ago, Faustman was hired by Wertha Trotz to try and cut down the amount of bloodshed in the Mermaid by preventing the patrons carrying in their weapons. Now in his thirties, Faustman maintains a reputation for both incorruptibility and for dispensing violent retribution upon anyone making too much trouble.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54%	46%	51%	54%	52%	26%	45%	33%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	18	5	5	4	0	4	0

Skills: Common Knowledge (The Empire), Consume Alcohol, Dodge Blow+10%, Gamble, Gossip, Intimidate+10%, Perception, Secret Language (Battle Tongue, Thieves' Tongue), Speak Language (Reikspiel)

Talents: Disarm, Lightning Reflexes, Luck, Quick Draw, Specialist Weapon Group (Flail, Parrying, Two-Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong

Combat:

Armour (Medium): Sleeved Mail Shirt with Helmet over Full Leather Armour

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

Weapons: Flail (1d10+6, Impact, Tiring), Buckler (1d10+3, Balanced, Defensive, Pummelling), Knuckle-Dusters (SB+3, Pummelling)

Trappings: Bottle of Good Craftsmanship Spirits, Purse with 1 gc in silver

SHUBB NIBBLEWYFF – HALFLING SEWERJACK Halfling Sewer Jack (Ex Gambler)

Brought up in a farming family on the borders of Sylvania, Shubb quickly tired of a life under the shadow of the walking dead and adopted a life of chance, gambling in the coaching inns of the Empire. This came to an end when word came that his family's farm had been destroyed and Shubb enlisted in the Altdorf Sewer Jacks, although this did little to ease his conscious and he quickly became addicted to narcotics in a bid to blot out the past. Now heavily in debt, he dwells within the sewers and it is best not to analyse the substances oozing between his naked toes.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	39%	25%	31%	42%	34%	46%	49%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	5	0

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Charm, Common Knowledge (Halflings), Concealment, Dodge Blow, Evaluate, Follow Trail, Gamble, Gossip, Perception, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Slight of Hand, Speak Language (Halfling, Reikspiel), Swim, Trade (Farmer)

Talents: Flee!, Night Vision, Resistance to Chaos, Resistance to Disease, Specialist Weapon (Sling), Streetwise, Tunnel Rat, Warrior Born

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Insanities:

Mandrake Man: Shubb is addicted to Notropian Blue instead of Mandrake Root, see the Sidebar for special rules.

Combat:

Armour (Light): Studded Leather Jack over Poor Craftsmanship Clothing

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

Weapons: Cudgel (Hand Weapon, 1d10+), Crossbow with 10 Bolts (1d10+3)

Trappings: Lantern, Dice, Deck of Cards

LANRIEK GOETHE – ANGUISHED DEATH CULTIST

Warlock (Ex Tradesman – Ex Hedge Wizard – Ex Witch)

Lanriek came to the study dark magic at an early age, when coming across several treatises on Necromancy written by Gerard Laramere. It was not long before he discovered the Van Damneg Book Company in Marienburg, through which he was recruited into the Cult of the Dread King. Lanriek has spent his years aiding the book company in the distribution of Cult materials throughout the Empire, while building up the resources to pull off an audacious theft.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	38%	34%	47%	45%	56%	48%	48%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	2	5	0

Skills: Academic Knowledge (Necromancy), Channelling, Charm, Common Knowledge (The Empire, the Lands of the Dead, Tilea), Concealment, Disguise, Drive, Evaluate, Gossip, Haggle, Heal, Hypnotism, Intimidate, Magical Sense, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Reikspiel), Swim, Trade, (Apothecary, Artist, Printer)

NOTROPIAN BLUE (ROUTINE)

Cost: 6 gc for a 5 dose pouch

Enc: –

Availability: Rare

This high strength strain of weirdroot is sold in small packets that contain five pressed tight wads of blue leaves that seem to shimmer as if slightly metallic. These wads are chewed in a manner similar to chewing tobacco and act as a powerful hallucinogenic. Notropian Blue is a popular drug that can be found for sale in many Old World sea-ports.

In Altdorf at this time a dealer must be a paid-up member of the Apothecaries' Guild in order to supply any form of weirdroot, including Notropian Blue. This will be known by any character on a successful Academic Knowledge (Law) Skill Test.

To gain any effect, a wad of Notropian Blue must be chewed slowly over the course of an half an hour and then spat out (Many taverns selling the drug will have spittoons for this purpose). There is no effect from swallowing this drug, making it unsuitable for use as a poison.

Notropian Blue acts as a powerful hallucinogenic and anyone taking a dose must pass an Intelligence Characteristic test or be confused by the strange visions that the drug grants. This will result in them falling to the ground, occasionally giggling uncontrollably and being unable to significantly act for the next hour (if forced into Combat or similar, treat this as a -20% penalty to all characteristics). Any additional doses taken while in this state extend this effect by an hour, with no further Intelligence Characteristic Test allowed.

After these initial effects of the drug have worn off, the character will regain their senses but will acquire a strong craving for food. Additionally they must also pass a Willpower Characteristic Test or gain an Insanity Point from the strange visions and euphoria. Characters may become addicted to Notropian blue, in the same way as Mandrake Root.

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Talents: Dark Lore (Necromancy), Dark Magic, Hedge Magic, Petty Magic (Hedge), Resistance to Disease, Savvy, Super Numerate, Very Resilient, Witchcraft (Curse of Rust, Death sight)

Lanriek's Witchcraft talent allows him to cast the two listed spells from the Lore of Death and Lore of Metal.

Combat:

Magic: 2; Curse of Rust, Dark Lore (Necromancy), Death sight, Petty Magic (Hedge)

Armour (None): Dashing Black clothing with Hood and Cloak

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

Weapons: Good Craftsmanship Silver Headed Cane (Hand Weapon, 1d10+3)

Trappings: Silver Half Mask, Charred Flint carved with symbol of Cailedh on a leather thong (Counts as a Lucky Charm), Healing Draught, Purse with 10 gc, Trade Tools (Apothecary), Print-works and contents, Legion of Undead with Undead War Machine

GLOOMS

Lesser Ethereal Undead

In ancient times it was custom for a man's slaves to be entombed with him at the moment of his death, or to be thrown alive onto his funeral pyre, so that they may continue to serve him in the afterlife. These unfortunates often return as a form of Undead known as Grooms, animated by rage over the unfairness of their fate and further fuelled by an undying resentment of the living. Unlike many Undead however, the conflicting emotions that power them grants a measure of free will, making it a challenge for any necromancer to truly bind them.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	25%	25%	10%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	2	2	4	0	0	0

Skills: Academic Knowledge (History), Concealment+20%, Perception+20%, Speak Language (Classical)

Traits: Frightening, Night Vision, Undead

Special Rules:

Ethereal: A Gloom is insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. A Gloom partially hidden inside an object gains a +30% bonus on Concealment Tests. A Gloom that wishes to be is completely silent, with no need to make Silent Move Tests. A Gloom is also immune to normal weapons, which simply pass through its body as if it wasn't there. Daemons, spells, other ethereal creatures, and opponents armed with magic weapons may all injure a Gloom normally. A Gloom cannot normally affect the mortal world, and thus cannot damage non-ethereal opponents without recourse to its 'Throttling Dead Hands' special ability.

Shambling: Grooms are relentless but slow. They cannot take the run action.

Throttling Dead Hands: When a Gloom attacks its foe, it attempts a Grapple (see WFRP, p. 131.) Each round the opponent may make a Strength Test to break free. However, each round after the first, it becomes more difficult as the air supply is cut off. Successive Strength Tests increase in difficulty. Average (+0%) on the first round, Challenging (-10%) on the second round, Hard (-30%) on the third round, and Very Hard (-30%) on the fourth and following rounds. (Note that unlike normal, this Strength Test is not Opposed) On any round that a Gloom spends successfully throttling a foe, it no longer gains any of the effects of the Ethereal Trait.

Tormented: Grooms retain an element of their past life that urges them on to finally be laid at rest, despite their master's bidding. Whenever a Gloom is given an order by its Controlling Necromancer that it does not wish to perform, it may make a Will Power Test. If the Gloom fails it will perform the necromancer's bidding as normal, however on a success it will spend the round trying to fight off the dark magic that animates it, and performs no actions.

Combat:

Armour (None): Insubstantial tattered funeral robe

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

Weapons: Throttle (1d10-2, Special)

Trappings: None

Slaughter Margin: Easy (Hard without a Magic Weapon or Spells)

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PAINFURY SPASMCLAW – HARBINGER OF CHAOS **Daemonette Temple Guardian (Ex Maledictor – Ex Doomweaver)**

Bound into an icon by the renegade Amethyst Magister Hasak Venomspawn, this daemon's true name is D'haer'ss'oathl. For many years Painfury guarded the temple of the Priests of Pleasure near Burgsburg, and is now looking forward to being able to induce havoc for the Eternal Rapture.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54%	0%	45%	42%	62%	56%	70%	65%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4(6)	5	2	0	0

Skills: Academic Knowledge (Daemonology, Magic), Channelling, Common Knowledge (The Empire), Charm+20%, Dodge Blow+10%, Gossip, Intimidate, Magical Sense, Perception, Read/Write, Performer (Dance), Search, Speak Arcane Language (Daemonic, Magick), Speak Language (Classical, Dark Tongue, Reikspiel), Swim, Torture

Talents: Ambidextrous, Aethyric Attunement, Cool Headed, Dark Lore (Chaos), Dark Magic, Lesser Magic (Dispel, Silence, Skywalk), Mighty Missile, Petty Magic (Chaos), Savvy, Stout-Hearted, Strike Mighty Blow, Strike to Stun

Traits: Frightening, Natural Weapons, Night Vision

Mutations:

Animalistic Legs: Increases Movement by 1, included in profile.

Invisibility: Painfury can become invisible, which she will use to infiltrate the Temple of Sigmar. If you have access to Tome of Corruption, rules for using this Mutation in Combat can be found on page 41.

Pincer Hand: Grants a Natural Weapon attack with the Precise Quality

Special Rules:

Aura of Slaanesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards suffer a – 10% penalty to their Weapon Skill and Will Power Characteristics.

Daemonic Aura: Daemonettes are made from the very stuff of magic, which protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemonette; her Toughness bonus is treated as if it was increased by +2. Additionally, the Daemonette's own attacks are considered to be magical. Lastly, Daemonettes are completely immune to the effects of poison and suffocation.

Instability: On any round, if a Daemonette is injured in melee combat, but fails to inflict any wounds in return, she must succeed a Will Power test or be banished back to the Realm of Chaos from which she came.

Will of Iron: Daemonettes are immune to fear and terror, as well as the effects of the Intimidate skill and the Unsettling Talent.

Combat:

Magic: 2; Dark Lore (Chaos), Dispel, Petty Magic (Chaos), Silence, Skywalk

The rules for Painfury's Petty Magic (Chaos) spells can be found in Tome of Corruption, if you do not have access to that book substitute Petty Magic (Arcane) Instead.

Armour (Light): Black Leather Jack

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

Weapons: Pincer Hand (1d10+5, Precise)

Trappings: None



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APPENDIX TWO - LIFE ON THE LUITPOLDSTRASSE DOCKS

Once this area was all warehouses, but riverside properties have increased in value and many of them have become shops, taverns or even residences for the more affluent of riverside workers. In turn this has led to the warehouses themselves being located further from the wooden wharfs, much to the complaint of the stevedores.

There was once a project to build massive stone embankments here, but it was never fully completed, allowing the Reikside streets to occasionally flood. Businesses built beside these areas often have wooden walkways outside them so that patrons do not have to wade through muddy puddles of stagnant river water.

During the day costermongers work the quayside, selling goods to the gangs of stevedores and boatmen that work here. As evening falls the area become less busy as the workers retire to the nearby Street of a Hundred Taverns, although still the occasional dealer or street walker can still be found plying their trades.

Hugo Fleabatta – Dockside Beggar

Hugo is a particularly annoying beggar, who wanders the docks pestering people eating by showing them his 'leprous' leg, adorned with fake suppurating sores. Hugo would sell his mother for a few clanks or a bottle of rotgut brandy.

"Clank for us guvn'r."

"I might have seen that, if you make it worth my while, if you know what I mean?"

Roscoe "Fatty" Konkling - Halfling Pie Seller

Instantly recognisable by his large battered pig shaped hat, 'inherited' from a noble during Pie Week many moons ago, Roscoe is one of the Luitpoldstrasse's premier pie sellers. Specialising in his Ground Pork and Fig Pies, which he proudly proclaims contain absolutely no rat at all, Roscoe is a popular figure on the quayside, selling to boatman, Fish and Hook alike.

"Hans Zweifel is selling fried slices of parsnip flavoured with exotic spice from the sun drenched Islas of Estalia!"

"The Mermaid's a sound tavern. Good for a pint and a half-decent fish stew. It's a lot quieter now as well, ever since Wertha Trotz barred Tarwin Fleischer – one of the Fish's bully boys."

"They say the reason that the Arch-Lector will not put a statue of Valten among the 24 heroes is that Valten is still alive, selling Pies in Marienburg. I just hope he stays there, last thing I need is competition from Sigmar reborn!"

Gunther Schläger – Boatman Association Enforcer

A heavy in the Altdorf's Boatman Association, Schläger's job is to find any boatmen working the Altdorf docks who are not paid-up members of the association and 'persuade' them to hand over dues. Schläger is a brute of a man who grew up in Altdorf's notorious Drecksack Slums, where he learnt the fine arts of gutter fighting and bare knuckle boxing.

"Verknüpfung is a sound trader. He always pays his dues on time and causes no trouble – I ain't believing he is any necromancer."*

"During the Great Fog Riots Schygulla killed a member of the Reiksguard by throwing him into the Reik and watching him drown. I wouldn't cross him if I were you."

"If you see that Halfling Nibblewyff, watch your purse. He would swipe from his own mother for a stick of weirdroot."

Schygulla – Dock Manager

Schygulla is an old man who spends his day gossiping about the goings on in the palace while his apprentices do all work. Schygulla used to run with the Hooks and also has strong links to the Luitpoldstrasse Watch, making him in his own way one of the most powerful men in the Niederhafen Bezirk.

"Typical trick this. Oh, it's not the first time those Fish scum have tried this, that Tarwin Fleisher is always collecting creatures and setting them amok in our warehouses."*

"Adrian Hoven, Grandmaster of the Knights of the Fiery Heart and Edhur von Gudjohnsen, Grandmaster of the Order of High Helms came to blows last week, as they are both seeing the same courtesan."

"They say that Klaus von Tschütscher is in enthralled by one of those High Elves from Marienburg and is preparing to grant them special privileges upon Altsalem Isle. Only a few days ago he and a dwarf almost came to blows over the loss the dwarfs will take in taxes."

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APPENDIX THREE - LIFE ON THREE TOLL BRIDGE

The Hangman's Tavern is one of the many buildings that line the sides of Three Toll Bridge, a massive structure of stone which crosses the River Reik. The name is taken from the three districts you have to pass through on journeying over it; one collected for Domplatz Bezirk, one for Niederhafen Bezirk and one for Altsalem Bezirk. The latter of these is a small district that covers Altsalem Island, which juts out of the river like some colossal basalt shark's fin, supporting the centre of the bridge. Unlike the Sigmar Bridge, which uses gigantic steam engines to raise and allow ships to pass, Three Toll Bridge is a fixed structure, and therefore towers over the city so that the masts of ships can safely pass below it.

Businesses built upon the bridge fall into the jurisdiction of the Altsalem Bezirk, notorious city wide for the negligible rate of tax imposed. The Bezirk is run under the corrupt regime of Klaus von Tschütscher, an important local noble who sits on many of Altdorf's many Kommission Councils, whose opulent town-house just happens to be located in the centre of Three Tolls Bridge itself.

The Bridge is always busy, with wagons and carts constantly flowing across it. Additionally, Beggars, street artists, guttersnipes and costermongers line the sides of the bridge – all trying to attract a few clanks from the passing populace. Between them agitators and raconteurs stand on upturned barrels or soap boxes, preaching their messages to all who will listen, at least until von Tschütscher House Guard get around to moving them on for vagrancy.

Yvette Böttcher – Badge Seller

The somewhat confused girlfriend of a Journeyman Light Mage, Yvette Böttcher sells small copper badges endorsing the end to the policy of celibacy within the Colleges of Magic. While this is not one of the most populist movements in Altdorf, one of the main planks of her argument is telling bawdy tales that expose the hypocrisy of Magisters on this matter, which always gathers a fair crowd.

“It is so unfair I tell you! If Magister Günter Hunold can attend the parties of Michaela von Jänke and engage in unrestrained debauchery, then why cannot my Magnus spend a night with me?”

“Luther Huss is in Altdorf and is to preach upon the subject of Valten's Heroism at the Mallusschmied Palais tomorrow.”

Johan Kyttlie – Weather Scryer

Johan makes his living selling weather forecasts to ship's captains and anyone else who wants one. To do this he employs many traditional Reikland techniques, almost all of which require string, dried fish and a limited ability to call on the Winds of Magic. If questioned, he will stress at length that he is not in fact a Hedge Wizard, and that all of his divination methods are done with science, not magic at all. In common with other Altdorf Weather Scryers, Johan wears tattered robes covered with divination trinkets and carries a copper shod staff with seabird feathers pinned to it.

“Something is not right, the weather has been wrong for the last two weeks and that incident with the burning barge just made it worse. There is a storm coming, mark my words!”*

“A new guild of thieves from Stirland known as the Pale-Eye Gang has started up an operation on the docks, stealing whole cargos. It can only be a matter of time before they start an all out gang war with the Hooks or the Fish.”

“Last week, Joseph the pavement artist chalked up a drawing of Klaus von Tschütscher involved with a goblin. It was just outside von Tschütscher's town-house; about an hour before the ambassador from Karak Norn was due to arrive. Well they found Joseph three days later, holed up in the temple of Shallya with all his fingers missing.”

Wolfgang Meinerzhagen – Verenan Student

A student at the Ulli von Tasseninck School of Religious Studies, Wolfgang is undertaking extensive theological and legal studies to become a Litigant in service to the cult of Verena. He owns a small flat in the Schlafstadt district, from which he undertakes many a nightly foray into the Three Toll Bridge in search of wine, weirdroot and political opinion.

“Michaela von Jänke is somewhat of an expert on legal liberties. She is also said to hold some of the most exquisite parties in Altdorf.”

“A few weeks back the watch took hold of Andreas Gesetz the Cartographer, saying his maps were so contradictory he must have been taking Notropian Blue. It turns out though he was using a licensed supplier, so the case got dismissed.”

“The problem is this city just does not value the written word! You can burn the works of Leonardo and suffer no more than a penny fine for destroying the parchment!”

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Joey Proudhun – Halfling Agitator

A little man with big ideas, Joey came to the capitol of the Empire demanding reform of the outdated political system in favour of a thinking man's representative council based on the shire system of the moot. As a Halfling, Joey has been refused membership of every radical group he has sought to join, which he puts down to just another example of the outmoded 'bigist' ideas of the supposedly civilised humans. Each day Joey preaches from a barrel top about political reform, handing out leaflets and quoting passages from 'the Blood of Innocents' when the watch are not looking.

"The Van Damneg Print-works does good rates per sheet, which is why they get so much custom. Everything from honest essays upon the plight of the working man to textbooks for surgeons and priests."

"Michaela von Jänke is just another example of the corrupt nature of the cities political elite – she is no friend of the common man regardless of his stature - that is for sure!"

"The so-called rumours of Rat-men are no more than the Emperor's Lies to confuse the common man – The legions of Fishmen are the true hidden enemy of the Empire!"

A scenario for WFRP

Writing and Layout: Alexander J Bateman

Submitted for the 2008 WFRP Scenario Writing Contest run by Fantasy Flight Games

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