

The Bridge on the River Reik



A WFRP SCENARIO

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The Bridge on the River Reik is a scenario best suited for characters in their second careers, but it can be easily modified to suit any group. The structure of the scenario is loose, directed more by character actions than by events. It takes a day of PCs time and can be completed within one gaming session. This adventure may be set anywhere in the Old World. Only requirements are a small town or a village, a drawbridge and two noble families. We will call this village Brolg.

A merchant will hire the adventurers. Their job will be to protect his person and his goods during a river journey. Unbeknownst to the players their employer is actually a spy from the Border Princes. The spy has managed to acquire blueprints for a new, more powerful cannon. Now he is in a hurry to get to a meeting with one of his contacts who is then supposed to take the blueprints to their lord in the Border Princes.

The problems, and the scenario, begin when the PCs reach a small village called Brolg. A drawbridge cuts off their route and it won't be raised. The river divides two noble families' lands and a dispute has risen over the ownership of the bridge.

This all started with a rumor that a Plenipotentiary will be traveling through their lands. Both families sent their chief gardeners to decorate the bridge. The two gardeners met at the bridge, and neither of the egotistical artists was willing to give ground for the other. And so the world's most pathetic fistfight ensued. This incident soon reawakened old feuds between the families. Now both families claim to hold the ownership of the bridge and have sent their personal forces to the bridge, to ensure that no one will cross it or raise it.

The merchant is in a hurry to meet his contact in time and he fears that someone might be following him. The PCs need to solve the situation before the stand-off escalates into an open confrontation and so they will soon find themselves entwined in the noble families' affairs. In this scenario, there are also two optional cut-scenes, where the players get to play the role of villains.

Background of the Situation in Brolg

For centuries one of the tributaries of the river Reik has divided the lands of two minor noble families, the von Liebenwalds and the von Falkenbergs. Some hundred years ago, Dwarfs were commissioned to build a drawbridge over the river, in order to create a faster route between two major cities. The bridge proved to be an important route for some decades, until trade routes were rerouted to more hospitable areas. And so the drawbridge and the flourishing city of Brolg that had formed around it started to lose importance.

Gradually the area sunk into oblivion and Brolg withered into a small village that was barely supported by farming. The noble families watched fame and fortune slip through their fingers and succumbed to blaming each other for their misfortunes. Now Brolg is nothing but a small village with a big drawbridge, surrounded by fields and the roads leading to it terrorized by gangs of outlaws and brigands. It has been like this for many years now.

Roughly about a month ago the noble families thought they finally saw a glimmer of hope. An Imperial Plenipotentiary was rumored to be on his way to a major city – via Brolg! This was good news indeed. If an important person like an Imperial Plenipotentiary was traveling through the area, then who knows who would be next. Maybe even the Emperor himself could someday travel through their lands. In actuality, very few people hold Plenipotentiaries in high regard. Plenipotentiaries are Imperial representatives appointed by the Emperor himself to guard the interests of the Empire in more remote areas, or individuals banished to backwater towns for being too incompetent or ambitious. Many regard these men as court favorites and few in Altdorf give them any respect.

However in the more backwater areas, things are seen differently and both families saw this as a perfect opportunity to earn some much needed prestige and so they decided to honor the Plenipotentiary while he was passing through. The von Liebenwalds thought that the drawbridge in Brolg was a masterpiece of Dwarven craftsmanship and decorating it for the visitor's delight would be a good way of showing their hospitality and impeccable taste. So they decided to send their master gardener to decorate the bridge. The gardener arrived in Brolg but to his dismay he saw that the gardener

of House von Falkenberg was already decorating the bridge with von Falkenberg crests. The drawbridge turned out to be too small for two artists with such huge egos. What started out as a heated exchange of opinions soon escalated into one of the most pathetic fistfights in the history of the Empire.

News of this confrontation reached the heads of both noble houses and quickly old feuds were reawakened. Angry letters were sent back and forth as both families claimed ownership of the bridge. A week ago the von Falkenbergs decided to send their soldiers to secure the bridge. When Lukas von Liebenwald, the firstborn of the House, heard of this he too immediately ordered his men to Brolg. Now both families have their soldiers in the village, guarding the opposite ends of the drawbridge. Lukas von Liebenwald has also arrived in Brolg as has his arch nemesis, Ralf von Falkenberg, the heir of the von Falkenberg family.

The situation is getting grimmer by the day as the two families plot against each other. As the day when the Plenipotentiary is supposed to travel through draws nearer the crisis will reach a boiling point very soon.

The Evil Plan

Ralf von Falkenberg, the firstborn of the House von Falkenberg, is determined to prove his worth as the successor of his family and will therefore stop at nothing to win this conflict. To help him in this task he ordered his younger brother, Linus, to hide in the village and contact the local thugs. For a long time now Ralf had been aware that a cunning group of bandits has been preying on these areas and he had his brother contact these thugs. The leaders of the thugs are actually two brothers who own the two inns in Brolg (*see Old Worlder's guide to Brolg for more on this*). Through their informants in the Morrslieb's Rest, where his opponent is staying, Ralf learned that Lukas von Liebenwald has contacted the nearest temple of Verena and requested for a priest to be sent into Brolg to settle the dispute. As a ruthless schemer Ralf quickly devised a cunning plan to make sure he would get the bridge under his family's name.

According to this plan his brother, Linus, is to kill the priest of Verena before he would reach Brolg and then they would replace him with an imposter. This imposter would then arrive in the village and rule that the dispute would be settled

once and for all with a duel between representatives from each house. Ralf is an excellent shot with a dueling pistol and in his overconfident and arrogant mind he thinks he cannot lose, especially when his plan includes measures that will tilt the odds heavily in his favor. For Ralf has a plan to have a riot break out and amidst the chaos have the best shooter of the von Liebenwalds' killed.

But Ralf is not the only schemer in the family. His younger brother is proving to be even more adept in the art of backstabbing than his sibling. Linus von Falkenberg knows he is next in line to inherit his family's fortunes if something were to happen to Ralf. So in his mind fate should be given a helping, backstabbing hand in this matter. Instead of killing the priest of Verena according to his brother's plan Linus kidnapped him and is holding him captive in an abandoned water mill just outside the village. The imposter is now ready to enter the scene as soon as Ralf has made final arrangements to make sure he will win the duel.

This is where Linus' own plan comes into play. He has stolen Ralf's pistol from his room and sabotaged it so that it will not fire, and so Ralf will meet his destiny in the duel. And Linus will become the sole heir of the von Falkenberg family. But something is about to happen neither of the brothers can anticipate; a group of adventurers are about to be forced to stop in Brolg...

The Burden of Heroes

The synopsis of the adventure is quite straightforward. The PCs are hired by a merchant to escort him quickly and safely into the next big city by the river. Unbeknownst to the PCs the merchant is actually a spy, and needs to get to his contact in time.

GENTLY DOWN THE STREAM - STARTING THE SCENARIO

Looking for a Few Good Men

While in a city by the Reik the PCs are approached by Boris Schwindler, a merchant from the Border Princes. Boris is well groomed, but otherwise unremarkable looking man in his middle-thirties. He wants to hire the PCs to protect his safety as he travels on a riverbarge to the next big city. His chosen route will take him through tributaries of the Reik and thus through some rough areas. He will pay them handsomely, 1 gc per day, and can even be haggled up to 2

Soon the party arrives in Brolg and notices that their progress is cut off by a drawbridge that is down. Quickly they learn what the situation in Brolg is and the merchant, who is in a hurry, pressures them to get the bridge raised.

In order to get this done, they talk to the von Liebenwald family who tell them that they have been expecting a priest of Verena to arrive and settle the dispute. The priest should have been here already, and they suspect foul play. The von Liebenwalds promise the PCs that if they can find the priest, the dispute can be settled (in their favor of course) and they will then raise the bridge for them.

The PCs start investigating Brolg for clues about the priest's whereabouts. Soon enough they will be contacted by Ralf von Falkenberg, who tries to hire them to kill the commander of von Liebenwalds' soldiers during a coming peasant riot. Whether the PCs agree to kill him or prevent it, a riot will ensue and there will be an attempt on the commander's life. Once the PCs have asked around the village they will eventually find the village drunk and as soon as they make sense of what he is saying, they will have the clues to find an abandoned water mill where the priest is being held.

Once they get to the water mill they will face Linus' thugs and rescue the priest. They will also find evidence that proves the von Falkenbergs are the culprits. Having uncovered the plot they must hurry the priest to the bridge where the imposter is about to give his ruling. The PCs must prove to the audience who is the real priest and that the evidence they have uncovered, points out the von Falkenbergs are to blame. In the climatic end of the scenario Linus von Falkenberg will take Renata von Liebenwald hostage as he tries to flee using the PCs riverbarge.

gc. His cargo is ale and wines. How long this trip will take, is up to the GM. Boris is anxious to leave as soon as possible. His riverbarge, the Black Pelikan, will be ready to leave by nightfall and he says he wants to leave as soon as it is ready. This leaves the PCs very little time to prepare and probably has them wondering why this man is in such a hurry. If asked why the hurry, he will tell them that there is a big annual cattle slaughtering festival coming up in a city down the river and he wants to sell his wares of

ale and wines there. The festival will start soon, hence the hurry. It should be evident to the characters that this man is very anxious to get on the way and is willing to pay handsomely for protection. This should make the PCs a bit nervous but not so much as to be discouraged from taking up the assignment.

The Merchant's True Colors

In reality Boris Schwindler is Herbert Sudener (he will be referred to as Boris Schwindler throughout this scenario to avoid confusion), a spy working for one of the Princes of the Border Princes. He has been traveling through the Empire gathering information for his lord. Ranald's blessings must have been with him lately as a few weeks ago he succeeded in stealing the blueprints for a new, more powerful cannon from the Engineer's Guild. Since then he has been in hiding.

Boris Schwindler (Herbert Sudener)

Career: Spy (ex-Merchant, ex-Tradesman)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	37	30	36	38	49	46	53
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	5	0	0	0



Boris is supposed to meet his contact in another major city on the Reik. The meeting will take place before the contact leaves for the Border Princes and Boris must get to him in time.

Boris has been therefore looking for a quick escape from the city and he thought river would be his safest bet. He found a suitable, small river barge, the Black Pelikan, and putting his forgery skills to good use was able to get possession of it and a cargo of ale and wines. He hired a small crew, but once he saw the first signs that someone might be on his tail he decided to hire some extra protection. His plan is to make his way by the river to the next bigger city and from there to meet his contact before he leaves for the Border Princes. The blueprints are now locked away in his cabin.

Skills: Animal Care, Charm +10%, Common Knowledge (Border Princes, Dwarfs, Empire, Tilea), Concealment, Disguise, Drive +10%, Evaluate +10%, Gossip +20%, Haggle +10%, Lip Reading, Perception, Performer (Actor), Pick Lock, Read/Write +10%, Ride, Secret Language (Guild Tongue +10%, Thieves' Tongue), Shadowing, Silent Move, Sleight of Hand, Speak Language (Kislebian, Reikspiel, Tilean, Khazalid, Bretonnian), Trade (Calligrapher, Cartographer, Merchant)

Talents: Dealmaker, Flee!, Fleet Footed, Linguistics, Resistance to Disease, Schemer, Suave, Super Numerate (Bonuses included in the profile)

Armour: None

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

Weapons: Dagger, Disguise Kit

Trappings: About 1000 gc in trade goods (alcoholic beverages), 41 gc

Description: Boris is well groomed, but otherwise unremarkable looking man in his middle-thirties. He has a well-kept brown hair, thick moustache and a large (fake) mole on his left cheek. He presents an easy smile and an outgoing personality, but he hides a cold and calculating interior. He only really cares about his goals, not how he achieves them. That doesn't make him a bad person though. He always tries to avoid getting the people that work for him killed, to an extent, of course.

Boris Schwindler is in fact a spy for a border prince. His real name is Herbert Sudener. Herbert was formerly a cartographer from southern Wissenland. On a journey to map the Border Princes, his party was attacked by orcs. He was able to survive, hiding beneath the bodies of his comrades. When the orcs left, he wandered to the estates of a local prince. The prince struck a deal with Herbert. His role now, was to run goods in and out of the Empire, while doing some basic spying. The prince provided the initial funding, but Herbert quickly succeeded in making his business lucrative. Recently Herbert's patron has had a streak of bad luck. His domains have receded slowly. Unable to organise an effective defence, he gave a new assignment for Herbert. The new mission was to find a way to turn the tide of war. Now Herbert has managed to steal the blueprints for a powerful cannon. He hopes that they will reach his master before it is too late.

Cut-scene 1 – Ambush! (Optional)

After the PCs have been hired and they are on their way, the GM can run this short cut-scene. It is totally optional and leaving it out doesn't affect the rest of the scenario in any way. The purpose of this cut-scene is to create mood and to give a glimpse of the villain of the scenario (to the players, not to the characters). The cut-scene works a lot like in a movie where the focus is briefly shifted from the main characters to somewhere else where something important happens.

In this cut-scene players take the roles of thugs. It takes place on a forest road near Brolg. The thugs are working for the local bandit leaders, the Scheiden brothers (*see Twins and Twin Moons below*), but are hired for this particular mission by a young nobleman, Linus von Falkenberg. Their mission is to ambush a priest of Verena who is on his way to Brolg. They are supposed to kill the priest's retinue, but the priest must be captured alive. The nobleman has strongly emphasized this. The scene starts as the thugs are in hiding and waiting for the retinue to come this way.

The sun is already setting and the forest starts to look dark and dangerous as shadows grow long. Strange sounds come from the forest and the thugs feel like they are being watched. Just then a party of four men comes walking down the road. The priest is clearly there dressed in robes typical to a priest of Verena; white robes with a scales design wearing a medallion that has a design of an owl's head. He is escorted by three armed men. As the retinue walk into the ambush the thugs attack.

The fight is short and bloody, and the thugs manage to capture the priest alive. When they have secured the priest, the noble emerges from the shadowy forest with a wicked smile on his lips and addresses the thugs:

“Good work. Now dispose of these corpses. Then take the priest to the hideout and make sure no one sees you. And you, take this note to my brother.”

As the thugs get to work, the noble checks that the priest is still alive and says:

“It seems my plan is working perfectly...”

How to Run the Cut-scene

This cut-scene is here to create mood and to give the players a glimpse of the villain. In this scenario the PCs will not meet the villain until the very end, so using a cut-scene like this is a good way of fleshing him out a bit.

The cut-scene is supposed to be run rather quickly, like a short look into what is happening elsewhere at a time the PCs are occupied somewhere else (rather boring boat ride in this case). To make it go smoothly the GM should tell the players that they are now going to play a short cut-scene, and that in this cut-scene they will play the role of thugs who have been hired by a nobleman to capture a priest and slay any possible bodyguards. The GM should give them a short description of Linus von Falkenberg as he briefs the thugs. The GM should portray him like the ruthless schemer that he is.

The profiles for the thugs can be found below. The PCs don't need to see them for the purposes of this scene, just make them roll the dice and tell them whether they succeed or not. Before starting the scene you should give the players a few minutes to come up with names for their thugs and maybe one defining characteristic. Then let them make a quick plan for the ambush. Then start, and keep the scene short and clear. For the purposes of the scenario, the priest must not be killed, so you can let Justus Richter (the priest) have one fate point just in case. Once the scene is over you cut back to the PCs.

Thugs (use these stats for all Scheiden thugs)

Career: Thug

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	25	34	35	32	23	27	24
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

Skills: Consume Alcohol, Dodge Blow, Gamble, Intimidate, Secret Language (Thieves' Tongue), Silent Move

Talents: Lightning Reflexes, Disarm, Resistance to Poison, Wrestling, Strike to Stun

Armour: Mail Shirt and Leather Jerkin

Armour Points: Head 0, Arms 0, Body 3, Legs 0

Weapons: Knuckle-dusters, Hand Weapon (Club)

Justus Richter

Career: Priest (ex-Initiate)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	35	29	41	36	43	42	40
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	2	4	4	1	0	1

Skills: Academic Knowledge (Law), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channeling, Charm +10%, Common Knowledge (Elves, Dwarfs), Common Knowledge (The Empire), Gossip +10%, Heal +10%, Magical Sense, Perception +10%, Read/Write +10%, Ride, Speak Arcane Language (Magick), Speak Language (Elves, Dwarfs), Speak Language (Classical), Speak Language (Reikspiel) +10%

Talents: Master Orator, Petty Magic (Divine), Public Speaking, Strike to Stun, Suave, Lightning Reflexes (Bonuses included in the profile)

Armour: None.

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

Weapons: None

Trappings: 9 gcs, Prayer Book, Religious Symbol, Robes, Sling Bag, Writing Kit

Description: Justus has received a word that Verena's judgement is needed in Brolg. He has gathered a small retinue of bodyguards and has headed for Brolg, after examining all the necessary documents himself. He is wearing the traditional white robes that present the scales symbol of Verena. Around his neck is a medallion that has a design of an owl. Justus is a white haired gentleman in his fifties. His face is deeply wrinkled and most of the time he has a serene smile.

Richter's Bodyguards

Career: Bodyguard

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	32	32	40	38	26	31	27
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	0	0

Skills: Dodge Blow, Heal, Intimidate, Perception

Talents: Quick Draw, Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Very Resilient

Armour: Leather Jack

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

Weapons: Buckler, knuckle-dusters, a pair of throwing axes, hand weapon (sword)

Welcome to Brolg - You Will Be Staying for Awhile!

After a few uneventful days at the river the Black Pelikan arrives in Brolg in the morning. It is immediately evident to the PCs that their way is cut off by a drawbridge that is down. There seem to be soldiers by the bridge and people on both banks. As they draw closer, a man who looks like a toll keeper stands on the pier on the left bank and waves for them to dock there. Boris fears that the man might want to search the barge and find the blueprints. So, as the boat stops by the pier Boris draws the PC who seems to be the leader (or who has the highest Fel-score) to him and whispers hurriedly:

"Do not let them search the boat. Distract them, talk them out of it, do what it takes but don't let them search the boat. Trust me, it is in your best interests as well."

If asked why, he will only say that his cargo includes something that these dumb peasants wouldn't understand but this is no time to explain. He will offer to pay extra 10 gcs if the PCs prevent the boat from being searched.

The toll keeper is not too interested in what the riverbarge is carrying, he has other things to worry about at the moment (there is no river lock in the village so he collects payments on the pier). Out of sense of duty he welcomes the PCs to Brolg and asks for a permission to come aboard and check their cargo for smuggled goods. He can be talked or bribed out of it with an **Easy (+20%) Charm test**. The GM should encourage the PCs to be creative though, for all those soldiers by the bridge can seem a little threatening if the toll keeper were to suddenly alert them.

If they ask about the bridge, the toll keeper will tell them that it seems it is not going to be raised anytime soon because of some noble feud. If they want to negotiate about it they should go to the Morrslieb's Rest, just by the bridge. Boris of course wants the bridge raised as soon as possible so they can continue on their way. He urges the PCs to go find out what is happening and get the bridge raised. If he has to, he will threaten to withhold payment until they will be able to continue on. Conveniently for the GM, the only pier on this side of the bridge is located on the side of the river where Morrslieb's Rest is. (Going to the Morrslieb's Rest and meeting the von Liebenwalds *see Meeting the von Liebenwald's below*)

Old Worlde's Guide to Brolg

Brolg lies quite far away from any larger cities or villages. It is surrounded by fields that barely yield crop and scarecrows stand on the fields in solemn solitude while crows slowly peck them apart. Beyond the fields are dense forests that hide foul things ready to prey on the unwary. The villagers make their living by tending to what little fields they have and many use the river for fishing.

Brolg is not a big village but it still has some larger structures that serve as mementos from livelier times. The village is built on both sides of the river with the drawbridge as a dominant feature in the middle. There are two identical coaching inns in the village (see below), one on each side of the river. They are the largest buildings in Brolg. Most of the other buildings are built around these two structures and are one-storey houses. Many of them have fallen into disrepair and the whole place has a forlorn and backwater feel to it. Windows with shutters nailed shut or with rags for curtains greet newcomers. This is definitely not a place you would presume two noble families to be fighting over.

Lands on the east side of the river are von Liebenwald property and those on the west side are von Falkenberg property.

Below some of the more important places and people in Brolg are introduced.

The Bridge over Troubled Water

The drawbridge is a central site in Brolg. Some hundred years ago, Dwarfs were commissioned to build a drawbridge over the river, in order to create a faster route between two major cities. The bridge proved to be an important route for some decades, until trade routes were rerouted to more hospitable areas. The bridge has stood well against the test of time, not surprising considering the Dwarven craftsmanship. It is a sturdy little bridge no more than 50 feet across, built of solid, dark grey stones. It is not very decorated but still beautiful in a simple, pragmatic way. At the moment there are a lot of von Falkenberg and von Liebenwald soldiers on the bridge. Both ends of the bridge are barricaded with crates, barrels and hay bales.

Getting the bridge raised is a key goal for the PCs in this scenario. So why is the bridge down in the first place? Why don't the noble families just open it? First of all, the bridge needs two

keys (much like a river lock needs a key to the sluices) to be operated simultaneously, one at each end, and both families are in possession of one key. The von Liebenwalds don't want to open the bridge for if the Plenipotentiary were to arrive just then, he would be stuck on the von Falkenberg side (he is coming from that direction) and this would give them too much time to discuss matters with him without the von Liebenwalds present. The von Falkenbergs on the other hand fear that were the bridge to be raised, the plenipotentiary would be stuck on their side and would place on them the blame for not being able to continue his journey at his will. Therefore, ironically, both families have agreed to keep the bridge down.

Even though, or despite, hearing the von Liebenwald offer about the bridge the PCs could be looking for other ways of opening the drawbridge. For the purposes of this scenario, finding the priest of Verena is the best option for solving the problem at hand. This probably won't stop the PCs from trying to find other ways of solving the problem though. Some options they might look into are discussed below. The GM should allow the PCs to look into these matters to avoid the feeling of railroading, but shouldn't let them get stuck on some wild ideas that will get them nowhere in the end.

First of all, there are enough soldiers on the bridge to make the PCs think twice about using force to open the bridge. Bribing the soldiers would be a good solution were it not for the mechanism of the bridge. The keys are needed to open it and the noblemen are in possession of these, not the soldiers. The soldiers are not letting anyone cross the bridge, but they can be bribed to allow passage on foot. Soldiers of both families must be bribed though. The soldiers are quite indifferent to the whole situation and there is no direct hostility between them (until the peasant riot).

Then there is of course always the possibility of swimming across, but the currents can be tricky at times. If the characters should try this, treat it as a **Challenging (-10%) Swim test**.

The river banks are quite high on this side of the bridge so paying the peasants to carry the barge to the other side will be too time consuming.

Leaving the Black Pelikan and continuing by foot, or horseback, would be another option but the road needs to go around dense forested areas and thus the river route will save a week of Herr Schwindler's time, so he is adamant on continuing on the river.

Twins and Twin Moons

There are two rather large coaching inns in Brolg, one on each side of the river. They were built during a time when the bridge was frequently traveled and many travelers passing through spent the night there. Those times were wealthy enough to support two coaching inns. Now even one seems to be one too many. You can for example use the map from *Game master's pack p. 18*. As there are not enough customers to support even one establishment, they are both badly in need of repair.

The inns are owned by twin brothers, Friedrich and Sebastian Scheiden. They have had bad blood between them since their father died several years ago. They try to outbid each other for every customer and their chosen strategy seems to be to badmouth the other, and they often ask passers-by to convey insults to each other. At the moment the von Liebenwalds are living in the Morrslieb's Rest run by Friedrich Scheiden and von Falkenbergs in Mannslieb's Slumber run by Sebastian. Because of the presence of the nobles, the inns are now busy and crowded with soldiers and servants attending to their masters' every whim.

But not everything is as it seems here, for the brothers are not actually fighting at all. That is just a front they are upholding to keep their true line of work a secret. The Scheiden brothers are in reality leaders of the gang of bandits that are terrorizing these areas. The insults they spew at each other are actually a secret code they have invented to pass on messages about possible victims etc. This gang consists of a bunch of angry young men enlisted from local villages. In the harsh rural areas of the Empire, everyone needs a livelihood and Scheiden brothers provide these unskilled thugs with one. The brothers offer them at least some measure of direction and leadership, as well as a few shillings every now and then.

Von Falkenbergs learned about the operation the brothers are running here and Ralf cut a deal with them. If they help the nobles now, they will turn a blind eye to their little endeavor. Since sneaking into Brolg, Linus has worked closely with the bandits and has cut a secret deal with them in concert with his own plan to see his older brother killed (these plans are explained in detail below in *The Evil Plan within the Evil Plan*).

Friedrich Scheiden (runs Morrslieb's Rest)

Career: Innkeeper (ex-Burgher)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47	28	36	46	36	40	35	42
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0

Skills: Charm, Common Knowledge (the Empire) +20%, Consume Alcohol, Drive, Evaluate +10%, Gossip +10%, Haggle +10%, Lip Reading, Perception +10%, Read/Write +10%, Search, Speak Language (Tilean, Reikspiel) +10%, Trade (Cook)

Talents: Dealmaker, Street Fighting, Streetwise, Strike to Stun, Suave, Very Resilient, Warrior Born (Bonuses included in the profile)

Armour: None

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

Weapons: Hand Weapon (Axe)

Trappings: An inn, three sets of Good Clothing, 15 gcs

Description: Friedrich is a middle-aged man wearing well-cut clothing. He has a dreadful haircut and a puffy looking face. He runs his business in cutthroat style; profit is everything to him. He charges about 10% more than standard prices. If the other tavern, run by Sebastian is already full, Friedrich feels confident enough to charge up to 20% more than the standard prices. Friedrich and Sebastian, who runs the other inn in the town, are actually twins. Friedrich and Sebastian are covertly running the underground criminal activities in Brolg.

Sebastian Scheiden (runs Mannslieb's Slumber)

Career: Innkeeper (ex-Servant)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	27	36	30	52	41	34	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Animal Care, Blather, Charm, Common Knowledge (the Empire) +10%, Consume Alcohol, Dodge Blow, Evaluate, Gossip +20%, Haggle +10%, Perception +10%, Read/Write, Search, Sleight of Hand, Speak Language (Reikspiel) +10%

Talents: Acute Hearing, Etiquette, Fleet Footed, Lightning Reflexes (Bonuses included in the profile)

Armour: None

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

Weapons: Hand Weapon (Club)

Trappings: An inn, a set of Good Clothing, 9 gcs

Description: At first glance Sebastian is the mirror image of Friedrich, with few exceptions. He wears red coloured plain clothing.

Other Places of Interest

Shrine of Sigmar – There is a small shrine dedicated to Sigmar near the edge of the village, on the von Liebenwald side. The villagers mostly present their offerings to Taal and Rhya on the fields or forest. All in all, the people in these parts are quite superstitious and celebrate many holy days around the year.

There is a suspended cage near the shrine that is used for punishment. This is where all the wrongdoers are locked away to await a traveling judge to arrive. Usually they have to wait for quite some time. There are still some trinkets and pieces of cloth left from the previous prisoners. Even though the lock is rusty it is still difficult to pick. A **Challenging (-10%) Pick Lock test**. (*Adventure hook:* the previous prisoner was a hedge wizard that was found by witch hunters. Rumors say his lodge is in the forest nearby.)

Scheiden Ferry – When the nobles arrived, they were quick enough to close the bridge for traffic. The Scheiden brothers saw an opportunity to make a few Karls and set up a ferry to carry people across. Prices for using the ferry are simply outrageous, 10 shillings per leg. Many peasants who need to take their cattle to graze to

the other side cannot afford these prices any longer and protests loudly against keeping the bridge closed.

The raft is always manned by three of Scheidens' thugs. They are rude, not helpful at all, and do not hesitate to stop in the middle of the river and threaten to throw the passengers or their cargo overboard if they do not cough up a few extra shillings.

If the PCs were to make the thugs abandon the ferry they would definitely gain the gratitude of the villagers, and invoke the wrath of the brothers.

Aneta Kuhblume – She is the local herbalist. This sweet old lady lives in her small hut. Numerous herb jars exuding overpowering aromas hang from the ceiling. Aneta provides the locals with herbs to remedy any ills. She is actually quite skilled and knowledgeable. She can be found from the von Falkenberg side of the village.

Wilhelm Geldzeit – He runs the general store in Brolg. This small man talks with a thick local accent and has a habit of scratching his beard continuously. His small and confined shop has a lousy selection but with reasonable prices. The shop is on the von Liebenwald side of the village. (*see Investigating the Matter of the Missing Priest below*)

Pedlars - There might be a pedlar or two passing through, trying to sell their wares. They are always a good source of rumors and gossip (*see Local Rumors below*).

SOLVING THE PROBLEM WITH THE DRAWBRIDGE

Meeting the von Liebenwalds

Morrslieb's Rest is easy enough to find. The inn is surprisingly packed for one operating in such a small village. The proprietor is one Friedrich Scheiden who, when asked about the drawbridge, will direct the characters to a beautiful noble woman sitting by a table in the common room. When asked what is happening in Brolg Friedrich has the following to say:

"Well, strangers, it seems you have come to Brolg at an inconvenient time. Not that there are better times to come here really... But ever since

the bloody nobles, von Liebenwalds and their rivals von Falkenbergs started their feud over the drawbridge things around here have been even more difficult than usually. You see, them blue bloods are fighting over who owns the bridge. I say Dwarfs own it for they built it. But they don't listen to me, now do they. I'm not one to complain though; their entourage brings plenty of Karls into my coffers if you catch my drift. You want to know about raising the bridge? Then you should talk to that blond lady over

there. Real looker isn't she? She is one of them von Liebenwalds. Maybe she can help you out? Oh, and if you cross over to the other side and see my brother, tell him to stop badmouthing my establishment when he is running such a dump himself."

Lady Renata von Liebenwald is sitting at one of the tables with her handmaiden, while two armed soldiers stand guard nearby, eyeing any armed characters suspiciously. When the PCs approach the lady, the soldiers will quickly step in their way and demand to know what their business is. They need to get the attention of the lady and convince the bodyguards that they will not harm her. They have to lay down their weapons first though, before being allowed an audience. Renata von Falkenberg will listen to the characters before telling them the von Liebenwald side of the story:

"I am sorry but I am afraid I cannot have the bridge raised just now. There is a minor dispute over the ownership of that fine structure. You see the von Falkenbergs claim ownership of the bridge even though it is rightfully ours. We are expecting a very important person to pass here, an Imperial Plenipotentiary. We want to give him a good impression of our hospitality but the bloody von Falkenbergs make it nearly impossible.

But there is maybe something you could do, that would speed matters along and allow us to raise the bridge for you. Would you like an audience with my brother, Lukas von Liebenwald? He could know of a way to help you out."

She will take them to the second floor to meet her brother. On the way upstairs she warns them that her brother has a "condition" and seldom leaves his room. She goes to a door with two men standing guard outside. They might ask some questions about the PCs, before letting them in.

Although the room is quite small, noble garbs are hung across the room and expensive silverware rests on the table. The air is stale and smells of perfumes. A decorated screen shields the bed from prying eyes and hides Lukas von Liebenwald from them. Renata sits on a chair next to the bed and talks in a hushed voice to his brother behind the screen. A withered hand with a von Liebenwald signet ring extends from behind the screen. Lady von Liebenwald says to the PCs that they may now greet the Lord. An **Average (+0%) Common Knowledge (Empire)** or a **Very Easy (+30%) Academic Knowledge (Genealogy/Heraldry)** will tell them that they are supposed to announce their

names and kiss the ring. They are required to stand, as there are no seats available.

Lady von Liebenwald will then proceed to tell the characters that they might be able to open the bridge and help them get on their way. But they need them to do something for them first. And she implies in no unsure terms that if they refuse, their chances of moving on any time soon are next to none. The von Liebenwalds have summoned a priest of Verena from the closest city to come to Brolg and give a ruling on the matter of the bridge. They are very confident the ruling will be in their favor. But the priest was supposed to be here days ago and Lukas fears he has met with foul play. He wants the PCs, as an impartial party, to investigate the matter and find out what has happened with the priest. Once the priest is found and the matter settled, he will have the bridge raised for them.

The PCs might want to ask for some kind of compensation for doing this favor for the family. Lady Renata will look absolutely shocked at their insolence (unless they imply it discreetly) but with a successful **Haggle test** Lukas von Liebenwald will agree to pay them 10 gcs for their troubles. The PCs should behave themselves and not ask for too much or they endanger angering the nobleman, in which case Lady Renata will quickly usher them out of the room. As they return downstairs Lady von Liebenwald will wish them Sigmar's blessings and hopes they will return soon with good news.

Renata von Liebenwald

Career: Courtier (ex-Noble)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	32	27	30	36	43	44	57
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	0	0	0

Skills: Blather +10%, Charm +10%, Command, Common Knowledge (Tilea), Common Knowledge (the Empire) +10%, Evaluate, Gamble, Gossip +20%, Perception, Performance (Musician), Read/Write +10%, Ride +10%, Speak Language (Reikspiel) +20%, Speak Language (Tilean)

Talents: Coolheaded, Dealmaker, Etiquette, Luck, Making a Great First Impression, Public Speaking, Schemer, Specialist Weapon Group (Fencing), Suave (Bonuses included in the profile)

Armour: None.

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

Weapons: None

Trappings: 4 Sets of Noble's Garb, 100 gcs (mostly in jewellery), Handmaiden

Description: Renata is a stunning beauty. With a long wavy angelic blonde hair she is the trump card of the family. She also possesses a keen mind and a true interest in the family affairs. She might be considered the best weapon in the arsenal of the Liebenwalds. Everything she has learned, she has learned from her mother and by listening very closely to the family's men. Renata has a natural aura of confidence about her. All commoners and most of the nobles around here adore her quick wit and loveable gist.

Renata started a secret affair with Ralf von Falkenberg. At first it was only an attempt to see if she could exert her influence over him as well, but with time, Renata began to feel truly affectionate of the young heir. That frightened her. She considered her obligations to her family and has decided to end the relationship with Ralf. At the present situation, Renata doesn't know that she is pregnant with Ralf's child. What will happen when she finds out is anybody's guess.

Lukas von Liebenwald

Career: Politician (ex-Noble, ex-Student)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	28	16	8	11	19	5	20

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	1	0	2	0	6	0

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Charm, Common Knowledge (the Empire) +10%, Consume Alcohol +10%, Gamble, Gossip +10%, Perception, Read/Write +10%, Ride, Search, Speak Language (Classical), Speak Language (Reikspiel) +20%

Talents: Etiquette, *Inspire Empathy*, Linguistics, Public Speaking, Resistance to Poison, Savvy, Schemer, Seasoned Traveller (Bonuses included in the profile)

Armour: None.

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

Weapons: None

Trappings: None (What he needs, his servants will bring him).

Insanity: Mandrake Man (*See WFRP page 206*)

Description: Lukas has a shiny corn-blond hair and an unusual face. Until the recent years, Lukas has long been responsible of being the face of the Liebenwald family. He has successfully upheld the good reputation of his family by being fair to his subjects and polite to his

political adversaries. Lukas truly is a noble person, who wishes well for everybody. Tragically he caught a nasty case of chronic Weevil Cough (*See WFRP page 137*. Profile has been modified accordingly.). If the physicians could open him up without killing him, they could diagnose the disease correctly. Lukas has lung cancer. He has had many doctors, few of them were charlatans and all have prescribed different substances for him to inhale. One of those substances was in fact Mandrake Root, into which Lukas sadly has developed an addiction. He inhales Mandrake vapours daily; when he wakes up, when he goes to bed and sometimes, a few times between. Lukas has been addicted to Mandrake Root for nearly a year now. That combined with his illness, makes him one sad character indeed.

Old Love Letters – Return to Sender (Optional)

If the party has more action-oriented players or the group is so large that the GM feels like there is not enough for everyone to do in investigating the disappearance of the priest, you can use this option. As the PCs are leaving Lady Renata will ask one or two of them to stay (she would prefer female characters, or PCs with respectable appearance) and ask them to do a personal favor for her. She will take them aside and have them swear that what they are about to hear they will not pass on to anyone. Then, in a hushed voice she explains how Ralf von Falkenberg has in his possession some letters that she fears will be used against her as they are of discreet content. She suspects that he is keeping these letters in his room in the Mannslieb's Slumber (on the other side of the river). She would like them to get the letters back to her. If they agree to do this, she will reward them with jewellery worth 10 gcs. The letters are easily recognizable as they are scented with the smell of jasmynes.

Investigating the Matter of the Missing Priest

Here is a list of local rumors the characters can learn from the villagers. Many are more than happy to talk, some need a bit of persuasion, and a few refuse to talk before they receive a shilling or two.

- All the nobles are here because they want to impress an Imperial Plenipotentiary. That is what this incident is all about. (true)
- The incident started with two gardeners trying to decorate the bridge, one from each noble house. The two gardeners

- met at the bridge, and neither of the egotistical artists was willing to give ground for the other. It ended up in a fist fight. (true)
- The Plenipotentiary is supposed to be here at any time. He is a Very Important Person. (the fact that he is almost here is true)
 - They plan to keep the bridge closed for weeks. And maybe even impose a tax on anyone willing to cross. (false)
 - The brothers who own the inns have been at bad terms since their father died almost ten years ago. They don't get along at all. (false)
 - There is a group of bandits and thugs terrorizing travelers. Not that there are many to terrorize. (true)
 - One of the noblemen is a horrendous mutated wreck and that is why he is forced to hide in his room in the inn. (false)
 - A hedge wizard was captured and burned by the witch hunters not long ago. His shack is somewhere in the forest nearby. They say foul things guard it. (true or false - whatever the GM wants)
 - Herman (a local peasant) saw a three-eyed raven sitting on the eaves of his house. Morr is keeping an extra eye on him. I say he'll be dead before the winter. (false)

There are three key NPCs the characters can get hints from that will lead them to the water mill where the priest is being held.

- **Wilhelm Geldzeit** who runs the general store. If the characters ask him about the priest or Dagmar Dummpkopf, he will tell them that Dagmar was by his store earlier to buy a bottle of wine. For payment he gave a symbol of Verena. Wilhelm has it in his possession and is willing to give it the PCs if they agree to pay for the wine.
- **Johann Wunderbaum**, a local woodsman. He can be found in the village, sharpening his huge axe. He is a rough around the edges kind of man. He doesn't like to talk to strangers but he is more than willing to talk to any women. He considers himself to be Sigmar's gift

to women. Any female PC or a character with a similar career to his will get the following information from Johann. This morning he found Dagmar Dummpkopf wandering on the forest road outside the village. He was babbling something about a priest, and that he "had been given some holy symbol by the gods".

- **Dagmar Dummpkopf** was wandering in the forest and happened to see the thugs assault the priest and take him to the water mill. He found the symbol of Verena left behind in the heat of battle and took it. As he followed the thugs to the abandoned water mill, he saw the imposter come and then leave wearing the priest's robes.

Dagmar can be found sitting in an old warehouse by the river on the von Falkenberg side. He has almost emptied the bottle of wine he bought with the symbol of Verena. This man is a bit crazy and drunk, so his babbling is very difficult to understand. He keeps on ranting about strange omens, the end times and so on. Below are some of the answers he can give to the PCs:

- Where did you find the symbol?
- *"The gods showed me the way to it. It was in the forest."*
- Have you seen a priest?
- *"I have seen two priests."*
- Where did you see the priest?
- *"The forest whispered me further. They were calling for me. And they lead me to a house with a wheel. And there was water."*
- What kind of house was it?
- *"It was a magical house. I saw a priest walk in and come out ten years younger. Water made the house scream."*
- Who lives in the house?
- *"Shadows of the forest. And the priest."*
- Where can we find this house?
- *"The river can lead you to it."*

Dagmar is in no condition to take them to the water mill, or show them where he found the symbol. Johann Wunderbaum can take them to the place where he found Dagmar. From there they can track their way to the mill following the drag marks left by the thugs. They can also ask around and find out that there is an abandoned water mill nearby (*"a house with a wheel"; "the river can lead you to it."*). If the characters can't seem to find their way to the water mill the GM can have Johann suddenly remember the mill and instruct them how to get there.

Once the characters find their way to the water mill go to Saving the Priest below.

Dagmar Dummkopf

Career: Peasant

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	31	35	31	34	26	35	28
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	6	0

Skills: Animal Care, Charm Animal, Concealment, Drive, Outdoor Survival, Performer (Dancer), Row, Silent Move, Speak Language (Reikspiel), Swim, Trade (Cook)

Talents: Acute Hearing, *Babble incoherently*, Flee!, Luck, Rover (Bonuses included in the profile)

Armour: None.

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

Weapons: None

Trappings: Ball of twine, a mouse, bottle of wine

Insanity: Lost Heart. Dagmar believes that Renata von Liebenwald loves him.

Description: Dagmar is a filthy one. He has an overgrown self-cut dark-brown hair, stinking sackcloth clothes, which are regularly washed every time Dagmar is thrown in to the river. Where there are a few teeth left, they are blackened without exception. Dagmar's parents were the poorest of the poor. His mother died of the complications of giving birth, because they couldn't afford a physician. His father blamed Dagmar of taking away the one thing that was good in his life, his wife. Dagmar was subjected to violent beatings throughout his childhood for true misbehaviours as well as imaginary ones. His father always kept a stout staff not too far from his hands, so he could vent his frustration into Dagmar. Almost ten years ago Dagmar's father died as a result of a plague. After that, Dagmar has managed to scrounge up some sustenance from the

surrounding wilderness as well as begging from others. He has developed a delusion, where everything is all right. He believes that Renata von Liebenwald loves him and when she finally is able to escape her family, they will live happily ever after. Of course, that will never happen.

Key Events

These events will take place in Brolog as the party is investigating the disappearance of the priest of Verena.

These events can take place at any time the GM sees fit, as long as they happen before the PCs find their way to the water mill and save the priest.

The Count Will See You Now

Once the PCs reach the von Falkenberg side of the village they will at some point be approached by the herald of Ralf von Falkenberg. Very eloquently but also arrogantly, he informs the characters that the Count will see them now. He asks them to kindly follow him.

The herald will take the PCs to the common room of the Mannslieb's Slumber. Ralf von Falkenberg is there with some of his personal servants. As the PCs walk in, he is waiting for a taster to sample a glass of wine for poison. The soldier, clearly not a volunteer, lifts the glass with shaking hands to his lips and sips. With eyes closed he waits for any possible poisons to take effect. Von Falkenberg looks at him intently, and when no immediate poisoning seems to be coming, he grasps the wine glass and drinks. But as soon as the wine touches his delicate taste buds he throws the glass to the wall and screams, *"You call this wine?"* to no one in particular. The soldier quickly takes his leave, face still pale and hands shaking.

As the noble man calms down, the herald introduces them. The Count presents his ring for them to kiss. Anyone who doesn't comply receives an icy stare from the noble and a stingy comment about "rude peasant manners". After the "pleasantries" the noble sits down by a table and waves for the herald to present the matter to the PCs. The herald in a very eloquent manner explains to them how the count suspects that there will be a peasant riot later today. When this happens, he would like to hire the PCs to do a little personal favor for him. He wants them to kill the commander of the von Liebenwald soldiers on the bridge. They can use the riot as a cover to approach the unsuspecting sergeant and

then kill him in the midst of the chaos without getting caught (he doesn't really care if they are caught or not). He offers them 25 gcs for killing or severely wounding the commander. He refuses to tell them why, but by his expression they get the feeling that this is not a random act. (The reason for killing the commander is that when they will have the imposter declare the duel, Ralf suspects that the commander will be his opponent. So, by taking out the enemy's best pistolier, his chances of winning will increase. Ralf wants to hire unknown adventurers instead of using the local thugs because he doesn't want to risk drawing any attention to the imposter.)

If the PCs agree, he will tell them to keep their eyes open for a perfect opportunity and not to fail him. He also tells them that his valet will give them the money only after the job is done. If they outright refuse him, he tries to intimidate them into co-operating, saying that it would be a mistake to refuse him. If they still refuse he gets infuriated and screams at them to get out of his sight and threatens them with a fate more horrible than being sent to the Chaos Wastes if they warn the commander or the von Liebenwalds.

If the PCs don't accept the assignment, Ralf will have Scheidens' thugs to infiltrate the mob and try to kill the commander.

If the PCs at any time think about attacking Ralf, there are quite a few men close by to run to his aid. He also is more than a capable fighter on his own.

Ralf von Falkenberg

Career: Duellist (ex-Noble, ex-Courtier)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	47	25	31	52	52	55	56
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	2	3	4	0	0	0

Skills: Academic Knowledge (the Arts), Blather +10%, Charm +20%, Command, Common Knowledge (Bretonnia), Common Knowledge (the Empire) +10%, Dodge Blow, Evaluate, Gamble +10%, Gossip +20%, Intimidate, Perception +10%, Performer (Musician), Read/Write +10%, Ride +10%, Sleight of Hand, Speak Language (Reikspiel) +20%, Speak Language (Tilean)

Talents: Ambidextrous, *Dismiss Servant*, Etiquette, Luck, Master Gunner, Mighty Shot, Mimic, Public Speaking,

Quick Draw, Savvy, Sharpshooter, Specialist Weapon Group (Fencing), Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Parrying), Strike Mighty Blow, Strike to Injure, Suave, Swashbuckler (Bonuses included in the profile)

Armour: None

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

Weapons: Foil, Buckler, Pistol with 10 Shots

Trappings: Noble's Garb, Rings on both hands - worth at least 50 GCs (Can be used as a knuckle-duster)

Description: Ralf has a flaming red hair, which is emphasised through his very white complexion, which seems to redden as he gets excited. He has flair about him and he has a way with local womenfolk. Indeed, he might very well be the most sought after bachelor within twenty miles and Ralf knows that. Ralf by no means tries to hide his expertise with a duelling pistol; he has wounded three men in duels so far and has accidentally killed one. He is one of those personalities women love and men secretly despise.

Breaking and Entering (Optional)

The love letters Renata von Liebenwald wants returned are in Ralf's room on the second floor. Ralf spends most of his time in the common room, waiting for the riot to begin and therefore his room is empty. The room is accessible from within the inn through a successful **Average Lock Pick** or a **Challenging (-10%) Strength test**. Breaking the door down can be easily heard to the common room and this should be pointed out to the players before they try this. If a crafty PC tries to sneak into the room from the outside, he will be required to make a **Challenging (-10%) Scale Sheer Surface test** to get to the window. Furthermore, they must succeed in a **Routine (+10%) Agility test** to open the window's shutters from the outside.

The room is made comfortable enough for a nobleman. The love letters are easy enough to find as they are scented with jasmine. The steamy letters reveal a passionate affair between Renata and Ralf. One of the letters has been crumpled into a ball however. It is the latest one and in it Renata tells Ralf that she wants to end their secret affair.

On the table there is also a note from Linus. This is printed as *player hand-out #1*. This is a clue for the players that von Falkenbergs are planning something sinister. Because this event is optional, finding this clue is not essential for uncovering their plans.

There is also an empty pistol case on the table (the pistol is in Linus' possession at this time).

If they dig around, they can find a moneybox with 37 gcs inside. **Hard (-20%) Search test** to find, **Hard (-20%) Lock Pick test** or **Routine (+10%) Strength test** to open the moneybox.

Should the PCs be caught breaking and entering the nobleman's room, they will have to come up with a really good excuse really fast or find themselves roughed up and then thrown into the cage near the shrine to wait for a trial.

The Peasants Are Revolting! (I Know!)

This event can take place at any time the GM sees fit as long as it happens after they have met with Ralf von Falkenberg and before the characters find their way to the water mill.

Ralf von Falkenberg has hired an agitator, Jekel Aufreizend, to rouse the villagers against the von Liebenwalds. He can be seen standing on a wooden crate near the von Falkenberg end of the bridge. He has been doing his job for some days but not for any considerable effect. The villagers seem to think that a noble is a noble no matter what their name is but what gets to them is the fact that their daily lives are made more difficult by closing the bridge for traffic. Many need to take their cattle to graze to the other side of the river, or live on the other side from their fields. The villagers have had about enough of this meddling from the upper class. And now Jekel is working up this anger. He has been ordered by Ralf von Falkenberg to get the villagers to riot against the soldiers today.

At a time the GM seems suitable, the agitator starts to work up the crowds. He urges the villagers to gather around and hear what he has to say. He urges them to take back what is theirs and open a path through the bridge.

The mob is quick to follow his urging and they try to storm the bridge. Many are unarmed; few might carry pitchforks, clubs or torches. The von Falkenberg soldiers have been forewarned, so they only put on a show of resistance and are quickly forced to retreat to the von Liebenwald side of the bridge.

The PCs can enter the fray either to try to kill the commander, or to stop Scheidens' thugs. If they try to kill him themselves, they have to work their way through the angry mob to get to him. Also, the PCs might want to make sure no one sees them doing it. The commander is standing on the barricade made of barrels and crates, trying to direct his men and hold back the mob. The soldiers do not want to kill any villagers, and will only push them aside or try to

pin them down instead. The mob outnumbers them four to one.

If the PCs try to stop the murder, there are 2 thugs hiding inside the mob. They are armed with knives and knuckledusters. It is almost impossible to spot them (**A Very Hard (-30%) Perception test**) until they get within 6 feet of the commander and pull out their knives. At this point, an **Average (+0%) Perception test** is required from the PCs to see what is going on. The GM can have the commander either see the coming attack or not, being too busy with the crowd. Choose the option that works for more exciting and dramatic effect. Once a fight breaks out, the mob tries to get away from the blades and anyone standing in the crowd risks a chance of being trampled over. Once someone is actually hurt, the mob is quickly discouraged and disperses.

Going through the crowd reduces all the characters Movement to 2 yards per round. A successful **Average (+0%) Strength test** is required to make any progress within the crowd. If the test is failed by more than 40%, the character in question has fallen to the ground and receives a Strength 0 hit every round until he gets up. Standing up requires a **Challenging (-10%) Strength test**. Shouting or using any social skills has no effect on the frenzied mob. If the PCs decide to stand on the sidelines and do nothing, the thugs successfully murder the commander.

If the commander is killed, von Liebenwalds lose their best pistolier and must replace him with someone less competent. One of the soldiers is promoted to sergeant.

Whether the attack succeeds or not, both sides take an openly hostile attitude towards each other. The barricades are quickly put back up and no one is allowed to cross the bridge anymore. The situation turns very tense and the soldiers are on the edge. The situation continues like this way until the characters rescue the real priest of Verena.

Jekel Aufreizend

Career: Agitator (ex-Valet, ex-Herald)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	42	34	37	45	44	48	61
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry) +10%, Academic Knowledge (History), Academic Knowledge (Law), Blather +10%, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (the Empire) +10%, Concealment, Evaluate +10%, Gossip +20%, Haggle +10%, Perception +20%, Read/Write +20%, Ride, Search, Speak Language (Breton), Speak Language (Kislevian), Speak Language (Reikspiel) +20%

Talents: Coolheaded, Etiquette, Flee!, Master Orator, Public Speaking, Resistance to Poison, Seasoned Traveller, Suave (Bonuses included in the profile)

Armour: None.

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

Weapons: None

Trappings: One set of Best Craftsmanship Clothing

Description: Jekel could be considered a professional agitator nowadays. He is black-haired, with a dark complexion and a big nose. He always wears the most outrageous hats. Formerly Jekel was working for a noble family upstream and finally gained a herald's status. Due to unfortunate circumstances, he was suddenly found to be on the un-favoured side of the said noble family and was stripped of his status. He started to reveal publicly all the dirty little secrets his former employers had, one by one. Quickly Jekel found that he has a bounty on his head and fled downstream on the same day. When he arrived to Brolg, Falkenbergs decided that they could have a use for this man.

Dragomir Vezunchikov

Career: Sergeant (ex-Mercenary)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	39	31	34	37	32	35	24
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	3	0

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (the Empire, Kislev, Elves), Dodge Blow +10%, Drive, Gossip +20%, Intimidate, Perception, Search, Secret Language (Battle Tongue) +10%, Speak Language (Reikspiel, Kislevian), Swim +10%

Talents: Consume Alcohol, Disarm, Luck, Rapid Reload, Resistance to Disease, Seasoned Traveller, Sharpshooter, Specialist Weapon Group (Blackpowder), Street Fighting, Strike Mighty Blow, Strike to Stun (Bonuses included in the profile)

Armour: Full Mail Armour

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

Weapons: Dagger, Hand Weapon, Crossbow with 20 Bolts, Shield

Trappings: Worn clothing, 12 gcs

Description: Dragomir is originally a Kislevian mercenary. He usually is wearing fine but dirty clothes and he has a long black hair and a plain face. When the captain of von Liebewalds troops died three years ago in a Beastman raid, Dragomir offered his services to von Liebenwald's. Little did they know that Dragomir is a near incompetent drunkard, who cannot earn the respect of his men. During the inspections he somehow manages to pull himself together and present an air of authority. So he retains the position so far. Dragomir was in the frontline when the forces of Chaos came from the North. Only through his luck and cowardice he managed to reach the safer lands. He hasn't been the same man since.

Saving the Priest

After the key events the PCs should find their way to the abandoned water mill. Everybody in the village knows where the mill is and can tell them the way. It is downstream and has not been used in years. The whole building is in a serious state of disrepair. Water still makes the wheel turn slowly, making a squeaking noise. Moss and fungi grow on the walls, and the wooden floors and walls are rotten. The mill is a little way from the village, by the river and partially covered by the surrounding forest. It is rather easy to approach the building unseen. It only requires an **Easy (+20%) Concealment test**.

Linus von Falkenberg has used this place as his hideout and this is also where he and the thugs dragged the unconscious priest of Verena. As the imposter is supposed to enter the village any time now, Linus has snuck back into the village to see how his plan is proceeding. He has left four thugs to guard the priest. One of them is patrolling outside the water mill while the rest are inside, sitting by a table and throwing dice to kill time. If you used the optional cut-scene and these are the

same thugs, then the GM should take into consideration what happened in that encounter and adjust their number accordingly.

The priest is conscious, but his hands and feet are bound with leather straps to keep him from escaping. He is also gagged. The alertness of the thugs depends on how much attention the characters have drawn earlier that day, especially with the Scheiden brothers (mainly with the ferry, the riot or while conducting their investigations). Linus doesn't have the time to find another place to hide the priest so he will be kept in here no matter what.

The PCs can go about freeing the priest as they see fit. If the man standing guard sees the PCs sneaking about, he will retreat inside and alert his fellows. They will then bar all the doors (which can be broken with an **Average (+0%) Strength test**) and prepare for a fight. The first priority of the thugs is to protect their own lives. They are pretty confident that they can handle any resistance but as soon as half of their numbers are slain they will try to flee or surrender. As the floorboards in the mill are rotten an **Average (+0%) Agility test** is required at the beginning of each round. If the test is failed, all physical activities are considered as Challenging (-10%).

After the Fight

Once the PCs have dealt with the thugs they can free the priest. The priest, Justus Richter, is little shaken but not seriously hurt. He will thank his saviors volubly. As the imposter took his clothes the priest is dressed like a peasant.

When asked who kidnapped him, he will describe a young nobleman, aided by these thugs. He thugs called the noble Linus von Falkenberg. He doesn't know about the imposter as he was unconscious at the time.

If they ask the priest why he thinks Linus didn't kill him yet, he says that the noble told him that once his plans were completed his brother would die in a duel and he would come to get the priest. He would then have him declare the bridge as von Falkenberg property.

"Thank the gods for your help! Verena bless your souls. These bandits have kept me here as their prisoner for three days now, I think. You got the bandits, but their leader was not here for he left some time ago. He is a young nobleman, Linus von Falkenberg I think they called him.

They attacked me and my retainers when we were on our way to Brolg to settle a dispute over a bridge. They killed my bodyguards and dragged

me here. This nobleman stole my clothes for some reason.

Why didn't they kill me? Their leader said that he would need me once his brother would have met his fate. I don't know what he meant by that. But I think that's why they kept me alive."

Searching the mill the PCs will find in the same room where the priest was kept a small table. On this table there is first of all a note from Ralf von Liebenwald to his younger brother. According to Ralf's instructions the priest was supposed to be killed so that there would be no witnesses. These instructions were written on a note that Linus was supposed to dispose of as well. He didn't and the note is now on a table in the mill. This note will be an important piece of evidence for the players and is printed in *player hand-out #2*. If no one in the party can read the priest will read the letter for them.

Secondly, there are pieces of a pistol on the table. Any PC with the **Specialist Weapon Group (Gunpowder) Talent** or **Trade (Gunsmith) Skill** will recognize them as pieces of the firing mechanism. If no one has either, a **Hard (-20%) Intelligence test** will yield them the same information. With a successful **Very Easy (+30%) Perception test** they will notice that one of the pieces has the family crest of the von Falkenberg family carved on it.

The Evil Plan within the Evil Plan

Here is Linus' plan. He captured the priest but did not kill him like his brother instructed. He stole his brother's pistol and sabotaged it so that it will not fire during the duel. Then he will return to the village and from his hiding place watch how the imposter calls for a duel. Ralf will die in the duel and Linus will become the sole heir. After the duel Linus will return to the water mill and fetch the priest. Then they will go to the village together, and Linus will reveal the other priest as an imposter and have Justus Richter, the real priest, overrule the imposter's ruling. Then Richter is supposed to declare the bridge as von Falkenberg property. Linus threatens to kill the priest if he doesn't comply. Afterwards Linus intends to kill the priest anyway, because he cannot afford to risk the priest going back to the temple of Verena and telling his superiors about the happenings in Brolg.

Putting It All Together

From what has happened so far the PCs should know the following:

- A priest of Verena summoned by the von Liebenwalds was kidnapped and held captive in the water mill by Linus von Falkenberg.
- Ralf von Falkenberg arranged the riot to have the best pistolier of House von Liebenwald killed.
- There is a fake priest of Verena somewhere.
- Linus did not kill the priest according to his brother's instructions, and has plans for him.
- There is a sabotaged von Falkenberg pistol somewhere.
- Linus has a plan to get his brother killed.

And they should have the following evidence:

- Most importantly Justus Richter, the real priest
- Ralf von Falkenberg's note
- Pieces of the pistol
- Possibly Linus' note from Ralf's room

From these clues and from what the Justus Richter can tell them the PCs should be able to conclude that the von Falkenbergs kidnapped the priest and replaced him with an imposter and that Linus is planning to betray his brother by having sabotaged his pistol. If they don't seem to connect the dots, the GM can have Justus Richter give them a hand and help piece it together.

STOPPING THE VON FALKENBERG PLANS

Revealing the Imposter

Once they have rescued the real priest of Verena, the PCs should hurry back to Brolg as they now know of the plan, and the plan within the plan. The next step for the PCs is to find the fake priest and stop the von Falkenberg plans. Just as the party returns to Brolg everybody has gathered on both ends of the bridge where the false priest is declaring his ruling. For a more dramatic effect the GM can have the party arrive just as the priest is declaring his ruling in a commanding voice, or just when the duel is about to commence.

The villagers have gathered around to hear what the priest (imposter) has to say. Ralf von Falkenberg is there with a few soldiers as his bodyguards. Lukas von Liebenwald has also come out, and his frail and sickly form is supported by his chamberlain. He too has several soldiers guarding him. **An Average (+0%) Intelligence test** reveals that Renata von Liebenwald is nowhere to be seen.

Every eye turns to the characters as they interrupt the process. It is now up to the PCs to prove to everyone that the person accompanying them is the real priest which is not a simple task given that he is dressed like a peasant, banged up and the other priest and Ralf von Falkenberg accuse them of being von Liebenwald imposters.



Hansel Varg (the Imposter)

Career: Charlatan (ex-Entertainer)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	34	26	28	46	46	31	63
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	2	2	4	0	0	0

Skills: Blather +10%, Charm +10%, Common Knowledge (Tilea), Common Knowledge (the Empire) +10%, Disguise, Evaluate +10%, Gamble, Gossip +10%, Haggle, Perception +10%, Performer (Actor) +10%, Secret Language (Thieves' Tongue), Sleight of Hand, Speak Language (Tilean), Speak Language (Reikspiel) +20%, Swim

Talents: Flee!, Lightning Reflexes, Luck, Mimic, Night Vision, Public Speaking, Schemer, Seasoned Traveller (Bonuses included in the profile)

Armour: None.

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

Weapons: None

Trappings: 9 gcs, Prayer Book, Religious Symbol, Robes, Sling Bag, Writing Kit

Description: The impostor's true name is Hansel Varg. He is wearing Richter's robes. Hansel is visibly younger than Justus and has green eyes and brown hair. He was approached by Linus' minions in a bigger city and was offered 20 gcs for this quick "in and out" job.

Running This Scene

This scene is a great opportunity for the GM to have the players show some serious roleplaying. Instead of having them just do a few Public Speaking tests, have the players address the crowds. Play out the reactions of the crowd when they present their proof (and if they stumble too much with their words don't hesitate to throw in a few rotten tomatoes, or stones), and don't hesitate to have the imposter and Ralf von Falkenberg try to interrupt or sidetrack them at every opportunity. Lukas von Liebenwald can assist them if they seem to get in too deep, but remember that his appearance doesn't inspire too much trust.

If the PCs fail: If the PCs for some reason fail to convince everybody that Justus Richter is the real priest, the imposter will order the duel to commence. If the sabotage of the pistol has been brought up, Ralf will check his weapon and then get a new pistol. If the commander of the von Liebenwalds was killed earlier, one of the PCs could be asked to participate in the duel as a representative of the von Liebenwalds. At this moment or just as the duel is about to commence, a woman's scream is heard from the pier (see *The Hostage Situation below*).

Note: If a PC is involved in the duel, here are the rules for handling it:

1. Add the scores of BS and Initiative (Ag+d10)
2. If a fortune point is used, it adds a further d10 to the score
3. Divide the number into two. One score is used as your Initiative, other is used as your BS. Both participants divide their scores in secret.
4. Fight.

If the PCs are successful: The imposter tries to sneak into the crowds and flee to the Mannslieb's Sumer. He can be apprehended easily, either by the PCs or by quickly urging the crowd into doing it. Ralf will not admit his guilt. He will not try to flee but will resist (with his soldiers helping him) any attempt to apprehend him. If the sabotage of the pistol was brought up, Ralf is furious and orders his soldiers to find his brother. Lukas von Liebenwald will step forward and ask Justus Richter to give his ruling on this matter, and to take into consideration what has transpired here today. At this moment a woman's scream is heard from the pier (see *The Hostage Situation below*).

Cut-scene 2 – Hijacking the Black Pelikan (Optional)

Just as the PCs have presented their proof to the crowd, the GM can run this cut-scene. Like the first one, it is totally optional and used only to build up tension for the big climax.

In this cut-scene the players again take the role of thugs. They can use the thugs from the first cut-scene (unless those poor fellows met their fate in the water mill) or they can quickly device new ones.

Seeing his plans fail, Linus von Falkenberg is planning an escape. He has promised the thugs 2 gcs each for sneaking into the Black Pelikan and killing the crew - quietly. As the cut-scene starts, panicking Linus orders the thugs to sneak aboard the boat and kill everyone inside. They must do this quickly and quietly while everyone's attention is still on the priest of Verena. Linus himself will sneak up on Renata von Liebenwald and take her hostage.

To successfully sneak into the boat, the thugs will all have to succeed in an **Easy (+20%) Silent Move test**. There are three crewmen aboard. If the crewmen notice the thugs and call for help then the GM should replace Renata's scream alerting the PCs to the situation with a crewman's cry for help. The cut-scene ends when all the crewmen are dead or one of them calls for help.

When running this cut-scene the GM should pay attention to the timing of the cut-scene so that it fits well with the PCs having presented their case for the crowd before being alerted to the situation at the riverbarge.

Black Pelikan's Crewmen

Career: Boatman

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	29	35	31	41	36	34	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Common Knowledge (The Empire), Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger), Swim

Talents: Orientation, Seasoned Traveller

Armour: Leather Jack

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

Weapons: Hand Weapon (Belaying Pin)

The Hostage Situation

The screaming woman is Renata von Liebenwald. Linus von Falkenberg has watched from the shadows how his well-laid plan failed and took Lady von Liebenwald hostage as she was coming out of the inn (he knows both noblemen care for her and she will thus be his ticket out of here). Holding a dagger to her throat, Linus is making his way to the Black Pelikan to flee the scene. Lukas von Liebenwald will plead to the PCs to save her. Boris Schwindler will order the party to stop that man from stealing his barge.

Linus will need someone to cut the riverboat loose from the pier and he demands that a few men be sent to the ship or he will kill the woman. This is an opportunity for the PCs to get near the boat. The thugs who sneaked into the barge will be on deck, armed and ready.

It is a hairy situation for the characters to solve. Linus is mainly concerned with saving his own life. He will try to keep Renata alive for as long as she is his hostage he has something he can bargain with.

As the fight breaks out, both noble families gather their soldiers around themselves to protect them. Linus will not allow any soldiers anywhere near the barge.

If a character decides to take a shot at Linus, while he is holding Renata hostage, they are free to do so with a **-30% to their BS**. If the roll exceeds the target number by 30% (the firer's unmodified BS) the shot hits Renata instead. It should be told to the player that attempts it, that there is a considerable risk of hitting Renata instead of Linus. Attempts at talking Linus to surrender, can be made using either **Charm** or **Intimidate** skill. Those attempts are considered **Hard (-20%) tests**. The use of **Blather** is allowed in this situation as long as Linus hasn't been shot at, or is in hand to hand combat already.

Linus von Falkenberg

Career: Politician (ex-Noble)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	28	29	34	40	58	45	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	5	0	0	0

Skills: Academic Knowledge (History, Law), Blather, Charm +10%, Command +10%, Common Knowledge (the Empire) +20%, Evaluate, Gossip +20%, Haggle, Perception, Performer (Actor, Musician), Read/Write +10%, Ride, Speak Language (Reikspiel) +20%

Talents: Etiquette, Fleet Footed, Luck, Master Orator, Public Speaking, Schemer, *Sense Motive*, Strong-minded (Bonuses included in the profile)

Armour: None.

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

Weapons: Hand Weapon (Sword), dagger

Trappings: Noble's Garb, Jewellery worth 40 gc, 14gc

Description: Linus has a mousy brown hair and a sneering face. His garment is of exceptional quality but very low-key. He keeps quiet at most times, preferring to listen. He likes to know a person's morality and motives before engaging in a conversation with him. When he finally decides to talk to someone, he usually has gathered enough information about the person, to win him over almost instantly. He is very jealous of his brother.

Meet the Upper Class Twit of the Year – the Plenipotentiary Arrives

As the fight is over and the dust settles, everyone's attention turns to the bridge as an expensive looking coach stops on the bridge. There are sigils of the Plenipotentiary on the doors of the coach. A window on the door opens and the powdered face of Plenipotentiary von Dünkelhaft sticks out. With a distinct accent the plenipotentiary asks the crowd:

"Excuse me; is this sorry excuse for a village Ravensburg? No? Ah, never mind then."

His manicured hand closes the curtains and both noble families can only stare in stunned disbelief as the coach speeds away leaving a cloud of dust in its wake. All this trouble for nothing...

It's All Water under the Bridge – Conclusion

Once the situation is settled, the priest of Verena can finally give his ruling on the ownership of the bridge. He will take into consideration everything that has happened here and rules in favor of the von Liebenwalds. Von Falkenbergs don't like it, but they really have no other option than to accept it, for now. Justus Richter will take Ralf von Falkenberg, and if he survived, Linus von Falkenberg with him for a hearing and a possible judgement. (Adventure hook: The priest will need someone to escort him and his prisoners to the nearest city. On the way there, the brothers will try to threaten and bribe their guardians to let them go.) Boris Schwindler still needs to get to his destination and once there will honor his agreement and pay the PCs what he owes them. The PCs might have also made an enemy in the Scheiden brothers, and they will be looking for a payback if the party returns to these lands.

Awarding Experience

- Getting the bridge open and being able to continue on, 50xp
- Returning the love letters (optional), 10xp
- For dealing with the ferry, 5xp
- For dealing with the riot, 15xp
- For finding the water mill, 5xp
- Putting together both evil plans without too much help from the priest, 10xp
- Saving Renata von Liebenwald, 10 xp
- For good roleplaying 5-20xp
- There is no experience for the cut-scenes but the GM should take them into consideration when handing out experience for good roleplaying

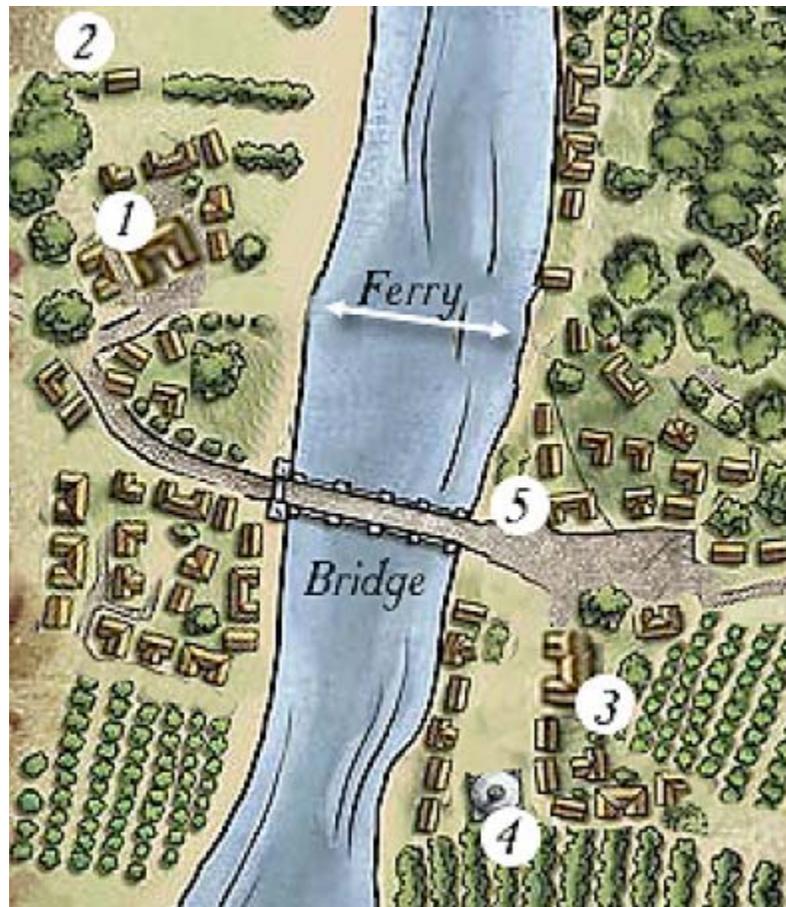
Tips on Running the Scenario

- The theme of this adventure is nobles and their petty disputes. The GM should highlight the superior attitudes of all the noble NPCs and their naïve trust on the power of money. Especially the von Falkenbergs should be portrayed as arrogant and totally impervious to any fault in their superior intelligence. The GM should highlight the egotistical nature of these families and the petty nature of this dispute.
- If the PCs have suitable careers, the nobles are more than willing to take advantage of their special skills. Assassins are an exception to this however. Both sides might entertain the idea but neither is actually willing to kill a key member of the other family. They might have the assassin go from one to the other while both are upping their offers but in the end neither one should hire the assassin, though naturally the PC doesn't need to know that.
- To avoid a situation where the PCs find all the nobles too dislikable the GM should make von Liebenwald's more likeable so the PCs feel some sympathy for them. Especially Lady von Liebenwald should be used like a noble who can be reasoned with.
- Because the scenario revolves around the nobles and their egos, there is a chance that the nobles and some scenes in the scenario get somewhat comical. The GM should be careful not to go overboard with this, unless that is what you are looking for. The GM should keep the humor black and satirical and the combats grim and perilous, in the true WFRP spirit.
- There are two ways to handle the timing for the meeting with Ralf von Falkenberg and the following riot. The GM can have the riot start right after the meeting and the PCs have to make their plans on the spot. If the GM wants to give the party more time to plan and try to find a way to solve the situation before the riot, then the agitator will start his speech when the GM sees fit, but it has to happen before the PCs rescue the priest.
- The nobles believe that everyone has a price and the peasants will do anything they ask as long they toss a few shillings their way. Therefore the amount of money the PCs can get during this scenario can seem quite high. If you feel the PCs would end up having too much money on their hands, there are several ways of dealing with this. You can have someone steal it from them later. Or the party might later find out that the karls used in these parts have less value in other parts of the Empire because of the low quality of metals used in making them. Or the PCs might end having to pay some ridiculously large tax or bribe before reaching their next destination.

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Map 1 – Brolg



- 1 – Mannslieb's Slumber (von Falkenberg's)
- 2 – Aneta Kuhblume (herbalist)
- 3 – Morrslieb's Rest (von Liebenwald)
- 4 – Shrine to Sigmar
- 5 – Wilhelm Geldzeit (general store)

Player hand-out #1 – Linus' note in Ralf's room



Player hand-out #2 – Ralf's instructions

