

## REWARD!

Three hundred crowns to whoever can bring the head of the dastardly brigand known as The Black Arrow to his Grace, the Count Amadeus Von Drakensberg.

His Grace has means of detecting substitutes.

*Heroes Wanted to go on a quest for Hidden Treasure.*

*Some danger, great reward.*

*Contact Wolfgang Kellermann at the Sign of the Crossed Lances.*



*A Melodrama with a Thick Plot*

# *The Affair of the Hidden Jewel*

*Written by Lewis Page  
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**Credits**

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Men At Arms - The Count's Spear-Carriers

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
35	30	31	33	32	29	29	29	1	11	3	3	4	0	0

**Skills:** Heal, Common Knowledge (Empire), Perception, Dodge Blow, Drive, Gamble, Gossip, Intimidate, Speak Language (Reikspiel).

**Talents:** Disarm, Strike Mighty Blow, Specialist Weapon Group (Two Handed), Strike to Injure, Strike to Stun.

**Trappings:** Halberd, Sword, Shield, Leather Jacket, Sleeved Mail Shirt, Helmet.

Bruno - The Double Agent

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
44	29	52	41	30	33	45	26	1	15	5	4	4	0	3

**Skills:** Command, Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gossip, Intimidate +10, Perception +10, Search, Sleight of Hand, Speak Language (Reikspiel), Torture.

**Talents:** Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Entangling), Strong Minded, Sturdy, Wrestling.

**Trappings:** Dagger.

The Affair of the Hidden Jewel can be played in a setting along any long stretch of road running through the forests of the Empire (or elsewhere in the Old World with some name changes). It is best to run this adventure when the player characters are travelling without any element of time pressure forcing them onwards, since they may well need to make a significant detour from their intended route.

This adventure could provide a colourful interlude in the Paths of the Damned campaign; this adventure is best set between the events of **Ashes of Middenheim** and **Spires of Altdorf**, again set somewhere along the Altdorf to Middenheim road.

In tone the scenario makes unashamed use of melodramatic situations and astute readers will note that all the characters are stereotypes. So what? This is a melodrama, you know. Ham it up!

If you feel so inclined give PCs 5 experience points every time they deliver an appropriately corny line, such as "So Count, we meet again," or "Ah yes, the old bomb down the chimney ploy."

Heroes Wanted

Wherever the PC's are, they should be looking for a job (or probably just easy money, knowing most PC's). And have we got a job for them! Intrigue, blood, fear... but we mustn't get ahead of ourselves.

The GM should arrange for the PC's to see the two notices below. They should come across them nailed to trees along the road, they could find them upon an adventurers notice board (such as the Deutz Elm at Nuln), they could simply find them blowing on the wind, or upon the body of a dead traveller, pinned to his back with a dagger or black fletched arrow.

The first notice reads:

*"Reward! Three hundred crowns to whoever can bring the head of the dastardly brigand known as the Black Arrow to his Grace, the Count Amadeus Von Drakensberg. His Grace has means of detecting substitutes."*

A successful **Common Knowledge (Empire) Skill Test** will know that the Black Arrows are a band of outlaws who have been plaguing the countryside for some years; so called due to their habit of using only black fletched arrows. The Black Arrow is their leader. If the test is passed by two degrees of success (only one degree for an Imperial Noble), the PC will recall that although the party are currently within the Black Arrows' area of depredation, Count Von Drakensberg's holdings are far from the area of depredation.

The second notice is likewise interesting:

*"Heroes Wanted to go on a quest for Hidden Treasure. Some danger, great reward. Contact Wolfgang Kellermann at the Sign of the Crossed Lances."*

A successful **Gossip Test** will reveal that the Black Arrows' raids have been more frequent in that very region than anywhere else.

## At the Sign of the Crossed Lances

If the PC's wish to go to the Crossed Lances inn (and they ought to), they can get there easily enough by road. Although the journey should be as eventful as any (you may care to throw in the odd horde of Beastmen or Greenskins to break up the tedium, but not attack them with any human bandits, the PC's may think they are the Black Arrows and get sidetracked). They will most probably arrive in the evening. See the map on page 10 for the layout of the Crossed Lances.

The bar, at this hour, will hold the usual mix of customers for a coaching inn – travellers, coachmen and teamsters, a roadwarden or two, perhaps a gambler or raconteur, and maybe a pickpocket if you feel particularly mean.

In addition, there are a bunch of hard-looking men-at-arms seated in one corner. These are the retainers of Count Von Drakensberg, who is staying here incognito: he will remain in his room. A successful **Gossip Test** in the bar will reveal that they are mercenaries, and the Count is their Captain.

## Wolfgang and the Blue Flame

If the PC's ask the bar staff for Wolfgang Kellermann, they will be told that he is the owner, and taken to his room. At their knock, the door is opened by a lean, scar-faced man with a drawn sword in his hand. He eyes them suspiciously and says, "Well?".

This is Lauengram, an employee of Wolfgang Kellermann. He also has additional loyalties, but we will come to that later. He should be viewed as a kind of crazed Guy Fawkes. He is given to prowling, suspicious stares, evil chuckles, and best of all, sputtering bombs, but again we are getting ahead. During the parties meeting he is a good man to play up, so the party can hate him so much more later on.

If the PC's explain that they came about the job, a voice will call from behind him. "All right, Lauengram, let them in – but keep an eye on them." The scar faced man steps aside, revealing a table placed in the centre of the room. Behind this are sitting two men, one fat and bearded, and the other muscular and with an air of command, with a wooden peg where one foot should be. The room's shutters are closed and bolted.

Lauengram shuts the door after the PC's and stands behind them. Then the one-footed man speaks again. "I am Wolfgang Kellermann," he begins. "I have a job for you. But as you may have guessed" – here he eyes the shutters and Lauengram – "I would be most unhappy were the details of it to be made public. Therefore I must insist on your utmost secrecy." He pauses to let this sink in.

"The job involves finding and bringing to me a certain gem, a diamond named the Blue Flame. This was stolen more than twenty years ago and has not been seen since, but I have information that would enable you to find it. I would pay you 200 crowns each for its recovery. Do you want the job?"

If the PC's say yes, and they should, he goes on. "Very well. I will tell you how the stone

## Sleeves - The Captured Halfling Servant

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
27	42	26	24	43	30	43	43	1	9	2	2	4	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry), Blather, Common Knowledge (Halflings), Dodge Blow, Evaluate, Gossip +10, Perception, Search, Sleight of Hand, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook) +10.

**Talents:** Flee, Etiquette, Lightening Reflexes, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling) Super Numerate.

**Trappings:** Dirty Apron, Frying Pan.

## Wolfgang Kellermann - The Former Leader

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
48	57	37	43	66	54	46	59	2	15	3	4	3	0	3

**Skills:** Animal Care +10, Animal Training, Charm, Common Knowledge (Empire) +10, Concealment, Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip +10, Haggle, Secret Signs (Thief), Perception, Read/Write, Ride, Scale Sheer Surface, Swim, Silent Move +10, Speak Language (Reikspiel).

**Talents:** Acute Hearing, Ambidextrous, Dealmaker, Etiquette, Master Gunner, Mighty Shot, Rover, Savvy, Sharpshooter, Specialist Weapon Group (Fencing), Specialist Weapon Group (Gunpowder), Strike to Stun, Swashbuckler, Trick Riding.

**Trappings:** Good Craftmanship Clothing, Leather Jerkin, Rapier, Pistol with powder and ammunition for 5 shots, Inn, Peg Leg.

**Special:** Lost Foot (-1 Move, -20% to all tests involving mobility).

## Count Von Drakensberg - The Villain

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
53	35	37	38	44	57	37	50	1	16	3	3	4	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry), Blather, Charm +10, Command +10, Common Knowledge (Empire) +10, Consume Alcohol, Evaluate, Gamble, Gossip, Haggle, Performer (Actor), Read/Write, Ride, Speak Language (Reikspiel) +10.

**Talents:** Etiquette, Public Speaking, Savvy, Schemer, Specialist Weapon Group (Fencing), Suave, Warrior Born.

**Trappings:** Best Craftmanship Nobles Garb, Best Craftmanship Rapier, Dagger (Hidden), 200 Crowns.

Annalisa Kessler - The Black Arrow

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
46	66	34	39	57	42	40	52	3	16	3	3	4	0	1

**Skills:** Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Strategy/Tactics), Blather, Charm, Command, Common Knowledge (Empire) +10, Concealment +10, Disguise, Dodge Blow +20, Follow Trail, Gossip +20, Intimidate, Lightning Reflexes, Perception +10, Ride, Scale Sheer Surfaces, Secret Language (Thieves Tongue), Set Trap, Silent Move, Speak Language (Reikspiel).

**Talents:** Rover, Sharpshooter, Streetwise, Strike to Stun, Marksmanship, Mighty Shot, Quick Draw, Sure Shot.

**Trappings:** Bow and 20 black arrows, Leather Jerkin, Sword, Knife, Black Hood.

Black Arrows - Outlaws

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
33	35	32	34	34	29	29	29	1	13	3	3	4	0	0

**Skills:** Common Knowledge (Empire) +10, Concealment, Dodge Blow, Ride, Gossip, Secret Signs (Thief), Perception, Scale Sheer Surfaces, Set Trap, Silent Move, Speak Language (Reikspiel).

**Talents:** Rover, Sharpshooter, Strike to Stun.

**Trappings:** Bow and 2D10 arrows, Leather Jack, Sword, Shield, Black Mask.

Kaspar Lauengram - The Single Agent

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
47	45	32	34	41	32	27	26	1	14	3	3	4	0	5

**Skills:** Common Knowledge (Empire) +10, Concealment, Dodge Blow, Ride, Gossip, Secret Signs (Thief), Perception, Scale Sheer Surfaces, Set Trap, Silent Move, Speak Language (Reikspiel).

**Talents:** Rover, Sharpshooter, Specialist Weapon Group (Gunpowder), Strike to Stun.

**Trappings:** 4 Bombs, Tinderbox, 10 yards Rope, Dagger, Black Cloak, Black Mask, Tall and Wide Brimmed Hat.

may be found, but first a little background is necessary. The man who stole the Blue Flame was a thief named Otto Kessler, now deceased. He hid the jewel after the theft, and supposedly never told anyone where. But Bruno here," he indicates the fat bearded man, "has cast some doubt on that idea."

"Until recently, Bruno was chief torturer to a certain Count Von Drakensberg, whose men recently captured one of Otto Kessler's oldest companions. Bruno interrogated him – but he did not pass the information onto the good Count. And it seems from what the wretch said that Otto Kessler had a daughter called Annalisa, to whom he passed the location of the Blue Flame. Nowadays she is better known as the Black Arrow."

"And this is why Bruno came to me. Until this minor problem happened" – Kellermann gestures towards his missing foot – "it was I who led the band now known as the Black Arrows. And so I know exactly where their hideout is, and how it can be entered in secret."

"The place is an old castle, deep in the forest; nobody knows of its existence but me and the Black Arrows. But what even they do not know is that there is a secret passage into the keep from the outside which you, my friends, will use to gain entry. Once inside, you will find out from the Kessler girl where the Blue Flame is – she probably keeps it somewhere in the castle. You will then recover the jewel and bring it to me here, when I will pay you."

"The castle lies thirty-five miles north of here. There is an old stretch of road leading to it, which begins a few miles before you get there. The entrance to the secret passage is in a hollow oak one hundred yards from the gates, and it emerges in the dungeons. You can have a room here tonight. I wish you every chance of success."

Unless the PC's have anything to say now, Lauengram shows them to their room.

The Plot Thickens

What Kellermann doesn't know is that Bruno did not defect from his master. He was sent. Von Drakensberg in fact had all the information from Otto Kessler's erstwhile crony, including the somewhat bizarre method that Otto used to pass on the location of the Blue Flame. This was to tattoo it on his daughter's scalp when she was a baby, without telling her about it later. He would just tell her to use her head when she asked where it was.

Odd, yes? But fun!

We, of course, being GMs and thus omnipotent, know that where old Kessler actually hid the jewel was in the cellar of the Crossed lances. But nobody else does, at least not yet.

The ex-crony also knew that Annalisa was the Black Arrow, and even that Kellermann was the man she had replaced after his injury. But he knew nothing of how she might be found.

So the Count had a problem. He didn't know where the Black Arrow was, or how to

catch her. He tried posting a bounty (thus the notice that the PCs found – attached to one of the bounty hunters). So he decided to let Kellermann believe that she had the location of the gem – he was sure to come up with something.

Bruno reports to the Count soon after the PCs leave the room. The wily Count, perhaps a bit too fond of a cunning scheme for his own good, decides to let the PCs go ahead. When they find that Annalisa doesn't have the faintest idea where the gem is, they'll decide to make the best of a bad job and bring the head back to him to get the bounty. However, it might be a good idea to remind them about that bounty...

### **The Count Steps In**

An hour or so after their interview with Kellermann, the PCs are approached by one of the "mercenaries", who says that his master would like a word with them in his room. Assuming they agree, he takes them up.

In the Count's room, another four men-at-arms are positioned around the walls, while the Count leans against the front of the table. The Count is the sort of character everyone knows; smooth, suave, with a sinister rakish elegance. The party should dislike him immediately. He looks the PCs over coolly, and then speaks. "Permit me to introduce myself," he says, bowing with a flourish. "I am Count Amadeus Von Drakensberg; I am travelling incognito, but I am sure you won't abuse my confidence." He smiles winningly.

"The reason I asked you all up here." He goes on, "was that you look like a capable crew, and I thought I would acquaint you with an opportunity to make some money. There's an outlaw band in the area known as the Black Arrows, and their leader, rather unoriginally I thought, is known as the Black Arrow."

"I am offering a bounty of three hundred crowns for this person, but if you people undertake the job, it is raised to five. I want his head on a silver platter. In fact," he snaps his fingers and one of his men passes him a small silver platter. "I will even provide the platter." He tosses it to one of the PCs. "Just remember," his voice turns cold and hard, and he stands, "bring me the head of the Black Arrow!"

Dramatic, huh? Anyway, with that the interview is over and the men-at-arms show the PCs out. Incidentally, the platter is solid silver and worth 50 crowns.

### **The Plot Becomes Unpleasantly Sticky**

What even wily Von Drakensberg doesn't know, is that the Black Arrows also have an agent on the scene, none other than the scar-faced and suspicious Kaspar Lauengram, Kellermann's bodyguard/bouncer.

After Kellermann lost his foot in a fight with the Roadwardens and Annalisa took over, Kellermann obviously could not continue with the band. So he bought the Crossed Lances and settled down.

But Annalisa and the Arrows knew that he knew where their hideout was; although he had sworn never to reveal it, they didn't feel happy staying there unless they could keep

## *Wrapping Up*

Award the following experience points to the PCs:

- 20 - For any PC who stopped the bomb going off.
- 20 - Each for stopping Lauengram reaching the Castle.
- 40 - Each for capturing Annalisa alive.
- 20 - Each for discovering the location of the Blue Flame.
- 20 - Each for getting the bounty from the Count.
- 20-40 - Good Role-playing.

If the party were captured by the bandits and had to be released, EP awards should be reduced by 25%

The PCs may have managed to get their paws on the Blue Flame, though this is no easy task. Its value is equivalent to 400 crowns per surviving PC, but they will probably get no more than a third of this, since the item is 'hot' and will have to be fenced. Even finding a fence ready to buy the item could be an adventure in itself. In short, the PCs really are better off just telling the Count where the thing is and collecting their bounty.

## 10 – The Battlement Patrols

The indicated areas of battlement are each patrolled by a single outlaw. The guards take about one minute and 10 seconds to perform a complete circuit.

### The Pursued?

Presumably the PCs will eventually leave the castle and make for the inn. They may have discovered where the Blue Flame lies, they may be bringing the Arrow's head to Von Drakensberg, or they may simply be running away. The Black Arrows pursue if necessary, but give up the chase a few miles from the inn, if they are still with the PCs by then.

## *So Count, we meet Again?*

Back at the inn however, things have been going on. Count Von Drakensberg decided that Kellermann's usefulness is at an end, and had him killed by Bruno, who then departed. The inn staff are as yet unaware of the murder. The Count is now waiting for the PCs to arrive. Unless they come stealthily, he will know of their arrival and be watching them.

If they come to his room, with a head for him, he will ask them to wait outside while he checks it. A brief shave, and if the head has the directions tattooed on it, he lets them in, pays them and sends them on their way.

However, if the PCs go to Kellermann's room they find the door unlocked and the occupier lying dead on the floor; moments later, the Count, along with his men-at-arms, will come on the scene.

The Count and his boys will also appear dramatically if the PCs go to get the gem without being suitably circumspect, stepping out of the shadows with appropriate comments just as the PCs unearth their prize.

an eye on him. They sent Lauengram to infiltrate himself into Kellermann's household and act as their watchdog, as well as a spy to inform them of coach timings and so forth.

Lauengram, having heard Kellermann's briefing of the PCs, has decided to report to the Arrows as soon as possible – he will leave two hours before sunrise. He has also decided to see if he can't eliminate the PCs first, or at least to slow them down.

## *Things that go KABOOOMM!!! In the Night*

Very early next morning, Lauengram will bring his horse from the stables and leave it at the front of the inn. He will then climb onto the roof and scramble up to the chimney of the PC's room to which he will tie a rope. A character awake on watch at the time can make a contested **Perception Test** against Lauengram's **Silent Move** to hear a scrabbling on the roof above. He will then drop a lit bomb down the chimney, with a cry of "Ha ha, my friends, your time has come!"

After this he will abseil down the rope onto his horse and gallop off. Note that the GM should alter this plan (possible by having him toss the bomb through a window) if for some reason the PCs have a fire burning.

The shout is certainly loud enough to be heard by any awake PC, and all sleeping PCs will be awoken on a successful **Easy (+20%) Perception Test**. If Lauengram fails his BS roll, roll 1d10. On the roll of a 1, the bomb is a dud. On the roll of a 10, the bomb misfires and explodes in the wielder's hand. On any other result Lauengram successfully gets the bomb down the chimney. The bomb is fused to go off 1 round from when it hits the fireplace.

The PCs are likely to be in a state of confusion, but even if the room is completely dark they will be able to see the bomb due to its sputtering fuse. It will require a successful **Agility Test** to get to the bomb before it goes off, **Routine (+10%)** if the PC was awake. Pinching out the fuse will require an **Easy (+20%) Agility Test**, an attempt to throw the bomb out of a window will require a successful **Ballistic Skill Test** (like Lauengram, if the character does not have Specialist Weapon Group: Explosives, Ballistic Skill is halved). A failed **Ballistic Skill Test** means that the bomb is still in the room, and guaranteed to go off, though there is no chance of a misfire; if that didn't occur when Lauengram rolled, it won't now.

If the bomb goes off, it inflicts a Damage 6 hit to all in the room (remember that sleeping characters are not going to be armoured). Survivors (or those forced to use Fate Points) will stand up amid the wreckage after the explosion and dust themselves off, or find themselves draped over the inn sign, battered and bruised.

The inn will be somewhat dented if the bomb goes off inside. The place should not burn down, however, the main effect will be the wrecking of the room the PCs were in.

## The Pursuers?

One way or another, the PCs will now be headed for the Black Arrows' castle. They may well be pursuing Lauengram, particularly if they were quick off the mark or if they have the Follow Trail skill. Lauengram was not making an effort to follow his tracks, so a **Routine (+10%) Follow Trail Skill Test** will allow the party to follow him all the way to the castle. If they are close behind him, or if they checked who had left the inn, they may know who he is. Lauengram will not expect pursuers unless the bomb failed to go off; in that case he will be alert. He will hurl more bombs freely to hinder followers.

The woods through which the PCs will be travelling counts as Hampered Movement (half speed) for mounted travellers but not for those on foot. They are impassable to wheeled traffic. They also grant a degree of cover to missile-fire targets at any range, making all missile attacks **Challenging (-10%)**, and there is plenty of hard cover (trees, rocks) for those seeking to hide from missile attacks.

Thirty miles north of the inn, a great chasm crosses the PCs' route, carved by the river flowing along its bottom. It is 50 yards deep and 12 yards wide, and bridged by a very old single-arched stone bridge built by who knows whom. An old, paved road leads from here to the Castle.

The bridge will take the weight of up to three people on foot, but has a 50% chance to collapse each time that heavier weight (such as a horse and rider) are placed upon it. It will take 1 round to do so, and so those that went across at speed, or slower traffic that passes an Agility test, will be able to make the other side in time. Note that there is sufficient room for a run-up to attempt leaping the chasm on horseback, though a successful **Ride Test** will be necessary to convince the horse to attempt it.

It is possible to go around the chasm to either side, travelling an extra six miles. Lauengram will do this unless the PCs are hot on his trail, in which case he will gallop his horse over the bridge, dropping a bomb as he goes. This will destroy the bridge unless the bomb misfires.



lifted). One of the 2' x 2' flagstones in the pit's floor can be lifted up to reveal the secret tunnel beneath.

### 5 – Staircases

These are regular staircases, except for one thing; they have red stair-carpets on them. Swashbucklers may wish to pull the carpets in order to trip up any enemies who are standing on them. This can be done, but requires an **Easy (+20%) Strength Test**, the test difficulty increasing one level for each additional person standing on the carpet after the first. If successful, each person on the carpet must pass an **Agility Test** of fall to the bottom of the stairs (taking damage as appropriate).

### 6 – Dormitories

These long barrack rooms each hold six beds, distributed among which will be found 12 sleeping outlaws, weapons and equipment lying ready to hand.

### 7 – The Great Hall

This vast chamber, lit by a roaring blaze, wall torches and chandeliers, will typically contain 12 off-duty outlaws, revelling around the long table. Two of these may be posted to guard the PCs in their dungeon. The rooms pillars and galleries create useful shadows.

### 8 – Watch Turrets

Manned by archers in the event of an attack, normally most of these small, arrow-slitted towers are empty. The upper four, however, always contain solitary outlaw lookouts.

### 9 – The Arrows' Tower

This tower is ascended by a clockwise spiral stair (any right-handed fighters who are battling someone higher up the stairs, or left handed fighters battling someone lower down the stairs, suffer -10% to Weapon Skill). Two guards are posted at the bottom of the stairs. The locked room at the top is the residence of Annalisa Kessler. It holds a double bed with a feather mattress, and a table, under which is a locked chest holding coins and jewels worth 300 crowns.

An interesting feature of the room is the curtained-off shaft down which runs a rope supporting the central chandelier in the great hall. Annalisa may slide down the rope if she needs to escape.



### 1 – The Gate House

There are two guardrooms flanking the main gates, each containing two outlaw guards. The room above the gates contains the winch controlling the portcullis (which is normally raised), as well as a murder hole (a trapdoor) useful for dropping things into the space between the first and second gates. On the nearby table, D10 incendiaries are placed ready.

### 2 – The Stables

Each of these rooms is furnished with six horse-boxes, and a loft above holding a good supply of fodder. Normally each stable holds four riding horses, which are occasionally used by the outlaws. Lauengram's horse will be here as well if he has arrived. Also kept here are saddles, bridles and any other riding equipment you might expect.

### 3 – The Kitchen Area

These three rooms are the pantry, kitchen, and well. The pantry and the well are just what they seem (the pantry holds ten man days Rations among its stores; the well is 30 yards deep). In the kitchen there are numerous knives and several hand weapons (cleavers and such), as well as Sleeves, the outlaws' captive Halfling cook. He sleeps on the floor.

### 4 – The Dungeons

This room is equipped with six barred cells, into which our heroes may be thrown, bound hand and foot and disarmed. Bending these bars requires a **Very Hard (-30%) Strength Test**, picking the locks requires a **Hard (-20%) Pick Locks Test**. If the party have been taken prisoner, two outlaw guards will sit at the table outside the cells; otherwise the place is unoccupied except for a hungry Carnivorous Snapper. This lives in an 8' square pit set into the floor, with a hinged grating over it (the gratings bolt is accessible to a character in the pit, and it is easily

#### Carnivorous Snapper

The Carnivorous Snapper is a creature from the first edition of WFRP. The last remnants of a race of giant lizards that used to live in the Old World. Fast moving and ferocious, but extremely stupid.

The Carnivorous Snapper is a bipedal reptile, 10 feet long from nose to tail and standing about 5 feet high, although in combat it may rear to a height of 7 feet. Most of its weight is distributed in the hind legs, and it has a heavy tail to balance itself while running. Its forelimbs are small and virtually useless. Colour varies from dark green to dark brown.

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	45	57	10	10	65	10

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	20	4	5	7	0	0	0

**Skills:** Follow Trail +10, Perception +10, Swim.

**Talents:** Keen Senses, Natural Weapons, Night Vision, Scales (2).

**Special Rules:** *Stupid:* Whenever the Carnivorous Snapper encounters something to distract it (such as a fresh corpse or ripe smell), it must make an **Intelligence Test** or stop what it was doing to investigate. If it is attacked, it is less likely to be distracted, and the test becomes **Easy (+20%)**.

If you do not wish to use the Carnivorous Snapper in your games, a suitable substitution would be a Giant Spider (**Old World Bestiary**, page 96).

## The Castle

Whether the PCs catch Lauengram or not, they will eventually wind up at the castle. They will presumably try to enter the place in order to speak to Annalisa Kessler, but their success will depend a good deal on what has already happened.

If Lauengram reached the castle before them, he will have warned the Arrows about the secret passage, and they will have discovered the exit and set up an ambush in the dungeons. If the PCs found out that the bomber was Lauengram, however, they will hopefully not be silly enough to use the passage. What happens will depend on what they do. If they get caught, they will probably be seized by the outlaws. If not, they will probably seize Annalisa. In either case Annalisa should reveal to them that she doesn't know where the Blue Flame is; all her father would say was that if she used her head she could find it.

The PCs will eventually be flung into the dungeons if captured, pending a decision by the outlaws about what to do with them; if they seem to be stuck here (although most parties will be resourceful enough to escape somehow) the outlaws' captive Halfling cook, Sleeves, will free them. As he will have to tell the guards that the Arrow wishes to speak to them when she doesn't, the alarm will soon be raised. Furthermore, the GM may care to reduce the PCs' experience awards if this becomes necessary.

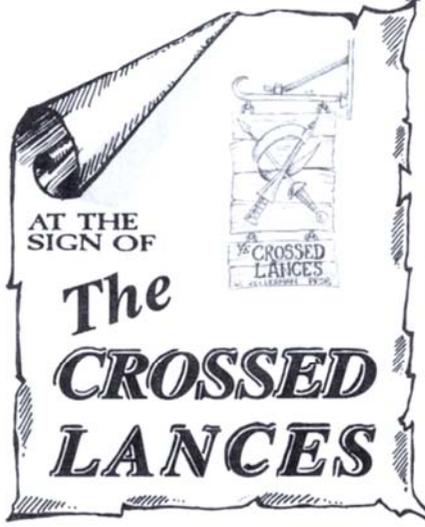
### Castle Layout

The Black Arrows' castle stands in a roughly circular clearing approximately 100 yards across. This entire clearing is visible to the outlaw lookouts during the day and on moon-lit nights. A road runs straight out from the gates. One hundred yards from the castle by the east side of the road stands a hollow oak whose trunk is a shaft leading to the secret tunnel into the castle (see room 4, below). Most doors, if necessary to break down require an **Average Strength Test** to break down and (if locked) require a **Challenging (-10%) Pick Lock Test**. Special doors require a **Hard (-20%) Strength Test** to break down and are always bolted. Walls are solid stone. The chandeliers marked on the map are wagon-wheel type affairs, each with 15 or so candles, which cast light as a torch does. The vertical distance between each floor is five yards.

#### Who is the Black Arrow?

A good deal of how this adventure plays out depends on the personality of Annalisa Kessler – the Black Arrow. Annalisa can be played a number of ways depending on your own style, and the requirements of your campaign. She might be simply another enemy to be forgotten after the adventure – an Outlaw Chief pure and simple. She might be a Robin Hood type, fond of a laugh and an intriguing situation. She might be a useful love interest for one of the PCs, with or without effort on the PC's part.

The character of the Black Arrows depend on the character of Annalisa. They may be Merry Men, a savage crew of cut-throats, or ice cool professionals. In any case they are not pushovers. If the PCs are outnumbered by them, they will probably try to use **Strike to Stun** rather than kill the PCs.



**KEY**

	Curtain		Door (non-standard)
	Stairs (arrow goes up)		Winch
	Ladder		Bed
	Floor/Ceiling Trapdoors		Table
	Torch in Bracket		Area with no floor
	Chandelier		Bars/Portcullis
	Door (Standard)		Chimney (with fireplace)
	Window		Chimney (no fireplace)
	Arrow Slit		Battlement/Balustrade

