



A Gut Feeling



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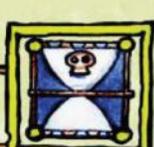
Introduction

A Gut Feeling is set in the city of Sotturm, a once-sizable town a couple days ride south of Middenheim, although it could be moved to any other town of similar size. A Gut Feeling is designed for a 3-5 characters on their first or second career, but could provide a challenge for even more experienced

characters. Although there are several physical dangers, the real challenge will be the player's own preconceptions. This scenario relies heavily upon the role-playing skills of the Gamemaster.

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Beginning the Adventure

The key to getting the ball rolling is to get the PCs into sharing a meal with a rich guild master, in public, with his entourage of bodyguards and servants. This adventure assumes they are being offered a job of some importance, bigger than any job they have been offered before. The guild master is offering more than the characters ever hoped for, be it gold, information, political power or legal help. He can offer them anything (and even honestly be prepared to deliver), because he won't deliver...he's going to die. However, he could just as easily be calling them to dinner to threaten them or play a prank. Whatever serves the needs of the party best should be pursued.

The PCs are invited to dinner at the nicest restaurant in all of Sotturm, the Gilded Harpy, either by following up with an advertisement if they are job hunters or a messenger if they have developed some sort of reputation. It should be obvious to the PCs that tattered leather and mud and blood-spattered robes will not be proper attire. Preparing for dinner could be an adventure unto itself. Certain occupations can make this part quite simple. At the end of it, their appearance really will not keep them from being seated as they will be expected; it will only affect the attitudes of the waiting staff which may vary all the way from pandering to repulsion.

Dinner at The Gilded Harpy

The Gilded Harpy is a large, new building. Marble steps wrap around a bubbling fountain leading up to the brass banded front doors. From the center of the fountain rises a single pillar topped with a four-foot tall golden (painted) statue of a hissing harpy. At the door, several armed doormen in uniform ask for names, check lists, confiscate weapons and silently judge every customer. Their manner is crisp and professional. They do not search anyone, so if any of the PCS want to sneak in a weapon that could conceivably go unnoticed, they simply succeed. Use the stats for Town Guards on page 235 of the WFRP core rulebook if your players choose to end this adventure before it begins or if they try to steal the statue or something (300 GC by the way and they best try to sell it in another town).

The Gilded Harpy has many rooms, all elegantly decorated in plush red velvets and polished gray marble. The largest room has an accompanied and accomplished elven singer, but other rooms have several dancers and even a juggler. Every employee from the singer to the waiters have clean, many-buttoned deep red and gold uniforms. The entire place just smells expensive. After any parley between the PCs and the maitre d', the party is escorted to a room (passing through the largest) with only six tables. The music and clatter of the restaurant seem to mute as the PCs enter. While certainly not private, this room is considerably more intimate and better suited to involved discourse. Along each wall, well out of earshot stand 12 men and 2 women, all in blue uniforms with white unicorns rampant emblems. They are the entourage of Blasius Goldmann, guild master of the Middenland Goldsmiths. Nine of them are his personal bodyguards and none too happy about being told to stay this far from their boss. The other three are his Head of Accounts, legal consultant and herald. Goldmann sits alone at a table set for himself and the PCs. Blasius is a shrewd, corpulent man with a powerful confidence and a penchant for performance. He beckons each to sit and order their food. He orders a bottle of fine Tilean wine and a marinated boar haunch in juniper berry sauce. When everyone has started eating, he get to business :

Welcome! Eat! Such an honor to sit down with persons of action! I have a job for the discreet and capable. I have written what I am willing to offer for the completion of this job on this card. Take it, I want you all to know what you have to gain. The task at hand then: The guild masters are returning to Sotturm finally. We have many arguments ahead of us. We haven't even drawn up a single contract and I may already have made a few enemies. Truth be told, I need people to watch and report on the actions of my...peers. Those persons need to work exclusively towards my interests and they need to be someone that's never worn a unicorn on their breast. I need spies over the next four weeks.

I can have no association with you. That leads us to ask: Why have we met in public, with all these witnesses? Well, any hope of setting up this partnership in secret would be slim at best. If we are agreed to your obligations and your price, then we will have a rather impressive argument. My men will throw you out, I will invite my barrister to finish the meal with me where I will explain the entire affair to him. Any contact after that time will be done between you and him using a secret drop point. One of you can read, am I correct? After you leave tonight, a group of drovers will be brought in and I'll hire them to fetch some things from my home, thereby explaining my call for labor. Waiter! Bring me some of those wonderful cherries!

Quickly, the plate of honeyed cherries arrives. As he eats the cherries whole, he will cheerfully answer questions, although there isn't much else to tell. He cannot give any actual details about who they'll be spying on and where as he doesn't really know who he needs to be watched yet and many of the guild masters aren't in town yet. He can say that they will not be asked to commit murder or harm anyone. Once they have agreed, he will give them a card on which is written: Tumbler alley, behind the big, red brick. After they have read it, he asks them to burn it and the card bearing the payment offer with the candle at the table. As soon as the cards lights up, he suddenly looks very angry:

You have the audacity to burn my offer and threaten me? ME? How DARE you? Do you KNOW who I AM?! DO YOU KNOW WHO I AM!!? I will not stand for this! I will not tolerate scum as low as you to racketeer the noble and blessed House of Goldsmiths! I have every right to have you hung for these threats! Guards! Where are the guards? Waiter! Go get your.. your.... I need help. Help m.....

Before their eyes, Goldmann seems to puff up his chest and blood trickles from his mouth. A wet cracking sound can be heard with an routine (+10%) Perception test. His face turns red, then purple quickly as he wraps his arms around his stomach. He retches great gouts of blood across the table and on anyone near him. His lower ribs are shunted out, breaking horribly and sprouting through the skin as if something was growing in his stomach. He collapses in a doughy heap, his abdomen distended beyond anything nature could achieve. All witnesses must make a Willpower test or gain 1 Insanity Point.

The bodyguards will not allow the PCs to leave and within 3 rounds, Gilded Harpy guards will start coming into the room as well. Goldmann's bodyguards are well trained and experienced individuals. If forced to, they will strike to stun and restrain the PCs, who should be short on weapons.





If the characters attempt to help Blasius, let them try, let them get covered in blood, let the bodyguards tear the characters from his dying form while he paws them in the desperate, vain hope that he can be saved. He cannot, of course, survive. No amount of healing, magical or otherwise will halt his agonizing death, but it could make it drag out a bit. He is dying because he has three large, spike metal balls in his stomach.

Overheard during all this will be the general screams, gasps and nervous chatter of the witnesses, other patrons of the Harpy:

“What’s happening?”, “I think I’m feeling faint.”, “Someone help that man!”, “What are they doing to him?”, “Help! Someone get the Watch!”, “He must’ve ordered the lamb too.”, “It’s monstrous!”, “Isn’t that Blasius Goldmann?”, “He’s dying!” and “Witchcraft!”

No Dessert

The characters will all be arrested, thoroughly searched and imprisoned. Seeing a crime committed, especially such a shocking one does something to people’s perceptions. The witnesses are the real problem here. They are all honest, decent folk who really witnessed a horrible crime and will state certain uncomfortable observations with absolute conviction. Most of the witnesses can attest to these details:

- The PCs threatened the victim.

(Of course their imagination has filled that in – they heard Goldmann say they were threatening him.)

- If the PCs tried to help him physically at all, the witnesses say they saw the PCs attack the victim.

(What else would it look like?)

- If any of the PCs tried to leave the scene before the authorities arrived, this is noted by all as very suspicious.

(Why would you run if you were innocent?)

- If any of the PCs pulled a hidden weapon, this is noted by all as very, very suspicious.

(So you planned on getting into a fight?)

- Were they a little bit rude to the staff? Even if they were merely terse, it gets greatly exaggerated by the maitre d’.

Remember, there is no presumption of innocence in the Empire. Any way you crack it, the PCs are slated for the gallows.

The Story

Tankred Richthofen was a good, honest lawman. He was fearless in his investigation of corruption within Middenland’s guild houses and suffered for his valor. Tankred was falsely accused of various crimes of corruption and extortion, imprisoned in Sotturm’s dungeons and died of mysterious causes – at least, his brother thinks so. In truth, Tankred was guilty of every crime for which he was sentenced and many worse besides; he just liked to write heroic stories with himself as the hero. He died from a simple lung infection. His brother, a Master Wizard named Metrious, inherited Tankred’s diary after his death and read of the horrid injustices Tankred’s heroism bought him. Exhausted from defending the Empire during the Storm of Chaos, Metrious made his way to his old hometown to set up a lab in Tankred’s old home and helped the townsfolk rebuild, but his heart still cried out for vengeance against the guild masters that destroyed poor, poor Tankred.

Sotturm

For the purposes of this adventure, Sotturm is a moderately-sized town that suffered greatly from the Storm of Chaos. It did not have the natural or military defenses of Middenheim and was nearly razed to the ground. Now, because of Sotturm’s strategic position as central to the major trading routes in Middenland, it has risen quickly. Only small details still linger to hint at

the awfulness that befell the town. Sotturm is still missing some key people. Blacksmiths, carpenters and masons are in great demand in Middenheim right now as the great city rebuilds itself. As a result, even moderate-sized towns find themselves relying upon amateurs for vital skills. But the Guildmasters of Middenland always used Sotturm as a headquarters and neutral land where negotiations of consequence can be hammered out. For a its size, Sotturm has an inordinate amount of plush villas, expansive warehouses and fine eateries. And the intrigues....well, they are something else too.

Part 1: Imprisonment and Release

Sotturm’s dungeons aren’t so bad, really. While not exactly comfortable, they are warm and there is bedding. However, dungeons are for those convicted of crimes. For those awaiting judgment for crimes like murder or treason, it’s straight to the gibbets. A gibbet is hanging cage that does not allow a human-sized person to stand up or lay down. These gibbets are rusty and filthy; any fine clothing worn in the gibbets is permanently and vividly soiled. The gibbets are remarkably uncomfortable, deliberately so. In Sotturm, the gibbets are attached to a metal bar that is hinged to swing in a complete circle and hang the cage almost two yards from the supporting pole. The cage is rotated to hang over a six yard drop to a large, circular pit occupied by an always hungry, one-winged hippogriff. His name is Hugo and he lost his valiant master and a wing in the preemptive stages of the Storm of Chaos. Sotturm just didn’t have anywhere else to put him and didn’t have the heart to kill him. Above Hugo’s pit hang eight gibbets. One is occupied by a thief. No one has tried to escape the gibbets since Hugo moved in.

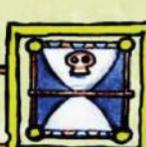
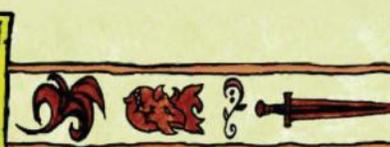
Once they have been allowed to hang for the night, just the characters, a thief, Hugo and two jailers (or enough to dissuade escape attempts) armed with crossbows and clubs, a man approaches the gibbets. He appears to be in his mid-forties with a sharp face and sharper eyes. He wears an ornate magistrate’s suit and hat.

It is a good morning! I am Captain Krebs. You have been accused of the crimes of murder, witchcraft, incongruous acts of chaotic nature and racketeering. However, I cannot sit in judgment over the murder of a guild master of the Middenlands. So I am off to acquire a guild-approved judge from Middenheim. I should be back in four days. I have informed Sergeant Pellen to prevent your deaths until you have sat in judgment. Any and all confessions will be diligently recorded should any of you decide to unburden your souls.

With that, he turns and leaves immediately. The characters are expected to wait, uncomfortably for their bureaucratically-sanctioned doom. If they aren’t demoralized yet, the GM has not been doing his or her job. Luckily, not too long after that (right after someone says, “This couldn’t get any worse!” or bemoans the nature of the situation...not too long) the gibbets are approached by Sergeant Pellen, a pudgy fellow with wide compassionate eyes. He is dressed in the traditional yellow cloak of a Sotturm watchman of some authority, is armed and carries a bag. As he tells the jailers there has been a mistake, he uses a hooked pole to pull the gibbets back to the ledge and takes out a key and releases everyone but that thief. It’s time to get the players active. Sergeant Pellen answers any questions he can. Some of the most likely questions and answers are provided:

Why are you helping us?

Because you’re innocent, aren’t you?





How can you be so sure we're innocent?

I can't, but Metrious says you're innocent, so that's good enough for me.

How does this Metrious know we're innocent?

I don't know.

So why does Krebs think we killed him?

He has all the evidence bound up tightly in a nice little package. He has motive, opportunity and a restaurant full of rather reputable witnesses. Isn't often a murder case is this easy.

If we explain all this, will we be found innocent?

Not the slightest chance of that. Most likely, you won't be allowed to even talk at the trial.

What about trial by combat?

Bad idea. Trust me. You haven't met Mentag.

What will happen to you over this?

I'll spend a few days in the gibbet and Metrious will speak for me and get me pardoned.

Why would you do this for us?

If it weren't for Metrious, my wife and my three girls would have starved in the streets. I'm not doing it for the lot o' you, it's him I owe my life.

Who is Metrious?

Our very own High Wizard Metrious Richthofen. He is the voice of reason in these parts. He helped us rebuild from the ashes and he was the one that said we shouldn't hang all the deserters, but let 'em come back and join us in rebuilding. He fed a lot of starving families too. Lots o' folk owe their lives to Master Richthofen.

Well, what should we do?

Run. Run until you're out of the Empire. Unless you think you can find the murderer in less than four days. [gently scoffs]

Find the murderer...

I was joking. If you don't find the murderer in 4 days or so, you're doomed regardless.

What about our weapons and equipment?

I'm sorry. He's locked them away. I don't have the key to the vaults.

Bloody #@!&@!@ hell!

I know. Again, I'm really sorry.

How did Goldman die?

These[hands them a bag that weights about 3 kilograms] were found in his stomach. [see What's in the bag?]

How many wizards are in town?

Only Master Richthofen. He'll be able to answer any questions about the magic involved.

We'll find the murderer!

Fine, but be warned, the other watchmen will believe me this far, but just barely. We can't give you any help. You can't be seen committing any crimes. You get hauled in again, that's it. Also, you need proof. And last, if you start harming innocent people, I promise you, you'll be worse off than if I never let you out of there.

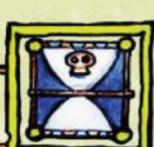
What's in the Bag?

Inside the bag are three spiked metal balls. They each weigh about a kilogram and measure 20 centimeters across when including the spikes. They are crude in manufacture...almost so bad it looks deliberate. A Very Easy (+30%) Trade: Blacksmithing test tells you it took an actual blacksmith to make this, but he was either very bad at what he does or he was pretending to be very bad. A Perception or Search test finds tiny writing scratched into each spiked ball. The writing is in Reikspiel and spells out the word, "Waiter." Sergeant Pellen will allow the characters to take one of them for investigative purposes.



Part 2: Meet the Master Wizard

Without a doubt, the first person to see should be the Master Wizard Metrious Richthofen. He lives in a squat tower and adjoining two-story villa. Villa Richthofen is certainly a tasteful, expensive homestead, but not an extravagant one. Around back, are the rabbit hutches. Metrious inherited them and continued breeding the rabbits to provide cheap meat to the starving town as the Storm of Chaos abated. The other meats had been killed, stolen or "appropriated for military use" during the war. Metrious has provided many desperate families the rabbits without fee. Surrounding the grounds is an old 10-foot tall iron fence. A cursory examination finds a gap where one bar has fallen out and has not been repaired. Any human, elf, halfling or dwarf could easily climb through this way, but as they first approach, this is obviously completely unnecessary as the front gates are open.





If the characters ring the front bell or knock, they wait a few short moments before the door opens. Staring out at the party from the doorway is a short man of slight build in his late thirties. He is wearing leather gloves up to his elbows, a tradesman's leather apron and his shoulder-length hair is pulled up into a knot to keep it out of his face. On his head he wears an odd set of spectacles. They are made up of four small circular lens, two set upon the other two. They look very much as if someone had simply bonded two sets of glasses together. These are effectively bifocals. His eyes are narrowed to the light, but he has a gentle smile on his face.

Metrious Richthofen

Ask anyone and they will tell you that Metrious Richthofen is a nice man. He came back to his hometown after the war and helped rebuild Sotturm. He helped feed people and made helpful suggestions all along the way. He never vied for power or praise. He really cared about the people around him despite the cool reception his career and name earned him when he first came to town.

The thing is, the townsfolk are right. Metrious really does care about them. He is authentically a kind-hearted and compassionate soul. He is charitable and forgiving. He can forgive most any offense. That is, except the framing, imprisonment and murder of his poor, valiant brother. No, that he will not forgive. He will hear nothing bad said about Tankred. Who could know Tankred better than him?

Metrious sent Sergeant Pellen because he would hate for innocents to be harmed because of him. However, should anyone get between Metrious and his revenge he will casually watch them die. He's made the hard decisions in the past. Metrious doesn't want anyone to suffer needlessly, but he feels only passing remorse for those that *do* need to suffer for his plans or livelihood to continue. If asked how he knew the PCs were innocent of this murder, Metrious will answer:

Krebs isn't the only one with eyes in this town. You were obviously as surprised by the murder as the victim. And this murder took planning and execution. If you are killed for this crime, the murderer will have the freedom to kill again without the scrutiny of the Watch. Anyway, I can give you some supplies to get you on your way out of the Empire and safe as quickly as possible.

It's important that the characters really feel that Metrious likes them. It is, after all, true. Even rude or callous characters are treated as delightfully colorful and interesting conversationalists. Any accusations are answered directly and without resentment. He takes no offense at any seeming paranoia or suspicion. He will try to guide and offer advice, but will not push, insist or demand anything of the characters. He won't hear any ill talk of Tankred nor will he allow the PCs into the rabbit hutches (see **Rabbit Hutches**, Part 3), but little else will he keep from them. Metrious invites the party into his home and asks if they are hungry. Metrious will do his best to be a good host. As appropriate, he will:

- Gladly answer questions
- Call in his coachman to tend to any wounds
- Feed the characters (oven-roasted rabbit and bitter tea)
- Drink with them (but in moderation). He'll pull out a strong Stirland stout he keeps for company
- Give them a tour of his villa, including his art collection (mostly pastoral landscapes by talented Bretonnian artists) and his library
- Commiserate upon their recent woes.
- Tell them the easiest roads to quickly exit the Empire without being caught
- Tell war stories

-Offers them some basic weaponry from his weapons closet to protect themselves: Any weapon in the ordinary or sling weapon group is available. All of them are of Common quality. He does have one Best quality warhammer (hand weapon) displayed on his wall, ordered by Tankred before his death but completed well after. It was forged by Hector Kalletia and is beautiful. Metrious will not part with it.

-And if the characters are receptive, he will tell them why it's so important to him to protect the innocent from unjust punishments. He'll tearfully tell the tale of poor, valiant Tankred. His honor and reputation permanently besmirched, his life taken in its prime. Remember, he believes all of this to be true.

When the issue of the magic murder balls comes up, he will do his best to answer their questions. This bit of dialogue assumes the characters allow him to investigate the murder ball. He will concentrate a few moments and quietly attempt to pick up anything with his witchsight.

I can feel the imprint of Aethyric energies upon this...thing, but it is a waning, faint imprint. There is no magical quality left to it, only the lingering texture of past enchantment. There is no college of magic that could shrink these to the point they could be swallowed. It was ritual magick that did this. So there is a wizard living right under my nose and I wonder where he's been hiding?

JAX

Jax is Metrious's familiar. He made Jax only a few months back, but they act like they grew up together. Jax is a one foot-tall homunculus with a lumpy human-like torso. From the waist down, he has hairless, rabbit-like legs and feet that provide him with a remarkable speed. He has a buck-toothed human face on his lumpy, elongated head and two hairless rabbit ears. All in all, Jax is a disturbing little figure to behold, but the most disturbing feature is his bulging, polished gold eyes. They are simple golden globes jutting from his face, but the distorted reflections in those eyes seem tainted for having been there.

Jax is shy and careful. He will never get too close to the PCs if it might put him in real danger. Jax should be near invisible as the scenario begins and his presence should be sensed subtly as the investigation progresses. The PCs may catch the briefest glimpse, find tracks, tiny handprints, two golden eyes gleaming from a large rat hole or see an ear poke around a corner. Any sighting should be fleeting and not allow the PCs to make a real attempt at capture him. If Metrious is ever confronted about Jax, He'll openly admit that Jax is his familiar and he was worried for the party so has told Jax to keep an eye on them.

Where Do We Start Looking?

The investigation needs to be owned by the PCs. These are some of the people the characters could investigate, but these should mostly be suggested by Metrious or another NPC to help when the characters can think of no other leads. The PCs may keep returning to Metrious throughout the adventure. Since Metrious couldn't talk the PCs into leaving town, this is exactly what he wants to happen. He will cheerfully feed the characters red herrings and misinformation. Metrious soon realizes he can guide the PCs into his own enemies and the situation really becomes hairy. Depending on the nature of the investigation the PCs pursue, some of the primary suspects may not be encountered or even mentioned to the PCs. Also, the GM may want to exclude some of the suspects because of the PC's inclinations or the preferred length of the adventure.





The Waiter: Vander Strolmann

Clues: He served the last meal, and likely the magic murder balls, to Goldmann. Also, "waiter" has been inscribed onto each of the murder weapons.

The Weaponsmith: Hector Kallentia

Clues: Someone had to make those delectable death orbs and any townfolk can direct the PCs to the only weapon-maker in Sotturm.

The Blacksmith: Udo Grottholst

Clues: Someone had make those specialized spiked spheres and it would not necessarily take a weapon-maker. There is only one blacksmith in town.

The Witch: Gretel Hartusch

Clues: There is an old woman outside of town that can offer esoteric services, for a price. (Routine +10% Gossip test)

The Guild Master: Russet Glaser, Guild of Glass Blowers

Clues: Metrious mentions that one Guild Master has been in town for a few weeks. Guild Masters do make enemies of their peers often enough. Russet was eating at the Gilded Harpy on the night of the murder. (Average +0% Gossip test)

The Elixir Man: Sweideger Munken

Clues: There is a man selling magic potions and trinkets. (Easy +20% Gossip test) Some say he was at the Gilded Harpy on the night of the murder. (Average +0% Gossip test)

Part 3: Meet the Suspects

The PCs may wish to ask townfolk about the murders, strange or odd people in town, the Guilds or even Metrious. Below is a short list of some examples of rumors floating about that can be unveiled by way of Gossip tests.

Blasius Goldmann asked a daemon to turn everything he touched to gold, so the daemon made even the food he ate to turn to gold and choke him. FALSE

Goldmann likes to hire spies to get information about his rivals. TRUE

Hector Kallentia cools each new-forged blade in the body of a living kid (baby lamb). FALSE

There's a woman north-west of town that can work spells for a price. TRUE
[See The Witch: Gretel Hartusch]

Someone saw a white-haired man riding a demonic horse on the outskirts of town last night. TRUE

This is Russet Glaser late for a meeting with another spy using the spells Shadowsteed and Doppelganger.

All the dogs in Sotturm started howling when Goldmann died. FALSE

The doctor that is selling magical potions about town was juggling at the Gilded Harpy the night of the murder and he didn't have a mustache then. TRUE [See The Elixir Man: Sweideger Munken]

The Waiter: Vander Strolmann

Vander Strolmann is a bad man, but certainly not a very ambitious or capable one. He is petty and envious of the patrons he serves every night. He feels he is deserving of greater things and lets that envy fester and twist in his gut while his face continues to smile and his voice returns servile pleas-

ures. He had slipped unpleasant things into many noble's meals over several years; nothing harmful, but satisfying nonetheless. When the cloaked figure (Wilricus) offered him 10 Gold Crowns from the shadows to slip three tiny seeds into some very specific cherries, Vander didn't even think twice about it. He knew it would be wrong, but didn't really care very much. Now he's scared, knowing the PCs have been released and knowing the case is far from closed.

Location: Vander can be found serving in the Gilded Harpy or in his hovel. He is paranoid, but following him from work wouldn't be difficult. Gaining entrance to the Gilded Harpy might prove much harder. The death of a prominent citizen at their tables has woefully harmed their business and reputation. The humiliation of the event will bar the character's return without the addition of clever ploys possibly involving Blather, Charm or Disguise.

Confrontation: Vander lies. He lies for fun, for profit and even more so when his life may be on the line. Once the PCs have cut through the lies (with Intimidation perhaps) they can glean some minor details. He doesn't know who hired him, but he can describe a tall man in a yellow watchman's cloak and a deep voice. If any PC is a tall male human, he says, "A lot like him."

To the Watchmen! If the PCs take him to the watchmen, the watchmen will find he keeps changing his story and he winds up in a gibbet, but the characters remain implicated. If they offer to let him go for the rest of the gold, he will gladly give it to them and leave town immediately.

The Weaponsmith: Hector Kallentia

Hector was once an adventurous Estalian Diestro. He was arrogant and vain, then he crossed the wrong noble and was humiliated in a duel. He gave up the sword fighting and settled in the town of Sotturm to follow his family business of sword smithing. Now his swords are know across half the Empire for their beauty. His engravings are a wonder to behold. He is still arrogant and vain.

Location: His shop is a few hundred yards from the Richthofen villa. It is full of only the Best quality weapons. All weapons are breathtakingly expensive (x 14 cost modifier) and all beautiful. Engraved in one sword is a vista of some long forgotten Estalian battle, a rapier has a vivid form of Myrmidia and a warhammer carries a split-tailed comet that almost looks on fire in the right light. Each weapon is presented in velvet lined boxes presented as a work of art in itself.

Confrontation: Hector has nothing at all to do with these murders, but he sure isn't willing to be questioned by traveling scum like the PCs. Unless one of the characters is a noble, he demands they leave his store immediately in broken Reikspeil. Even if one is a noble or manages a clever facsimile of one, he will avoid direct questions about anything but his weapons. He has no time for anyone but those that both vocally praises his life's work and are willing to pay to own it... now.

Hector is an amazing artist, an elitist snob and a red herring. He is defensive and hostile. And if the characters refuse to leave his store or threaten him, he has the sword skills to make a first-career party stand up and yipe. If the characters head to the blacksmith first, they may never visit the churlish Hector Kallentia and that would be a shame.

To the Watchmen! Hector is a beloved artist and lawful citizen. If any conflict occurs between the characters and Hector that involves the Watch, the PCs will be on the wrong end of the stick. Back to lockup!





The Blacksmith: Udo Grottholst

When the last of Sotturm's blacksmiths, Brocuff, died in a beastmen raid, it fell to his apprentice to supply the town with much needed metal working. Unfortunately, his apprentice died as well. But Brocuff had a soft spot for a soft-headed young halfling by the name of Udo. The blacksmith gave Udo a copper on occasion to fetch one thing or another. Udo wanted so badly to be a blacksmith and so the Brocuff tried to show him the basics, but poor little Udo was hopeless. That didn't stop Udo from deciding he was Sotturm's blacksmith in the absence of a skilled tradesman. In truth, Udo can very often produce barely functioning products and since blacksmiths are in such high demand, Udo just stuck around and took over old Brocuff's shop. Everyone awaits the day a decent blacksmith moves into town and sets up shop, but until then, Udo's is the only place to go.

Location: Brocuff's Blacksmithing is along the tradesman strip, next to an empty cobbler's shop. Its sign is dingy and the entire shop is rather unhygienic. Udo has his products piled into old barrels painted with crude images of what he was attempting to make. Any purchase is preceded by several minutes of scrounging through the "appropriate" barrel for a functional example of the piece in question. His prices are low, but are they low enough? Almost everything in the shop is of Poor quality, but with a Hard (-20%) Search test, one could find a Common quality example of what one is looking for (likely left over from Brocuff's days). Use ½ price modifier for everything in the store.

Confrontation: Udo is a irritatingly simple. He is plainly the village idiot with an important near-skill. He is frustrating to talk to, but he doesn't lie. If shown the spiked balls, he proudly admits to recognizing his "work". In fact, he sold a whole barrel of them just a few months back to Metrious. He was trying to make morning star heads and has been hard at work replenishing his supply of such a "good seller". He knows about the murders and even that a spiked ball was used, but won't make the connection to *his* spiked balls being used to in the murder without some help. Even if someone pointedly states this, he will narrow his eyes and remain skeptical as he sees himself as a rather shrewd person. Udo will run if he feels his life is being threatened, but will not fight, even if cornered. Also, PCs with sixth sense may have a chance to sense Jax listening in on every word they say.

To the Watchmen! Udo is obviously not going to be a credible witness. If the PCs drag poor little Udo in with just this information, Sergeant Pellen will give them a strong warning and tell them to get real evidence. He suggests you talk to Metrious about it and see what Udo is talking about. See **Metrious Lies**.

The Witch: Gretel Hartusch

Like her mother and her mother's mother, Gretel is a medicine woman. She uses the hearth wisdom of her ancestors. She married her husband Jacob twelve years ago, when she was fifteen. She now has seven healthy children and a home that survived the war. All in all, Gretel is happy. She gets townsfolk visiting her for a love potion or to be rid of a sickness and she helps them. She knows certain fanatics would burn her alive for these things she does, but the money has been so helpful during the hard times she just can't turn them all away.

Location: Gretel and her family live in the forest a few kilometers north-west of town. They have a modest thatched-roof cottage, a large garden and few lazy sheep in a beautiful clearing. Children of various ages run about, scream, climb trees and ask overly-personal questions of the PCs.

Confrontation: Gretel doesn't even know about the murders. She goes into town only once every three months. Gretel won't admit to being able to shrink the murder weapon, but she won't admit to *any* magic abilities. The easiest way to get information is to approach as people who just want a love potion or their fortunes read. While she can be intimidated by the PCs, she is likely to panic if she feels she or her family are in danger. If the PCs starts pulling weapons, the entire family will jump into the fray. Young children will cling to the characters legs and Jacob will start swinging his axe around.

To the Watchmen! The very easiest solution to the PC's implication in murder might be, "Look! A sneaky witch!" Followed by some eloquent rhetoric. If this happens, be sure to have her burned while the PCs are leaving town, her husband's screams for mercy echoing in the streets along with her children's wails, then as the stench of burning flesh carries on the wind, scratch an Insanity Point onto each of the jerk's character sheets.

The Guild Master: Russet Glaser

Russet Glaser was still in his mid-teens when, through deception and misinformation, he had acquired the sole Imperial rights to distribute the Tilean quartz pebbles that provide the Empire it best glass. A sixteen year-old lens-maker had became one of the most powerful merchants in the Empire, but he wanted more than money or power – he wanted a cause. When it was discovered he had tricked his way into a conclave of Grey Wizards, they were furious, but admired the boy's ambition and talent. He was admitted into their ranks.

For years, Russet has been the Guild Master of the Glass Blowers Guild. He has been a spy for the Grey College that entire time. He has uncovered chaos cultists of the very highest status and is considered among the most important agents the College has in the field. He is a thin, graying man in his mid-forties. He wears the Best quality clothing and carries a Kallentia sword.

He had Tankred Richthofen thrown in prison simply because the man was a corrupt irritant to him. He knows of Metrious, but has no idea Metrious loathes him. Russet is back in town to insinuate himself into the homes and habits of the most privileged in Middenland. He has more secrets than most people have facts. He has watched grotesque atrocities passively knowing he could stop them better with his cover intact. He has assassinated nobles that were truly above the law and he will not shrink difficult actions.

Location: Wherever the best and most exclusive parties are being held. He is still one of the few attending the Gilded Harpy for dinner every night, despite the killing (yes, he was there the night of the murder). He also visits various businesses every day to investigate future investments. This is probably the easiest way to approach him. On the streets, he is sure to have a couple bodyguards with him. He has four bodyguards in his employ; one pair guards him during the day, the other at night. All four are mute (because "who wants a bodyguard's opinion anyway?"), but know their master is a wizard that seeks out all manner of debauchery.

The GM should be familiar with Russet's spell list and perhaps have a PC catch him performing some spell when he thinks he is unobserved. Perhaps they could see him enter a small room and then quickly exit via Doppelganger. Once they investigate the small, empty room with no other exits, some interesting conclusions are sure to follow. Perhaps the PCs could observe him talking with a store owner for nearly an hour. When the PCs question the store owner, he will have no memory of Russet as a result of Mindhole. The GM should take care not to make Russet so careless as to diminish his mystique and competence.





Confrontation: Russet Glaser is the most dangerous of the suspects. If the PCs approach him in the wrong way, they could be making a deadly and powerful enemy for the rest of their days. While Russet is not friendly per se, he can be. He is adaptable and wary. More than anything else, he is confident. He is willing to talk with the PCs so long as he thinks they have valuable information. He is extremely shrewd, lies with ease and never appears scared or flustered.

While he does not want his occupation as a spy or his magical talents exposed, he is a very difficult man to blackmail. Timely use of Mindhole or simple murder have served in the past, though it is possible for Russet to become a sort of mentor or patron to the party if they play their cards in that direction. As a patron, he would use the need-to-know clause on a constant basis and it would be likely the party would never know what task they were *really* performing. It's important that Glaser not join with the party to vanquish the villain. He is unwilling to sacrifice his secret identity even to face someone intent on his murder. If he finds out Metrious is the murderer and desires his own death, Russet would likely turn the information over to the authorities and the Grey College. He would watch, but only intervene if forced. It's also likely his abilities would overshadow the PCs and ruin any dramatic climax to the story.

Though not a terribly accomplished wizard, Russet has a great deal of abilities at his disposal. If attacked, he will use his sword and spells to defend himself and make an escape while his bodyguards leap into action.

To the Watchmen! Even if the characters are very smart and very cautious, they are unlikely to corner him with this crime. Most likely, he will turn the tables and use his contacts and spells to escape or have the charges dismissed, implicate the characters and possibly become a powerful antagonist for the party. Depending on what information is uncovered and how it is used, the results could be wildly different. If the characters do pull off framing (even honestly) such a valued agent of the Grey College, the College will presume the PCs are agents of some enemy and act accordingly.

The Elixir Man: Doctor Sweideger "Miracle" Munken

"What problem do you have? Well, Doctor Miracle Munken has a solution for you! You see, almost all ailments are a direct response to the subtle and not-too-subtle emanations of Chaos in our very midst! It travels through the winds and in the ground and upon the surface of the waters your very children drink. It lurks in the shadows and thirsts for your suffering. *But* my associates and I have come upon ancient techniques for vanquishing the ravages of chaos within your own body. These amazing unctious, spectacular salves and powerful potions can cure almost any sickness. Simply apply to the afflicted area every morning for one full month and any problem will be gone! Guar-an-teeed! Why, I've even heard rumors from my colleagues (though I can't confirm or deny it) that even a *mutant* was healed by this miraculous formulae."

Sweideger is a fraud. That isn't even a real name or mustache. Nothing about him is real other than his juggling, which he developed as a child to entertain the mobs while his mates cut purses from the crowd. The "Dr. Miracle Munken" has been stealing his whole life and he gotten rather good at it. He knows just what he can say without technically committing heresy. He knows just when to leave to give him a head start on the angry customers he leaves behind. He knows just what to say to get that little old widow to give him the last 3 crowns she was saving for a rainy day. Sweideger has no sense of morals or guilt. The world never gave him a break and he hasn't seen fit to offer anyone else what he never got.

Location: Sweideger is on the streets with his covered wagon every day. He was hired on as a juggler at the Gilded Harpy, which he used to scope out "high end" customers and earn enough cash to brew up his potions. He had run out in the last town as usual and likes to scope out the local Watch and client base before he brews up few hundred bottles and starts the selling. As Captain Krebs has left for a few days, he has stepped into high gear and plans to sell his entire stock before the Captain gets back.

Confrontation: Sweideger is slick and genial. He smiles constantly. He has an appeal to the naïve and desperate, and he can spot these attributes in less than a moment. He'll know right away whether the PCs are worth the effort. While Metrious is a hiding murderer behind the face of a kind friend, allow Sweideger's sleaze to show through to the players. The PCs are not Sweideger's regular prey. They are likely too world-weary and shrewd. If the players feel they can trust in the GM to present the NPC's motives clearly, it will allow them to place more trust in the kindly Metrious. Sweideger uses slippery language to avoid any admission that could land him in trouble with the Watch or his customers. Sweideger will do nothing for free or out of compassion, but he is a coward. If violence is impending, Sweideger will avoid it in any way he can. His own neck is his first priority and his money is his second. Remember that at most times, Sweideger will be surrounded by peasants who believe his potions have already performed miracles in their lives. They will not be pleased to see some murdering outsiders pushing the kind doctor around.

To the Watch! If the PCs can provide evidence that Dr. Munken is indeed a fraud, they can certainly get him locked away. Connecting him with the murder is another thing altogether. "So he *can't* make magic potions, but he *can* make magic spiked balls?"

Part 4: The Murderer Revealed

Eventually, the characters should be seeing Metrious again. If they have run out of ideas, Metrious can talk them through all the clues they have found so far (except any that lead directly back to him). He will eventually send the PCs after Russet Glaser, but only after he realizes they have the will to keep up the investigation and won't run away, like he was planning.

Metrious Lies

After the PCs have visited Udo Grottholst, it is likely they will want to visit Metrious immediately. When he is confronted with Udo's story, Metrious denies it casually, without getting defensive, and suggests someone is trying to frame him. The truth is, Metrious believed he had enough control of the Watch to avoid a close investigation. Metrious knows this conversation was coming, Jax has relayed the entire conversation the PCs had with Udo. Realizing his oversight, he will send Wilricus (secretly, of course) to tie up that particular loose end.

Do not read this section verbatim! Get the idea of it down ahead of time and say something *like it* when the question comes up. If the players realize you are reading an NPC's denial, they'll know he's guilty. Metrious is the target of what is obviously a set-up. The adventure is now proving the PCs *and Metrious'* innocence.

Bought spiked balls from him? Certainly not. I'd have no use for such a thing. Obviously someone is trying to use that poor boy to frame me for the crime. Does someone really think it's reasonable that I would go to such trouble to murder a man I don't even know and buy the murder weapons from the town's, forgive me, simplest citizen? I was involved in this for justice, but now the blackguard has gotten personal! I'd like to speak with Udo about this. Could you bring the poor lad to me?





If it is found that the purchased spiked balls are in the shed out back, Metrious will... keep lying. It is but more evidence of a framing. How simple it would be to plant such evidence.

Returning to Brocuff's

If Udo is left unguarded, Wilricus pays the blacksmith a visit shortly after the PCs leave the shop and murders him, using Udo's own smithing tools. The PCs finds Udo dead upon his anvil, bludgeoned to pulp. He was not robbed of his gold ring (2 GC value) and had nothing that could be used as a weapon in his hands, though many are within reach. With a Search test, the tracks of a small animal can be found in the grime of the blacksmith's shop. Any skill involving knowledge of animals or animal tracks can Easily (+20%) identify the tracks as those of a rabbit. They cannot be tracked far, but far enough to suggest they are not the natural movements of a rabbit in these environs.

The Rabbit Hutches

A glimpse or two of Jax or even his tracks should eventually lead the PCs to wonder if there is anything to see in the Richthofen rabbit hutches. Unfortunately, Metrious must decline allowing the PCs into the hutch area as the rabbits are quite sensitive to disturbances and strangers. The first time he perused the hutches, the rabbits wouldn't breed for six weeks afterwards. Any character with a history involving cuniculture would find this very odd behavior for rabbits.

The hutches are set up in a roughly square area (40 yards square) behind the Richthofen villa. The hutches have been built by several carpenters over decades without plan or forethought. The result is a virtual labyrinth of wood, dung and rabbit flesh with scant inches to squeeze into some corridors. One small shed rests near the center of the mess. Crammed into hundreds of mismatched hutches of varying sizes are nearly 700 rabbits, including hundreds of Midden Whites, a few pairs of Nordish giant hares, sixteen flop-eared Halfling breeds and even one Norscan shinreaver named Woundwurt. Within the shed is a pile of blankets and straw that Woundwurt and Fidget sleep upon. There are bundles of hay, crates of near-rotten vegetables, shovels, a wheelbarrow and one barrel of poorly-made spiked metal balls.



Woundwurt has been as trained as a shinreaver can be, which means he will mostly only attack the rabbit masters if they get close to him or if he is in a bad mood (except for Fidget, whom he never attacks). Woundwurt is not kept in a cage and acts as a particularly ill-tempered guard animal. He resembles a large, white rabbit that weighs just shy of 30 kg and has large, sharp incisors and front claws capable of burrowing into the cold, Norscan icescape. If one shinreaver isn't enough, the GM may want to throw in an additional shinreaver named Vurvain. From mid-morning to early evening,

2 to 4 rabbit masters are in the hutch area at any given time and any absent are 1D10 rounds away. Woundwurt and Fidget are in the hutch area at all times and never leave. All four rabbit masters have been working in the hutches since Tankred was the master of Villa Richthofen and, while following the new master gladly, feel Metrious is "pushed around" and not respected enough by the townsfolk. They have all been attacked during the food shortages and, had they not been willing to use deadly force, all the rabbits would have been gone long before Metrious showed up.

They will not allow any characters into the hutch area and will attack without warning should they find one or more within the fences. Woundwurt will charge any PC and fight to the death. If anyone attacks Woundwurt or any of the rabbits, Fidget will enter a shinreaver-like frenzy and attack the PCs. While within the hutch area, any missed attacks from any weapon longer than a short sword will have a 50% chance of hitting a rabbit hutch. Rabbit hutches are fragile things, tearing open at the first hit and spilling 2D10 terrified, bouncing rabbits into the area (Strength test or Half Action to disentangle the weapon

from the mangled cages). Any character attempting a charge or double movement (except Woundwurt) must make an Agility test to avoid slipping in the slick, ubiquitous piles of round rabbit pellets (dung) and falling prone. Any of the PCs attempting a Move Action in the round following the escape of five or more rabbits must make an Agility test to avoid stepping on a rabbit and slipping to the dung-covered cobbles. The rabbit masters, Fidget and Woundwurt are very used to the arena and know how to move among throngs of rabbit and so, do not need to roll when moving through them. This fight should be fun; award players for using clever ploys to avoid the conditional hindrances. At any time, if the conflict moves in a direction that could muck up the plot, it can be ended with the arrival of Metrious.





The Rabbit Masters

If questioned before or after any conflict, the rabbit masters are surly and uncooperative. They will only give information if pressed and only information they see as harmless to Metrious. They know Metrious has the spiked balls in the shed. They know that Metrious demands that only *he* slaughter any of the rabbits (to assure they are “properly prepared”), and they have a pretty good idea that he is involved with the murders in some way, but they don’t much care. They are loyal to Metrious and they were loyal to Tankred before him. They knew full well that Tankred was a racketeer, but didn’t much care then and certainly don’t now. The Richthofen household has kept their families fed for generations. Their loyalty is strong, but they are not willing to die for anyone.

Fidget

Nobody quite knows when Fidget turned up. Sometime before Metrious showed up and sometime after Tankred was locked up, but no one knows just when they first saw him. What they are sure of, is that he was living among the rabbits a long time before he was spotted by human eyes. Fidget is a boy around the age of ten or eleven, though it is hard to tell as malnutrition has certainly stunted his growth. Fidget was one of the countless orphans left in the wake of the Storm of Chaos. He has never uttered a word that anyone has heard and seems to grasp Reikspeil only in the crudest terms. He does have a special rapport with rabbits, especially Woundwurt. He can sense when a buck and doe will not mate, what vegetables will sicken the creatures and senses when one is sick before it shows the slightest sign. He is protective of the rabbits, but does not prevent any of the household from taking the rabbits out of the hutch area. It is very likely he is unaware that the rabbits are slaughtered when removed. Fidget refuses to bathe or sleep on a bed. Metrious attempted to rehabilitate the boy when he first arrived, but found that removing Fidget from the rabbits was a trauma that the boy could not endure. He currently lives with the rabbits and performs many chores relating to their care.

Wilricus, the Coachman

The only person that may have loved Tankred as much as his own brother was Wilricus. Unlike his brother, Wilricus actually knew Tankred for the violent, malicious brute he was. He knew because he was Tankred’s right-hand of extortion and intimidation. Tankred was everything he wanted to be and he was the best friend Will had ever known. Luckily, when they put Tankred on trial, he claimed Will never had any hand in his crimes. Tankred saved his life, but Kreps still kicked him out of the Watch. “Lawmen must be lawful and must appear lawful. *You* can no longer appear lawful.” Wilricus murdered men many times in the past. As Wilricus puts on his old, yellow Watch cloak and conspires to kill these people, he can feel Tankred right beside him and that’s more reason to kill than Will ever needed before.

Wilricus knows the heroic image Metrious has built up in his head of his brother and has continually verified even the silliest of the stories Tankred wrote in his “diaries”. He is very unlikely to give anything about the murders away unless by accident and he only dons his old watchman’s cloak when going about illegal acts. Will is not a good liar and will merely glower and tell the PCs to ask Master Richthofen if he feels the questions have gotten too pointed. Wilricus has never been well-liked in town, but has found a bit of acceptance since his employment under Metrious. Anyone in town could mention Wilricus’ partnership with Tankred and the sort of Watch they ran together. Will is used to getting in a fight and won’t run at the first wound, but he won’t die for anyone either. He will trust Metrious to act as magickal artillery.

Dimark, the Cook

Dimark is a very good cook and eavesdropper. He just can’t help himself. He knows the entire murder plot and motive and he’s very scared. Dimark is there to help the PCs if they get stuck. If he pops up sweating and twitching (PC language: “Interrogate me!”) early on, he could blow the entire plot before the PCs have chance to find it themselves. Dimark is terrified that Metrious would kill him if he said anything, which he would. Early on in the adventure, he will smile and claim ignorance about anything he thinks might relate to the plot, but he could slip cryptic messages in the PCs meal when they dine with Metrious or “accidentally” mention Jax in the PCs presence. Or he may never even be seen at all. He is included should there be a need for him and nothing more.

Next Attempt

When the investigation is nearing its end, or whenever it has played out its dramatic potential, Metrious decides its time to make his move. The target could be Glaser if his life and secret identity remain intact, though he will surely sense the magic emanating from his trapped food. If Vander has been run-off or contained, Metrious will search for other ways to avenge his brother. *“You wish to examine this Glaser person more closely, eh? Maybe a present to begin with. I know I have some....ah-ha! A box of candied treats. Give him this, say it’s a gift from the Sotturm Hospitality Committee.”* If Metrious does something this direct, he will be very prepared for physical confrontation should the glowering PCs come stomping up to his gate. Sergeant Pellen and some fellow watchmen might be waiting just inside the door after being told a woeful tale of how the evil PCs lied and misled poor Metrious. So many variables can change how Metrious might attempt his second murder (if he gets the chance), that offering a list would be near useless.

If the GM feels the story could benefit by an longer investigation, the second murder attempt could be successful and involve a guild master that just got to town the night before. Try to continue using the spiked balls as they clearly tie the murders together. Changing the method might mislead the PCs to believe the murders are unrelated.

Finale

The real fun of A Gut Feeling is for the GM to see just how long he or she can string along the players while giving them all the evidence. Metrious has one real advantage: he’s nice. He just keeps lying. Even when he caught, he just smoothly talks it away. Try to remember, if the PCs are asking questions, they can still be tricked. Finally, one hopes, the evidence will become so overwhelming, the PCs will be asking no more questions.

If a fight turns against him, Metrious will run. He will kill the PCs if he has the chance - they’ve become such a nuisance by this point. Metrious is likely to pick up his brother’s hammer in a fight, but will not use it unless absolutely necessary, instead relying on Wilricus, the rabbit masters or the watchmen to meet the PCs with weapons and slow them down enough to hit with magick. Jax can scuttle around and interfere with anything dropped or “strategically” maneuver about the room, but won’t be much good at anything else. If the fight gets up close and personal, Metrious runs away.

Metrious might make a very nice cerebral villain to hound the party throughout their adventures. He could feel he was robbed of vengeance yet again and turn his interest to the PCs for vengeance. Or he could hide away and quietly kill off all the guild masters involved off-scene for the PCs to learn about after its all over. Or he could give up his life of vengeance and start anew in another town having become the sweet, charitable soul he





always seemed to be when the PCs meet him again. The PCs could even discover the hidden Master Wizard has been secretly helping them as a way of apologizing. Or the PCs could kill him.

Repercussions

If the PCs went about their investigation intelligently, they should have enough solid evidence to convince the arriving judge of their innocence (yes, they will be allowed to speak in their defense). Presuming all the evidence has been presented to the judge he will ask questions of clarification of Kreps, any witnesses and then the suspects (including the PCs). He will consider for several minutes, make a sensible and fair judgment, then chastise Captain Kreps for his lack of insight. This is sure to garner resentment from him should the PCs stay in or visit Sotturm in the future.

This adventure certainly leaves the PCs ample opportunity to make allies and enemies of a lasting nature should the PCs solve the murder or not. Either way, the reputation of Sotturm is likely going to suffer dramatically from this affair. Should the guilds continue to use Sotturm, they will tighten their grip and begin making decisions formerly left to the citizens. Some townsfolk will say all wizards are evil and they knew all along it was that necromancer Richthofen. Others will remember heartfelt words and compassionate gifts and resent the PCs false accusations.

The PCs gain little in the way of monetary reward for this adventure. If the campaign calls for it, the PCs might get away with Metrious' Kallentia sword or even be awarded the actual Richthofen Villa by the Guild Council. The villa could become a base of operations as well as a huge inconvenience. The Villa Richthofen has a bad reputation; owned by a corrupt, violent lawman and now a murdering wizard. No one wants to buy it. Did I mention the back taxes?

Rewards

- Discovering Metrious' is the murderer *50xp/each PC*
- Either chasing away or defeating Metrious *50xp/ each PC*
- For making useful allies (Hector, Gretel, Russet, Sweideger, Sergeant Pellen) *25xp/ each PC*
- Aiding in the incarceration/ legal punishment of Dr. Munken *25xp/each PC*
- Aiding in the incarceration/ legal punishment of Gretel Hartusch *-25xp/ each PC*
- Facing off against Woundwurt (and Vurvain) and the Rabbit Masters *25xp/ each PC*
...without making a Monty Python's Holy Grail reference *25xp/ each PC*
- For each innocent (Udo, Hector, Gretel, Russet, Sergeant Pellen) harmed directly by the PCs mistakes *-25xp per victim/ each PC*
- To the first PC to say something like, "Waitaminute, what if he's just lying to us?" *25xp/ to one PC*

Appendices: Dramatis Personae

The Victim: Blasius Goldmann

Career: Guild Master (ex-Burgher, ex-Merchant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34	37	35	37	42	62	55	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	17	3	3	4	0	0	-1

Skills: Charm, Command, Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Ride, Search, Academic Know (History), Common Know (Empire), Common Know (Estalia), Speak (Reikspiel), Speak (Estalian), Read/Write, Speak (Tilean), Secret Language (Guild Tongue), Trade (Merchant)

Talents: Dealmaker, Suave, Super Numerate

Armor: None

Weapons: None

Trappings: Fine clothes, contracts, lots of money

Guild Bodyguards

Career: Bodyguards

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	27	40	42	41	28	31	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: Gossip, Intimidate, Perception, Common Know (Empire), Speak (Reikspiel), Dodge Blow, Heal

Talents: Excellent Vision, Lightening Reflexes, Disarm, Quick Draw, SWG (Parrying), SWG (Throwing), Strike to Stun, Very Strong, Very Resilient

Armor: Leather Jack

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

Weapons: Mace, Buckler, Throwing Knives

Trappings: Guild uniform

Notes: Russet Glaser's two bodyguards are mute.





Hugo the Handicapped Hippogriff

Watchmen: use Town Guards on page 235 of the core rule book.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	0	50	51	45	17	45	8
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	38	5	5	6	0	0	0

The Waiter: Vander Strolmann

Career: Servant

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	27	30	26	36	33	24	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	0	0

Skills: Dodge Blow, Perception +10%
Talents: Keen Senses, Natural Weapons, Night Vision, Strike Mighty Blow, Terrifying, Will of Iron
Armor: None
Weapons: Claws

Skills: Evaluate, Gossip +10%, Perception, Search, Common Know (Empire), Speak (Reikspiel), Trade (Cook), Blather, Dodge Blow, Sleight of Hand
Talents: Resistant to Poison, Suave, Acute Hearing, Etiquette, Lightening Reflexes
Armor: None
Weapons: None

The Sarge: Pellen

Career: Sergeant (ex-Watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
49	35	32	42	35	36	34	36
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	4	0	0	0

The Weaponsmith: Hector Kallentia

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52	27	50	41	61	44	38	24
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	5	4	4	0	2	0

Skills: Command, Gossip, Intimidate, Perception +10%, Ride, Search, Common Know (Empire), Speak (Reikspiel), Academic Know (Law), Dodge Blow, Follow Trail
Talents: Night Vision, Sturdy, Coolheaded, Disarm, Strike Mighty Blow, Strike to Stun
Armor: Full Mail Armor
Armor Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Longsword
Trappings: Badge of office

Career: Artist (ex-Estalian Diestro, ex-Tradesman)

Skills: Drive, Evaluate, Gossip, Haggle, Perception, Common Know (Estalia), Common Know (Empire), Academic Know (Science), Speak (Estalian), Speak (Reikspiel), Secret Language (Guild Tongue), Dodge Blow, Read/Write, Trade (Artist) +10%, Trade (Weaponsmith) +10%, Trade (Smith)
Talents: Very Strong, Warrior Born, Lightening Reflexes, Savvy, Quick Draw, SWG (Fencing), Strike Mighty Blow, Artistic
Armor: None
Weapons: Foil, Main Gauche (both Best quality)
Trappings: Shop full of very nice and expensive weapons.

Jailors

Career: Jailer

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	39	43	31	25	31	27	24
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Command, Consume Alcohol, Gossip, Intimidate, Perception, Common Know (Empire), Speak (Reikspiel), Dodge Blow, Heal
Talents: Excellent Vision, Marksman, Resistant to Disease, Resistant to Poison, SWG (entangling), Wrestling
Armor: None
Weapons: Crossbow, Club, Bola, Brass Knuckles





The Blacksmith: Udo Grottholst

Career: Tradesman Race: Halfling

The Witch's Husband: Jacub Hartusch

Career: Woodsman

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
23	47	13	21	42	22	25	36
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	1	2	5	0	3	0

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	27	50	37	30	27	45	26
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	5	3	4	0	2	0

Skills: Animal Care, Drive, Evaluate, Gossip, haggle, Perception, Academic Know (Heraldry/ Genealogy), Common Know (Halflings), Speak (Halfling), Speak (Reikspiel), Secret Language (Guild Tongue), Read/Write, Trade (Farming), Trade (Cooking), Trade (Smith)
Talents: Night Vision, Resistant to Chaos, SWG (Sling), Fleet Footed, Deal Maker
Armor: None
Weapons: Hammer (Common quality), Countless others (all Poor quality)
Trappings: Shop full of very bad and cheap weapons.

Skills: Concealment, Gossip, Perception, Scale Sheer Surface, Silent Move, Common Know (Empire), Speak (Reikspiel), Secret Language (Ranger Tongue), Secret Signs (Ranger), Follow Trail, Set Trap,
Talents: Very Strong, Very Resilient, Resistant to Magic, Rover, SWG (Two-Handed)
Armor: Leather Jack
Armor Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Woodman's Axe (Two-Handed)
Trappings: Same as Gretel

The Witch: Gretel Hartusch

Career: Witch (ex-Hedge Wizard)

The Elixir Man: Sweideger Munken

Career: Charlatan (ex-Entertainer)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	39	31	32	34	34	48	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	18	3	3	4	2	2	0

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	46	30	31	29	37	29	41
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	1	0

Skills: Animal Care, Charm, Gossip, Perception, Search, Common Know (Empire), Speak (Reikspiel), Channeling, Charm Animal, Trade (Apothecary), Heal, Magical Sense
Talents: Resistant to Disease, Hardy, Petty Magic (Hedge), Hedge Magic, Witchcraft
Armor: None
Weapons: None except when using Claws of Fury
Trappings: Home, garden full of herbs, apothecary lab, and a sheep
Spells: Claws of Fury CN 7/ Half, Grief's End CN 5/ Full, Curse of Thorns CN 6/ Half, Healing of Hysh CN8/ Full

Skills: Animal Care, Charm, Disguise, Evaluate, Gossip, Haggle, Perception, Common Know (Empire) +10%, Speak (Reikspiel) +10%, Secret Language (Thieves Tongue), Perform (Juggler), Perform (Actor), Blather +10%, Hypnotism, Sleight of Hand
Talents: Suave, Super Numerate, Public Speaking, SWG (Throwing), Schemer, Streetwise, Seasoned Traveler, Flee!
Armor: None
Weapons: Throwing Knives, Quarterstaff
Trappings: Wagon, two horses, 1D100 colored bottles filled with bitter-tasting hard liquors

Gretel uses Healing of Hysh for those that come to here in more immediate peril than her Heal skill can save.

Many also come to Gretel to rid themselves of crippling grief caused by the death of a loved one. In these cases, Gretel uses a combination of fortune telling, compassionate lies and Grief's End.

If she gets into a fight, she'll use Curse of Thorn's first and Claws of Fury when the fight comes close.





The Guild Master: Russet Glaser, Guild of Glass Blowers

Career: Spy (ex-Tradesman, ex-Merchant, ex-Apprentice Wizard, ex-Journeyman Wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	36	30	40	31	62	75	54
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	3	4	4	2	2	1?

Skills: Charm, Concealment, Drive, Evaluate, Gossip +10%, Haggle, Perception, Ride, Search, Common Know (Empire), Common Know (Tilea), Academic Know (Law), Academic Know (Magick), Speak (Reikspiel), Speak (Tilean), Speak (Classical), Speak Arcane (Magick), Secret Language (Guild Tongue), Read/Write, Trade (Lens-maker), Trade (Merchant), Channeling, Magical Sense, Lip Reading, Performer (Actor), Shadowing, Sleight of Hand

Talents: Coolheaded, Savvy, Very Resilient, Dealmaker, Streetwise, Super Numerate, Aethyric Attunement, Petty Magic (Arcane), Lesser Magic x 2, Arcane Lore (Shadow Cardinal), Schemer

Armor: None

Weapons: Longsword

Trappings: Fine clothing, contracts, many encrypted documents, Spyglass telescope (Good quality)

Spells: (Lesser) Magic Alarm CN 8/ 1 Min, Aethyric Armor CN5/ Half, (Shadow Cardinal) Eye of the Beholder CN 6/ Half, Doppelganger CN 7/ 1 Full + 1 Half, Mindhole CN 8/ Half, Shadowsteed CN 11/ Full, Throttle CN 13/ Full

Russet uses Magic Alarm for keeping track of suspects or as a rudimentary lookout while he commits covert investigations.

Aethyric Armor is his only combat spell as he has only used Throttle for assassinations.

Doppelganger is among Russet's most utilized spells. He uses Doppelganger nearly every day to gain information and forge friendships.

Mindhole is another utility spell in his repertoire; repairing any missteps his bold, dangerous career leads him to make.

Shadowsteed and Eye of the Beholder see rare use, but have been useful on more than one occasion.

These are the most common spells he might use during A Gut Feeling, but Russet does have access to all the spells to the on the Shadow Cardinal spell list.

The Master Wizard of Sotturm: Metrious Richthofen

Career: Master Wizard (ex-Scribe, ex-Apprentice Wizard, ex-Journeyman Wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	28	30	45	47	57	56	59
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	3	5	1

Skills: Charm, Gossip +10%, Perception, Ride, Search, Common Know (The Empire), Common Know (Bretonnia), Academic Know (the Arts), Academic Know (the Magic), Academic Know (Science), Speak (Reikspiel) +10%, Speak (Breton), Speak (Classical), Secret Language (Guild Tongue), Speak Arcane (Magickal), Read/Write, Trade (Calligrapher), Channeling, Magical Sense

Talents: Savvy, Suave, Very Resilient, Linguistics, Sixth Sense, Aethyric Attunement, Petty Magic (Arcane), Lesser Magic x2, Arcane Lore (Metal), Meditation, Mighty Missile

Armor: None

Weapons: Warhammer (hand weapon, Best quality)

Trappings: Villa Richthofen, about 700 rabbits, good quality laboratory, moderate-sized art collection and library

Spells: (Lesser) Skywalk CN 11/ Half, Dispel CN 13/ Full, (Metal Elemental) Guard of Steel CN 5/ Half, Law of Logic CN 7/ 1D10 Full, Curse of Rust CN 9/ Half, Silver Arrows of Arha CN 13/ Half, Armor of Lead CN 14/ Full

Metrious uses Law of Logic on a regular basis a skill based on whatever project he is working on at the time.

He has used Skywalk on occasion for fast retreats and overcoming terrain obstacles.

Dispel is also a rainy day spell, rarely used, but very important when it is needed.

In a combat situation, Metrious is likely to begin with Guard of Steel, then open up attacks with Armor of Lead. Then he can focus on individual combatants with Curse of Rust and Silver Arrows of Arha.

These are the most common spells he might use during A Gut Feeling, but Metrious does have access to all the spells to the on the Metal Elemental spell list.





The Familiar: Jax

Career: Familiar

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
18	17	33	32	17	30	18	7
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	7	3	4	6	0	0	0

Skills: None,
Talents: Flee!
Familiar Abilities: Link of Psyche
Armor: None, **Weapons:** None

The Coachman: Wilricus

Career: Coachman (ex-Thug, ex-Watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	47	36	45	50	32	34	29
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	4	0

Skills: Consume Alcohol, Drive, Gamble, Gossip, Intimidate +10%, Perception, Ride, Search, Common Know (Empire), Academic Know (Law), Speak (Reikspiel), Secret Language (Thieves Tongue), Dodge Blow +10%, Follow Trail, Heal
Talents: Lightening Reflexes, Marksman, Very Resilient, Disarm, Quick Draw, Strike to Injure, Strike to Stun, Strike Mighty Blow, SWG (Gunpowder)
Armor: Mail Shirt, Leather Jack
Armor Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Blunderbuss, Brace of Pistols, Longsword
Trappings: An weather-beaten watchman's cloak

The Rabbit Masters

Career: Peasant

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	29	32	30	35	28	27	27
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	1	0

Skills: Animal Care, Concealment, Drive, Gamble, Gossip, Silent Move, Common Know (Empire), Speak (Reikspiel), Animal Training, Charm Animal, Trade (Farmer), Set Trap
Talents: Hardy, Lightening Reflexes, Resistance to Disease, SWG (Sling)
Armor: None, **Weapons:** Sling, Club

The Rabbit -Boy: Fidget

Career: Peasant (ex-Feral Child)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	25	16	27	40	28	30	32
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	1	2	4	3	6	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Animal Training, Charm Animal +10%
Talents: Fleet Footed, Hardy, Acute Hearing, Rover, Flee!, Street Fighting, Frenzy
Armor: None
Weapons: None

The Shinreaver(s): Woundwurt (and Vurvain)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	0	32	30	40	10	21	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills: Keen Senses, Perception +20%,
Talents: Frenzy, Natural Weapons
Armor: None
Weapons: Bite, Claws

The Ritual of the Hidden Sword

Type: Arcane
 Magic: 2
 XP: 200

Ingredients: A dagger used to kill 64 small creatures, a mustard seed, one live and well-fed flea and a pearl (100 GC value)

Conditions: During the ritual, a keyword must be engraved onto each object in legible script no taller than three grains of sand. This requires an Routine +10% skill test (Trade: Calligraphy, Trade: Engraver or similar skill) or a Very Hard -30 Agility test.

Consequences: If the Casting Roll succeeds, but the engraving roll fails, the object is destroyed by horrible warping. If the Casting Roll fails, parts of the enchanted object shrink while others do not, causing it to shatter into a Damage 5 explosion hitting the caster and anyone within 4 yards

Casting Number: 10

Casting Time: 1 hour

Description: A completely metal object or objects of no more that 75 encumbrance total is shrunken to the size of a mustard seed. It will instantly return to its original size when a key word is spoken in its presence or in 1D10 days. The original use of this ritual was to sneak weapons past especially stringent security measures.

Metrious keeps this ritual in his library in a non-descript, unlabeled book cover. If looking specifically for it, it would require a Very Hard -30% Search check which takes four hours to make. Or anyone spending a couple weeks *just* checking every book will find it.

