

# Sudentor



It was during the dark ages that Hochlanders, suffering from the incursions of new foes and dangers were drawn to the urban centres. When Bergsburg became full these people set up outside the walls in the hope they would be able to gain a place in the city.

Conditions in the new shanty-town grew worse as it became over-crowded and the with the low-lying land the area was often a place of swampy, stinking squalor. In 2187 flash floods burst the banks of the Drakwasser and flooded the whole district. Much of the district which was no more than poorly built shacks was destroyed and many drowned. Despite calls from the temple, Town officials had been loath to bring Sudentor into the larger city.

After a small fire in the dry summer of 2210 protests pressured a change of policy. Although it was claimed the fire was a domestic accident both sides accused the other of motives for starting it. The reconstruction was fast during the following years and in 2214 the area was eventually absorbed into the city with the extension of the boundaries of the city wall. This municipal construction scheme also included the building of a high bank on the unterfluss side to prevent any further annual flooding of the district.

Local quarries supplied mountain stone for the new wall and the militia at this stage was temporarily housed in the old Skuldanturm, a tower of the old wall. Although there were once plans to build a new barracks, there have only been enough municipal funds to extend the current site and today the Bergsburg Watch still operates from the ancient tower there. The arch still stands over the Talabheimweg and remains as a relic of the old town.

Although a poor area, rife with petty crime, Sudentor is not viewed as dangerous as parts of Helmsberg might be and does not receive such a bad reputation. Even at night those walking through the area will invariably emerge unscathed although perhaps with some damage to the wealth in their pocket. The inns and taverns of Talabheimweg become raucous in the late evening, and though there is invariably trouble due to the effects of alcohol this is normally confined to recurrent feuds between different guild teamsters.

## Sudengatz

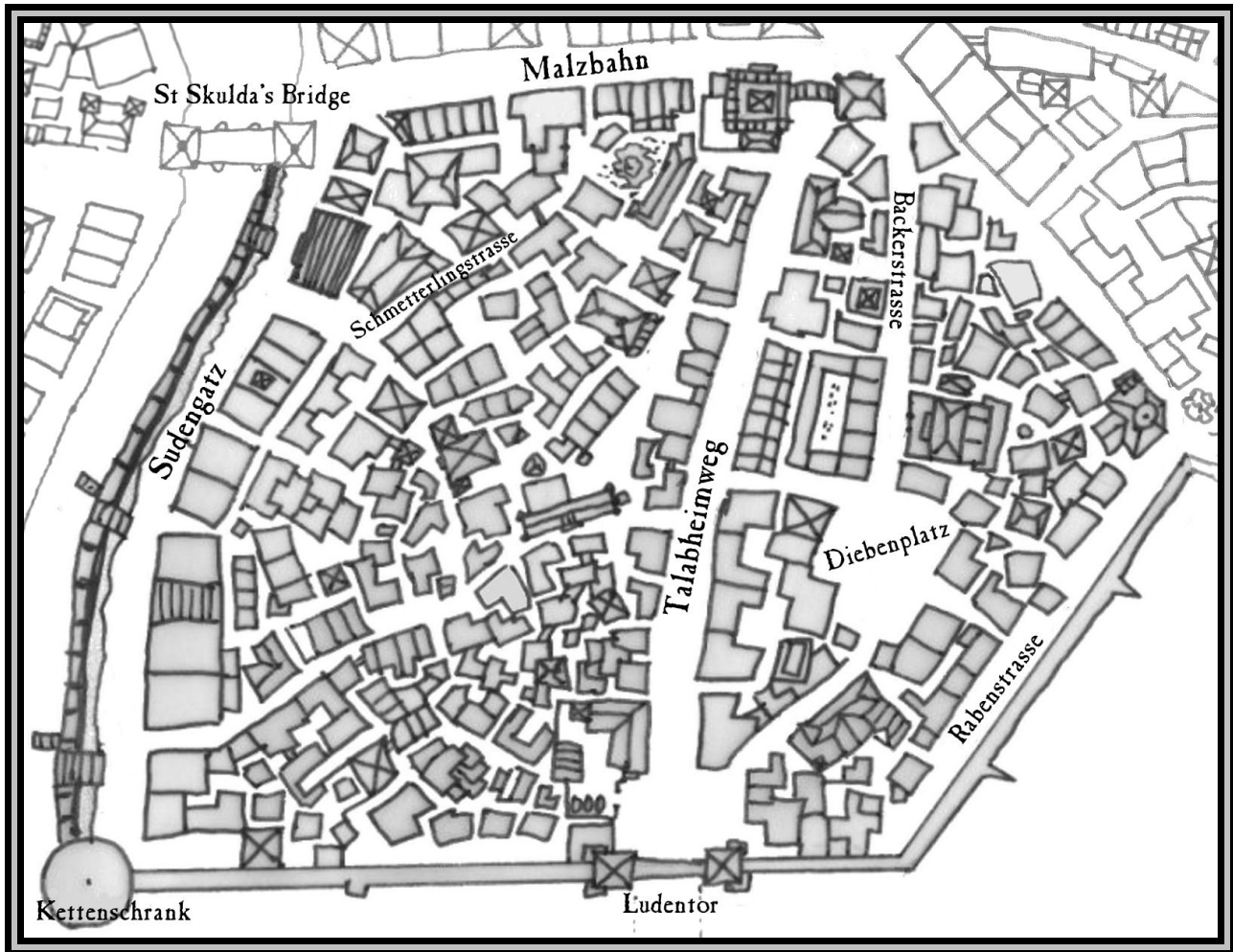
This road runs from the Kettenshrank to St. Skulda's bridge, parallel to the Drakwasser. Warehouses line one side of the road, and it is often congested with carts and wagons being loaded and unloaded by labourers of the teamster's guild. The premises are often owned by merchants and traders from Osttor and elsewhere in the city. On the other side of the road is the Uberbank the districts crude defence against annual rising river levels, with steps leading over it and down to the river on the other side. While little is off loaded here (goods mostly coming from the quays in Grossplatz) the little activity that occurs on the steep bank is usually of a criminal nature.

## Talabheimweg

Sudentor's main thoroughfare of Talabheimweg cuts straight through the district and is one of the busiest in the city. The buildings lining the way are invariably taverns, shops or inns and most rely on the merchants, travellers and pilgrims who are passing through the district for their trade. Sudentor's only wealthy establishments are found on this road and beyond this the district is noticeably poorer. The road itself is cobbled and the best kept in Sudentor, in all it leads from Ludentor to the Skuldanturm where travellers pass under the old, mossy and cracked remains of the pre-2214 gate. Here the watch keep a close eye on the street; two watchmen with crossbows are normally stationed at the summit of the tower, a perfect vantage point for spotting the pickpockets who work the length of Talabheimweg. At the Ludentor end of the street Sudentor's bawds linger, awaiting the impressionable, gullible newcomers entering the city there.

## Bacherstrasse

This street runs from Diebenplatz to the Malzbahn and is named after the numerous bakeries at its east entrance. The street is narrow with numerous alleyways branching from it. Most of the buildings are residential, many



crowded with numerous different families as well as tenants who pay little rent and of whom no questions are asked. The Backerstrasse locals are neighbourly, friendly and thoroughly corrupt.

### Diebenplatz

This small market place is enclosed by Sudentor's cramped, shabby buildings. Once cobbled it is now in considerable disrepair. Except for Festag when the stalls of the food market pack it out, the place seems deserted save for groups of errant children playing snotball. However, after dusk it becomes crowded with pedlars and others looking to trade goods, many of which are of dubious origin. This gathering, named the Night-market, is frequented by fences and a myriad other suspicious characters. Frequently the watch make plans to raid it but they almost always arrive to find the place absent of anything but a couple of beggars.

### Rabenstrasse

This street runs the length of the east wall where houses once stood before the fire spread through them in 2210. The fire caused the buildings to collapse, and for months Ravens scoured the ruins picking at the charred remains of the dead. New properties rose on either side of the old remains and eventually, with space at a premium,

it evolved into a street. Due to the fact that this area was never paved, it makes for a pot-holed excuse for a public route and it is probably the worst road in the city. Endless tales surround this quiet lane and it has gained a place in local myth. Residents endeavour to walk on the left side and never take Raven's way south thrice in one day. It is said that if one walks up Raven's way at full moon one shall not live to see the next dawn. The only real mystery of this road is that the fire left the Mourner's Guild untouched and this building still stands at the end of the street on the corner which leads into Viehstadt.

The other streets are narrow and winding; there has never been any organisation in the development of houses in the area and this has led to the forming of many alleys, some of which are dead-ends. Only the more street-wise locals know their way through all of them.

The houses are crammed together, constructed wherever there is available space. This crowding puts pressure on the district's drains and in the worst areas, conditions are at best unhygienic. Extra levels have been incorporated on top of existing buildings, often overhanging streets making them shady even on bright days. The appearance is a cluttered mess, many are in disrepair although there is never money available for repairs and residents are forced to improvise.

The buildings of the businesses on Talabheimweg are the most expensive and it follows that Sudentor's only decent architecture is that of the buildings along the main thoroughfare.

### **The People**

Power in Sudentor is, unlike in neighbouring Helmsberg, organised around guilds not gangs. Though this is not to say that the criminal element has disappeared. The Guild of Teamsters and Stevedores, operating from the guildhouse off Talabheimweg, fills the power vacuum left by the absence of criminal gangs. It receives payment from the Hovenbachs in return for allowing their smuggling and begging to continue in Sudentor but the relationship with the Kreuzer gang is acrimonious and any contact between them and guild members inevitably leads to violence. Although they tolerate small-scale crime they are averse to any organisation, save the Temple of Ranald, establishing a footing in the district. Thus they do a much better job than the watch at ensuring that the influence of the Helmsburger gangs ends at St. Skulda's bridge.

The watch themselves leave the guild to deal with most problems within the district, preferring to police the richer, influential districts north of Malzbahn. Although they maintain a regular and very visible presence along Talabheimweg, the patrols in the other streets are brief and less than thorough.

The large majority of locals are poorly paid workers of the city, including people like Thomas Herford and Boris Kaiser. While most of the men are employed by one of the labour guilds, the women work as servants in other parts of the city and many children are forced into work when young. However, there is rarely enough work for all and those who find themselves unemployed quickly turn to crime in the need to survive and provide for their families. Young orphans who do not come into the care of the Cult of Shallya find protection in street gangs, the most famous of which are the Sparrows.

There is a strong ethic of community in Sudentor. This manifests itself in a general opposition to authority, but also to violent crimes, and places emphasis on hard work and family values. The district's inns and thoroughfare are familiar to outsiders, and anyone arriving in the city will find the locals both helpful and friendly. However, although there is a surface of friendliness and hospitality, neighbourly groups such as the Backerstrasse circle can be impenetrable to outsiders.

When PCs enter the city, those who look wealthy will be approached by a throng of bawds, beggars, street urchins and tradesman, all attempting to separate them from their hard-earned imperial crowns. The charlatans and confidence-tricksters along the Talabheimweg are certainly the best in the city; offers of cheap accommodation, souvenirs, prospecting guides and temple relics (all over-priced, many fraudulent) will

become tiresome. However, adventurers who look slightly shifty themselves will find they fit right in.

### **Locations**

#### **Der Skuldanturm**

The Bergsburg Watch operate in the Unterfluss from their base in Sudentor. Der Schuldanturm was once the gate tower of the old walls before they were expanded south in 2214 to their current position. A stable and courtyard has been added to the building since then. From their elevated position Watchmen at the top of the tower can enjoy a good view of the city or more importantly of those crossing the bridge from Helmsberg. The barracks is run by Captain Ballack, an Ulrican new-comer who often likes to take to the streets on patrol with his men.

#### **Shallyan Orphanage**

Sister Greta, aided by Sister Irene Fink run the Orphanage, a large stone building just off the Diebenplatz. With the help of other clergy and volunteers she attempts to ensure that the endless stream of street-children that reside in the district are kept fed and clothed and even makes some provision at a basic education.

#### **The White Dove**

The Hochland Crossing Coaches company recently bought this property, opening their second inn in the city. The large hostelry stands opposite Ludentor on the Talabheimweg and attracts the richer travellers from the east in addition to their coach-loads that arrive every day. Easily the finest building in the district, proudly exhibiting the heraldry of the company, it has attracted opposition from the locals due to the fact the previous tenants were evicted at extremely short notice. Recently, despite the best efforts at maintaining security, the premises are burgled on a regular basis.

#### **The City Laundry**

Operated under civic charter this is where much of Bergsburg's linen is washed. Situated on Sudenghatz, just below St.Skulda's bridge, this large building employs a large number of women from the district. Those travelling into the city by boat will often see these workers crouching on the steps leading down to the Drakwasser, scrubbing on the steps and emptying waste water into the river.

#### **The Weary Pilgrim**

This large inn is a few minutes walk from Ludentor. It is famous for the free dormitories it provides for pilgrims and the soup kitchen it runs facing onto an alley at the rear of the premises. The reformed Shallyan Bengt runs the Pilgrim with his wife and a handful of kind hearted volunteers.

### Stubfoot's Instant Pawn

The infamous emporium is situated on the corner of Malzbahn and Sudengatz facing St. Skulda's bridge.

### Teamsters and Stevedores' Guild

Being by far the most numerous profession in the district, the guild representing the city's labourers has a small narrow building off an alley leading between Talabheimweg and Sudengatz. Two burly Guildsmen stand outside and vet visitors who might want to meet the influential Guildmaster Jeb Kufer.

### The Sign of the Boot and Basket

This small but lively local tavern has traditionally been the drinking haunt of the district labourers. The Tavern has a noticeable snotball theme and famous members of the Bergsburg teamsters drink here.

### Shrine of Ranald

The ordinary looking Number 23 Backerstrasse is secretly the centre of Ranald worship in the city. Only those in the right circles know its true identity.

### The Blue Oak Inn

Home of the Blue Oak Company, this inn faces onto the Malzbahn not far from the tree from which it take its name.

### Lydia Wildfeuer's House of Pleasure

Down a side alley of Talabheimweg, in a tavern that appears to have been closed for some time is run Lydia Wildfeuer's house of pleasure. From here Bergsburg's infamous madam provides the carnal pleasures of her many girls to a clientele who come from all quarters of the city.

### The Mourners' Guild

A strange, crooked, two storey-building on the north-western end of Raven's Way on the district boundary with Viehstadt, the Mourner's Guild is built from grey stone and local oak stained dark by the smoke of the fire that came close to consuming it. The Guild employs half a dozen members and the clergy of the Temple of Mórr can be seen entering its dark doors. Along with the Skuldanturm it is one of the oldest buildings in Sudentor.

### Bessenitz Prison

Dominating the surrounding buildings to the west of the Talabheimweg, this brutal, four-towered structure is the purpose-built prison of Bergsburg. Very few survive their incarceration here. And the place is famously escape-proof.



## Ludentor

### Arriving at the Gate

A stern and sturdy-looking facade greets those entering Bergsburg by way of the Old Dwarf Road from the south. The towers of the Ludentor afford the guards commanding views of the approaches to the city and the heavy wood and steel doors can be swung to at a moment's notice.

The Ludentor was built by Dwarfs of the Dwarven Engineers Guild when Bergsburg's defences were expanded at the early part of the twenty-third century. They built it to last, though not to look at all attractive during its expected lifetime.

Beyond the gates, visitors are greeted with the sight of the chaotic Talabheimweg. Coaching inns, soup kitchens, delapidated tenements, thriving businesses, bawds, pilgrims, traders, beggars, watchmen, and sooty-faced, cheeky orphans swell the rowdy scene that gives the lie to Bergsburg's reputation for peace and gentility.

The Ludentor is probably the busiest of the routes into the city. Guards there are fond of complaining to any who will listen of how overworked they are compared to their colleagues on other posts. And they are probably right. The guards concern themselves only with the gate and Talabheimweg. They are obliged to make sure that travellers get to Grossplatz safely, but care little for what goes on beyond the main thoroughfare amongst the lawless locals of Sudentor.

### History

There is some debate as to the origins of the name of the gate. Some say it is named for the heavily loaded carts and caravans that use the portal. Some say it is for 'die

Luders,' the bawdy wenches who hang around the south end of Talabheimweg hoping to attract those new to the city. Some say it is for the typical Talabheimer mispronunciation of 'Sudentor', which is an unlikely story. Some say it is simply down to a typographical error on some old, official document.

### Entering the Gate

The rules and customs for those entering the Ludentor are the same as can be found detailing the Löwentor. Because of the poverty and crime in southern Sudentor, the gate guard also act as a watch post and so the numbers of guards will be twice that of the Löwentor. Some unsophisticated smugglers have been known to try their luck at bringing through illicit loads while accomplices create a diversion (a big fight) further up the Talabheimweg.

### Klaris Lagweiler

*"Oh, terrible it is what they do up there in the temple. They spend all the donations living like dukes, while us true servants of Shallya have to make do with the scraps like what your good selves can spare."*

<b>Klaris Lagweiler</b>							
Female Human							
Charlatan (ex-Entertainer)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
32	35	37	41	52	53	49	51
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	0	0
<b>Skills:</b> Blather, Charm, Common Knowledge (the Empire, Bretonnian), Disguise, Dodge Blow, Gossip, Performer (Dance), Perception, Sleight of Hand, Speak Language (Reikspiel)							
<b>Talents:</b> Flee!							
<b>Armour:</b> Robes							
<b>Armour Points:</b> Head 1, Arms 1, Body 1, Legs 1							
<b>Weapons:</b> Dagger							
<b>Trappings:</b> Shallyan Robes, Dove Pendant, Hidden Cat-Eating-Dove Pendant, Hidden Dagger							

The PCs could come across the petite Klaris dressed in the robes of an initiate of Shallya crying forlornly outside The White Dove. She will explain to any newcomers who take notice of her that she has a room full of orphans to look after and doesn't know where their next meal is coming from.

Klaris will tell a story of how the priests of Shallya up in the temple care little for the true poor, and how her mission is struggling for money. She will explain how the temple has cut off her funding but still manages to finance banquets for the nobility. She is convincing and her tales could turn any listeners who know no better against the Temple of Shallya (link).

Klaris is a charlatan and con artist. If any insist on seeing her orphanage she will lead them into deepest Sudentor and then run away via a swift and pre-planned route that takes advantage of her diminutive stature and should secure her escape.

## Kettenschrank

### Arriving at the Gate

Those travelling by river into Bergsburg will enter between the towers of the Kettenschranke, the point in the walls where the Drakwasser flows out of the city. The river narrows here, and the waters are deeper and more swift-flowing than further downstream. Nevertheless, the Drakwasser is not a large river, and only boats of medium size or less may enter. All boatmen on the Talabec and in Hochland are aware of this fact, and will point it out to those sailing to the city in a larger vessel.

### Description

Kettenschranke is primarily a functional portal, and is not intended to impress visitors to the city. The two towers are round and are made from the same stone as the surrounding walls. At the top of the walls, a narrow walkway circumnavigates the circumference of each tower, and a further storey rises to crenellations. A row of arrow slits look out from the southern sides. The stone is well dressed but unornamented. The tower of the left is topped with a flagpole which flies the colours of the city. A family of magpies has made its home in the eastern tower - encouraged by the indulgence of the guards who believe that they bring luck

Aside from a defensive role, the Kettenschranke is used to collect entrance taxes from boats entering the city. Below the water there are two heavy chains which give the gate its name. When the gate is 'closed', the chains are drawn taut beneath the surface by means of heavy cranks housed within each tower - preventing the passage of any boat into or out of the city. To 'open' the gate, the chains are released which allows them to sink to the bottom of

the Drakwasser, well below the keel of most small-medium boats.

**History**

When the walls of the city were expanded in 2214, the site of the river gate moved south from what is now St. Skulda's Bridge to the Kettenschanke. It was built at the same time as the walls over a period of two years by skilled masons, and has needed no substantial repair work since.

**Entering the Gate**

Entry to the city by boat is permitted between the hours of 6 a.m. and half an hour before darkness (determined by the position of the northern flagpole's shadow). The chains will be closed before the arrival of a boat, and a sentry posted on the western tower will send the signal of an approaching vessel. Two guards will then paddle a small rowing boat to collect taxes before entry. Taxes vary depending on cargoes and the size of a vessel, but rates are reasonable - between 2-6 GCs in most cases. The rates in the city's quays are far more prohibitive!

The soldiers at the gate are members of the external guard, with special responsibility for the security of the river. At any one time there will be 5 guards on duty within the two towers, and 5 more within hailing distance on the walls. The guards may search individuals and boats entering the city, although they are notoriously lax about

this - obvious prohibited weapons will be confiscated, but otherwise most items will be left alone.

There is little of note immediately through the river gates, and almost all boats sail straight to one of the quays north of St. Skulda's Bridge. The riverside buildings of Sudentor and Helmsberg hang precariously over the banks - players may catch a glimpse of a robbery going on down an alley in Helmsberg, or a carouser falling drunkenly into the river from an inn in Sudentor. There are some boats moored in poorly maintained wharfs, and several clustered around a ramshackle inn on the western bank - the String O' Pearls, a notorious hang-out for smugglers. This sits by the Kaistrasse, which is the road running alongside the river on the Helmsberg side.

**Shrine of Ranald**

The worship of Ranald is not proscribed in Bergsburg, however his followers in the city feel that it is prudent to keep the location of his main shrine as quiet as possible. There is always the possibility that some of the city's more authoritarian residents may try and disrupt the 'pious reverence of the humble congregation'. It would also encourage a great deal of unwanted attention around the movements of some citizens who would rather go about their business in private.

There are many small shrines to Ranald in Bergsburg, but the largest is located at 23, BackerStrasse, in Sudentor, amongst the poor housing of the southeast area of the city. From the outside it resembles nothing more than a normal house - slightly larger and better kept than those surrounding it perhaps, but not particularly distinctive. Above the door is an ornate iron cross - the symbol of Ranald, but this is not particularly unusual amongst houses of the working classes and the poor. The timbers of the house are, however, inscribed with Thieves Signs that reveal the true nature of the building. On the door is a heavy brass knocker, shaped like a cat with a ring in it's mouth. The ground floor windows are permanently shuttered.

In truth, the location of the Shrine is fairly common knowledge amongst the poorer citizens. The criminal fraternity mostly know of the true nature of 23, BackerStrasse - and some of its less trustworthy members have informed to the Watch. Fortunately, the influence of Shallya's tolerant priesthood within the city has made it very difficult for any interested parties to use this knowledge to suppress the worship of Ranald. Fortunately the followers of Solkan are as weak a political force in Bergsburg as they are in the rest of the Empire.

Upon knocking at the door, it will be answered by whoever is present in the Shrine, either Andreas Eulen or one of the few lay members of the cult who tend to the Shrine. Visitors will be 'vetted' by the attendant - a

GMs introducing riverbound players to the city may want to read the following as they pass through the gate:

"As your boat sails slowly towards the walls, you can see the city sloping upwards from the river. Atop the cliffs on the north of Bergsburg is the Baronial Palace, while below sits the white dome of the Temple of Shallya's Falls. The air seems thinner here - Hochland is well named after all.

The guards paddle away from the boat and give the signal to the towers of the Kettenschanke. You hear the slow grinding of the chains in the water being slackened, and the sentry on the western tower signals for you to advance through the towers. As the boat slides slowly into the city, you realise that the south of the city is less salubrious than you expected - even a city famed for its Shallyan temple can have poverty and desperation it seems. To your left is a steep hill rising from the surrounding tenements, on top of which sits what appears to be a ruined barracks. The quays of Helmsberg on your left bustle with activity, both legal and less so.

You sail upriver towards the city's quays beyond St. Skulda's bridge, having finally arrived in Bergsburg."

password (which changes on a monthly basis) or the name of a prominent patron of the cult in the city will usually be sufficient to be admitted. Suspicious characters or the Watch will be informed that the house is merely the residence of Katrin Spiegel, who is not home at present. They will rarely have sufficient grounds to enter. Just inside the doorway is a small entrance hall, which \*could\* be mistaken for that of a normal residence. Visitors to the Shrine will be taken through into the main room on the ground floor, which contains the altar itself and a couple of chairs.

The Shrine is dimly lit by filtered lanterns, which hang from the ceiling, giving the room a nocturnal atmosphere. The walls are almost completely bare of ornamentation, with only a complex iron cross fixed in the centre of each one at head height. Taking up most of one wall is the altar and on the opposite wall is a doorway, covered with a black curtain. The altar consists of a wooden table and a triptych painting mounted on the wall above it. The wooden altar has a silver cross inlaid into the wood, but is otherwise featureless. The painting is the main feature of the Shrine - it is large and well executed. On each panel is a scene from one of the many legends about Ranald, each of which corresponds to a different aspect of the God. Should anyone hostile to the cult ever enter the room, they would find the triptych folded closed, with a poor painting of Sigmar on the outside.

The major, central panel features Ranald in his aspect as the Protector; he is depicted as a rakish young man dressed in stylish urban clothing. He is standing atop a hilled city of narrow streets and holds in one hand a stolen mayoral chain of office and in the other a watchman's helmet. Around his feet are multitudes of rascals, attired in scraps of stolen finery worn in an ironic fashion. Some of the side streets have comical depictions of naked noblemen being chased by foxes. Of minor theological interest is the dove just visible in Ranald's pocket - it may represent his tricking Shallya into making him immortal.

The left panel shows Ranald in his aspect as the Night Prowler. The setting is at night, and Ranald is creeping out of a window and about to climb down the ivy which grows from the wall underneath. He is carrying a bulging sack and inside the window we can see a fat man sleeping soundly in his bed. A black cat sits on Ranald's bag. The third panel depicts Ranald in his aspect as Deceiver, with a scene from the story known as 'The Confusing of Slovenheim'. He sits perched in the branches of a tree laughing at the people of a village beneath him - each of which is suffering from the consequences of Ranald's trickery. An old woman wears a chamber pot upon her head while her husband attempts to smash it with a broom. A baker shakes his fist at Ranald - his bread is all burned and black. A bald man fights an invisible assailant. Another man has his naked rear stuck out of a window frame over a river and is shouting for help. Numerous other villagers are in similar predicaments as the livestock of the village run through the streets seemingly drunk. Ranald's fingers on his right hand are

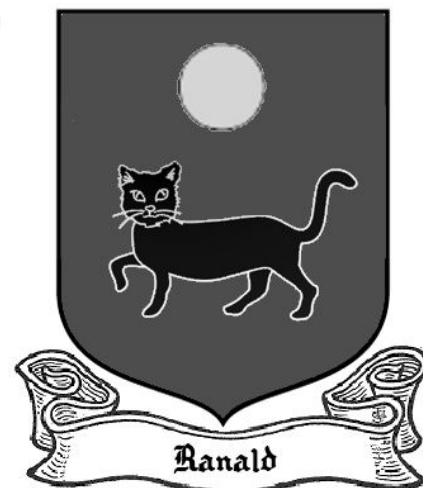
crossed and he holds a mask in his other hand, representing illusion and deception. There is a magpie in the branches of the tree.

There is no illustration of Ranald in his role as the patron of gamblers. Those petitioning him for luck are more likely to pay their respects at one of the small shrines found in casinos than here. However, all worshippers of Ranald are welcome to visit the Shrine to pay their respects.

On the altar is a large wooden box made from oak and secured with two thick padlocks. This is the collection box - an essential part of any shrine to Ranald. Although the convention in the cult is to never watch what each individual puts into the box, this is not the case here in Bergsburg. Katrin, Andreas or one of the lay staff of the Shrine will watch carefully to ensure that nobody drops in any buttons or slugs of worthless metal. This is a problem for many shrines to Ranald - the god himself will not punish an inventive piece of deception, as it is very much in keeping with his own philosophy but, the shrines need money to stay open, and so the priests tend to take a more practical approach. Anyone who looks like they could afford more than they donate will have their pockets thoroughly picked for a few days afterwards. Donations required by the strictures of more devout followers of Ranald, and Katrin administers those made by more prominent members of the cult in person.

Other than the altar and the chairs, the Shrine is empty, except for a black cat that can usually be found sleeping in the corner on a blanket. He doesn't belong to any of the Shrine's attendants - he walked in one day three years ago, and has never left. Andreas feeds him and has christened him Oskar.

If Katrin Spiegel is present she will talk to any new visitors, to size them up and see who they are. She may be running a service for a small number of worshippers (it is unlikely that there will be more than five there at any one time). Otherwise, she may either be in prayer at the altar



or in her office. If Andreas is here, he will certainly want to find out everything he can about a new visitor, and will exchange information or gossip on the underworld or the city at large. He will also pray with any visitors who request it. Unless they get on very well with him, or make a large donation, they will find their purses slightly lighter when they leave.

There is usually a lay person present at the Shrine. As often as not this will be one of the more devout members of the local congregation working to ensure that the collection box stays where it is, and to offer their own devotion to Ranald. Katrin makes a point of choosing the burlier men for this job - it frightens away potential 'problems'.

Every third day, in the late evening, Katrin will perform a short service. This usually commences with a short prayer to Ranald, asking for luck and protection from authority, as well as rich pickings for the night to come. This will be followed by a short re-telling of one of Ranald's exploits - chosen by Katrin to be relevant to recent events in the city. Owing to her own beliefs (see below), this will often be one of the adventures in which Ranald tricks some authority figure into giving away his money, or being made to look like a fool. The service ends with another shorter prayer, often read by a member of the congregation or Andreas. The congregation will then walk past the altar, putting money into the collection box. The whole service will last around twenty minutes. Once a month, Katrin will perform a longer service devoted to Ranald in one of his particular aspects. The services to Ranald the Deceiver are particularly well attended, as she has been known to make use of illusions to illustrate the story telling.

People who attend the Shrine fall into two main categories. Firstly there are those who follow Ranald as a consequence of their lifestyle or career. These are regular visitors, and are made up of thieves, petty criminals and other rogues, along with the occasional illusionist. A small number of these are devout - attending at least twice a week. Also, there are those citizens who realise that Ranald is a champion of the poor and all those who are forced to live by their wits, and that paying their respects to him would be in their own interest. There are some notable figures amongst the congregation - prominent members of the Bergsburg underworld will always make the effort to visit the Shrine on occasion, leaving a suitably large donation.

Thanks to the presence of Katrin Spiegel, the Shrine has strong leanings towards Ranald in his role as Protector. She sanctions meetings of anti-authority groups within the building, and will reward those who undermine corrupt officials or help the 'oppressed' in some way or other. The other aspects of Ranald are not so strongly supported, and although she is not overly keen on the Night Prowler aspect herself, she recognises its importance within the cult.

Outside of the Shrine, Katrin and Andreas are responsible for a number of community-minded initiatives. 'The Sparrows' are a group of street urchins encouraged by Katrin to act as lookouts in the vicinity of the Shrine in exchange for a little money. They inform her if the Watch presence has been stepped up or if the authorities have been pushing people around. She also pays a group of men to patrol the streets of the poorer areas by night, ensuring that footpads and other violent criminals do not have free reign in those places where the Watch are unlikely to go. The Watch do send patrols into the poorer parts of the city at night, but these men are more fearful for their own well-being than that of the local populace.

As with many shrines to Ranald, the Shrine in Bergsburg is the meeting point for a social club, the BackerStrasse Circle. This is a loose informal organisation of a few local families, who meet once a month to address local issues and organise social events. Most notably, once a year they hold a street party for the local area, to celebrate the founding of the city.

The Shrine and Katrin and Andreas' living expenses are funded by donations, and the money that they make from pursuing their own particular careers. As Ranald lacks a formal system of temples, each shrine is largely responsible for looking after its own upkeep, although when Katrin has more than she needs, she will periodically send financial support to a priest of Ranald in another city, who may be having problems with raising sufficient funds to keep his own Shrine open.

Other than the Shrine, the rest of the ground floor at 23, BackerStrasse consists of a kitchen and Katrin's office. When she is not out or attending to the Shrine, she will usually be found here working. There is a small back yard with a toilet in it and a cellar, which has a door that leads to the sewers. Upstairs are Katrin and Andreas' rooms - hers is reasonably large and well appointed, while his is almost a cell.





## **Temple History**

There have been shrines to Ranald in Bergsburg for as long as anyone can tell. As soon as the city reached a sufficient size to support a healthy underground, the worship of Ranald became established. The location of the main Shrine has not been at all constant, as understandably once it becomes widely known it is necessary to move once again to a more secret location.

The tolerant attitude of Shallyan Priests has meant that the worship of Ranald has always been more open in Bergsburg than it is in some other cities and towns, where less liberal Gods predominate. This has allowed the followers of Ranald to take more liberties and engendered frustration in the local followers of Ulric, who feel that they are sometimes having their noses rubbed in it. Ranald's symbols are worn openly on the clothing of his followers, who will all claim to be 'innocent citizens exercising our right to worship our God, officer', if they are challenged.

Ten years ago, the senior priest of Ranald in Bergsburg was one Otto Stehlenhuhn, a native of the city and notorious practitioner of fraud within the Merchant's Guild. Unusually for a priest of Ranald, he was an accountant by day, who siphoned off considerable funds from his master's books to fill the temple coffers. In secret he was an accomplished cleric, and was said to enjoy considerable favour with Ranald - his luck was prodigious and lead to yet more money coming his way. Otto was never interested in material gain for himself, and so his fraud long went undiscovered - he went to work in his usual drab attire and sank all his money into running the Shrine and a mysterious 'special project'. The Shrine was on a different site to its current location, and it was this healthy financial situation which enabled Otto to commission the magnificent triptych altarpiece which can be seen in the current Shrine.

The nature of Otto's 'special project' is unclear, as his only confidante was Gotthard Brecht, an Initiate, who has since disappeared without trace. Speculation amongst the followers of Ranald in the city was (and still is) rife. Many said that it was to be a grand practical joke, involving years of planning and a spectacular denouement. Others argued that it could be nothing less than a grand theft, involving great daring and meticulous planning to snatch some magnificent prize from under the nose of its noble owner.

But before Otto could even begin to put his plan into action, events overtook him. Somebody informed on him to the Merchant's Guild. Gathering together a few of his belongings, he left the city by night, only to be caught on the road to Middenheim the next day. Instead of bringing him back to Bergsburg to stand trial, someone at the Guild arranged for an 'accident', and Otto was supposedly killed in an attack by brigands. Gotthard Brecht disappeared the next day.

Fearing that the location of the Shrine had also been revealed, the remaining followers decided that it would probably be best to pack up the contents of the Shrine and wait for a new cleric to turn up - they always seemed to in the past.

News of Otto's demise reached the main Shrine of Ranald in Talabheim within a week. At the time Katrin Spiegel was the assistant priest in the Shrine, and her mentor told her that she was ready to move on. He didn't tell her that he would rather she stirred up trouble elsewhere - Katrin was a little younger, and more disruptive than she is now.

So she headed off to set up a new Shrine in Bergsburg. With money supplied by the priests in Talabheim she purchased 23, BackerStrasse and established contact with the more devout followers of Ranald in the city. The temple artifacts were installed in the new location, and the worship of Ranald once again continued as before.

In the time that has elapsed since she arrived in the city, Katrin has made her mark on the city. She has matured and become more pragmatic in than she was in Talabheim, and Bergsburg has suited her well. The cult of Ranald in the city has become more focussed on the local community and less involved in thieving from each others purses - the targets are now the rich and pompous. Prospectors are becoming an increasingly popular target, as are nobles and the authorities. Katrin has encouraged Ranald worshippers to follow the example of their god: mock and exploit the self-important and make them look foolish.

Katrin has also built up a relationship with some of the Illusionists in the city - a group who were previously not frequent in their attendance at 23, BackerStrasse - many having their own personal shrines in their homes. Recently, they have become a more common sight in the Shrine, many of them speaking at length with Katrin in her office after praying at the altar.

## **Outside Relations**

Everyone in Bergsburg knows that there is a major Shrine to Ranald somewhere in the city, and everyone has an opinion on it. Most citizens will have views towards Ranald in accordance with their social class or religion, but there are some relationships worth noting:

### **The Watch**

Katrin has some fairly strong views on the Watch, and these are shared by many of the faithful. They are seen as enemies of the common man, traitors to their class who are willing to join the enemy for money and the thrill of petty authority. Katrin has some special criticism for Faustus Asprill - despite her general dislike of authority she will proclaim publicly that it is outrageous that a mere authorised bully is on the Council. She does however, have a grudging recognition of the fact that he has

introduced more lenient treatment of 'minor crimes' - such as pickpocketing, which are those favoured by Ranald. She is suspicious of Asprill's motives in liberalising the Watch and is unsure as to what purpose it may serve.

Katrin has a keen interest in uncovering corruption in the Watch, and she is aware that there are a number of 'bad apples' serving the city. She is yet to establish any names, but is aware that there is a protection racket in the Beilheim area run by a Watchman. Any information on this will be gratefully received by her.

The Watch know where the Temple is, but are largely helpless to do anything about it. It is said that on some occasions, a watchman will visit the Shrine in secret to find out any details of violent crimes that Katrin may know. This is probably not true, as Ranald's strictures are fairly strict when it comes to the subject of informers. Lay people are not bound by the strictures, however...

### **Temple of Ulric**

There is no love lost between the followers of Ulric and Ranald. Consequently, those members of the temple who know of the existence of the Shrine are strong advocates of finding and humiliating the head cleric of Ranald, whoever she may be. The Templars of the White Wolf are particularly prone to frustration on this matter - if this were Middenheim they could go and root the Shrine themselves.

### **The Solkanites**

The small cults of Solkanites in the city consider themselves to be at war with the followers of Ranald. They are outraged at the blatant flouting of authority by the cult. They lack any real power in the city, and are mainly limited to tirelessly proselytizing about the 'debased worship of profane and deviant deities here in this very city!' Katrin Spiegel feels that they are a particularly ripe target for ridicule, and was extremely pleased last year when one of The Sparrows hit their leader in the face with a rotten tomato, whilst he was in the middle of a particularly violent sermon on the corner of a street. She sheltered the boy while the Solkanites looked for him, and gave him a small reward.

### **The Thieves and Smugglers Guild**

Andreas acts as the main point of contact between the Guild and the Shrine.

### **Lydia Wildfeuer's House of Pleasure**

Katrin and Andreas have a good relationship with Lydia Wildfeuer, who is a regular and generous attendant at the Shrine.

### **Elizabeth Siewieder**

Katrin has become a firm friend of Elizabeth

Siewieder, an Illusionist who is attached to the Tiegel Theater. Consequently, Elizabeth is a regular worshipper at the Shrine and offers considerable financial support. The two of them have many meetings together in private, as they are responsible for the creation of Bernhardt von Wilden, the raconteur and bon viveur who has become the toast of Bergsburg's nobility.

### **Tiegel Theater**

The Shrine has links to the Theatre, both through Elizabeth Siewieder and also due to the fact that some actors follow Ranald, and usually stop off to pray for luck before a major performance.

### **Prospectors' Guild**

The Guild has noticed that their members are becoming popular prey for the city's criminal element, and are advising members to be wary about flashing their money about if they have any. Meanwhile, some of the Guild's more aggressive elements are keen to apply pressure on the Shrine to ensure that the local thieves realise that prospectors are not a soft target.

### **Temples to Ranald in Altdorf, Talabheim, Middenheim and Kislev**

Although Ranald has no formal temple network, the head priests in each city keep in contact by post, writing in code. Katrin has strong links to the main Shrine in Talabheim, where she became a cleric. She also maintains correspondence with the main shrines in Middenheim and Altdorf.

### **Katrin Spiegel**

*"Look at him! Somebody needs to sort that pompous ass Karl-Werner Schattental out. Lift that gold watch from his pocket, or trip him up in the dirt. Typical noble - views the common man as little more than cattle. Well, 'we're good enough to die for the castle, but not good enough to enter it when the war ends'. And then there's the Watch - don't get me started on the Watch..."*

Katrin is a strikingly handsome woman, with long brown hair that is usually tied back in a ponytail. She cuts a fine figure in her well-tailored clothes, which are slightly masculine and always in dark colours, such as black, blue or green. Around her neck she wears a pendant with a cross - the symbol of Ranald. Her eyes are large and deceptively soft-looking, an attribute which has fooled many people into thinking that she is not capable of being difficult or hard.

Katrin is an exceptionally personable woman, with an excellent and lively sense of humour, and a very quick wit. Perfectly capable of holding her side in an argument or dispute, she has been known to win over even the most ardent anti-Ranald zealot. Anyone who she meets within

<b>Katrin Spiegel</b>							
Female Human							
Anointed Priest (ex-Priest, Initiate)							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
45	26	28	34	45	41	45	59
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
2	12	2	3	4	0	0	0
<p><b>Skills:</b> Academic Knowledge (History, Theology), Charm, Common Knowledge (the Empire), Channeling, Disguise, Magical Sense, Concealment, Gossip, Heal, Perception, Read/Write, Secret Signs (Thieves), Sleight of Hand, Silent Move, Speak Language (Reikspiel, Classical), Speak Arcane Language (Magick), Speak Secret Language (Thieves' Tongue)</p> <p><b>Talents:</b> Alley Cat, Divine Lore (Ranald), Luck, Master Orator, Mimic, Petty Magic (Divine), Public Speaking, Strike to Stun, Suave</p> <p><b>Armour:</b> None</p> <p><b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0</p> <p><b>Weapons:</b> Dagger</p> <p><b>Trappings:</b> Symbol, Disguise</p>							

the context of the Shrine will be warmly greeted and made to feel welcome. She has a tendency to tease people - especially those who take themselves too seriously.

Despite her warm personality and sense of humour, Katrin has a serious side. She feels very strongly about the way in which the nobility and merchant classes treat the common man - it is her driving passion, and the main influence on her faith. She believes that unless the working classes and the poor assert themselves against authority as often as is necessary, they will be treated as nothing more than cattle. Being a devout follower of Ranald, she opposes violent means of protest, instead advocating the use of humour and ridicule to turn the tide of public opinion against an oppressive figure. Katrin is undoubtedly idealistic, but her youthful anger has matured into a more pragmatic philosophy of constant vigilance and targeted public response to oppression.

Born in Talabheim, Katrin was raised in the faith by her parents. Her father, Frederich is a senior member of the Guild of Labourers in the city, and has spent his whole

life fighting for an improvement in the worker's lot. Her mother was also a cleric of Ranald, who died in childbirth with Katrin's younger sister. Frederich was distraught on losing his wife, and was delighted to see that as Katrin grew older, she began to take an interest in following in her mother's footsteps into the faith.

As a young woman, Katrin was frequently in trouble with the authorities in Talabheim, due to her self-adopted role as an outspoken champion of the working classes. Working as an agitator, her ability to tell stories and speak in public won her as many supporters as she had enemies, and it wasn't long before her anger became infectious. On one occasion, her audience turned into a mob, which began to loot and riot. Horrified, Katrin managed to gain control of the crowd, and attempted to instill in them how important it was to not give the authorities more reason to treat them like animals. The crowd dispersed, and it was at this point that she felt that it was time for her to enter the faith as an Initiate, where she could focus her philosophy beyond railing at authority. Naturally, she was attracted to Ranald in his aspect as Protector, which was in keeping with her mother and father's beliefs.

As Katrin advanced within the faith, she continued to circulate educative literature and make speeches in the street. Her profile was much higher than before, and her public speaking more practiced and entertaining. Whilst she was more restrained than in the past, she began to attract attention from some of the more important and unforgiving member's of Talabheim's ruling classes. The head priest of Ranald at her shrine was Piotr Bazarov, a nervous ex-anarchist from Kislev. Acting as her mentor, he advised her to adopt a lower profile and work towards using her faith to champion the cause of the oppressed. This coincided with the arrival of the news of Otto Stehlenhuhn's death, and it was agreed that Katrin was ready to set up her own shrine, and should go to Bergsburg to do so.

The city has been good for Katrin. She has learned a great deal about the local community, and has become one of the more important figures in the southern half of the city. Whilst she has not lost any of her anti-establishment fervour she acknowledges that the poor of Bergsburg have a better situation than in many of the other cities of the Empire. This does not prevent her criticising the Council whenever she feels they have been heavy-handed in their treatment of the 'lower' orders. She has little time for the Watch or the Temples of Sigmar or Ulric, seeing them as authoritarian and inflexible, while she is generally fairly complimentary towards the Shallyan Church. There have been occasions when she has been critical of some of their practices, but this is generally not something which she does in public - the poor need all the friends they can get.

Katrin is not very keen on thieving, as it impacts hardest on those who are not well equipped to recover. She has no personal experience of this kind of criminal activity herself, and aware that this leaves a gap in her

abilities as a cleric of Ranald. To fill this, she has recruited local pickpocket Andreas Eulen as her Initiate. So far he has shown some promise, and is particularly good at accruing information and gossip - which is invaluable to her. He also acts as her liaison with the Thieve's Guild - he is far better qualified to deal with them than she is.

Along with her duties as a cleric, Katrin leads a double life. Three years ago she adopted a secret identity, to try to exert a more direct and subtle influence on the Council than she ever did in Talabheim. At many society events, members of the upper classes can be found clustered around a brilliantly witty raconteur, who goes by the name of Bernhardt von Wilden. He will tell the most hilarious anecdotes and tales of folly amongst the aristocracy - many of which that seems to be know personally. Von Wilden's epithets and pithy observations have enlivened many a dull ball - he has become quite the rage amongst the foppish set. The mystery surrounding him only makes him a focus of more gossip. Some speculate that he was thrown out by his father for seducing his stepmother, the maid and his father's mistress, while others claim to have heard that he is the illegitimate son of the Reiksmarshall.

Bernhardt von Wilden cuts a dashing figure, with his pencil thin moustache, fine fashionable clothes and rakish air. He is undeniably slightly feminine in his affectations, but that's not that unusual amongst the men of the younger aristocratic set. More than a few noblewomen (and men) have propositioned him, but he will always brush them away with an exquisite put-down.

Bernhardt von Wilden is an invention of Katrin and Elizabeth Siewieder. They came up with the idea of a fictitious raconteur who would be played by Katrin, taking advantage of her natural wit and story-telling skills.

The decision was made not to use magic to effect this transformation - Katrin was adamant she could use only make-up and clothes to create an entirely new character.

The creation of this character serves two purposes. Firstly, Katrin now has access to the highest social circles, which will allow her to influence those who are beyond her influence as Katrin Spiegel. Secondly, the two of them obtain a great deal of amusement from ridiculing the great and good, especially when Katrin is entertaining them with rehashed stories from the mythology of Ranald. At present, the project is only in it's early stages, but Katrin has already seen some effect: a carefully dropped reference to the brutal murder of Ethel Geltstein increased pressure on the Watch to solve the crime. Ethel Geltstein was an elderly washerwoman found dead in the street one morning - the Watch successfully caught and prosecuted a local footpad.

Since arriving in the city, Katrin has been trying to find out who within the Merchant's Guild arranged for the

death of Otto Stehlenhuhn. Her alter ego has become a useful tool in this investigation, and she now has access to at least one senior member of the Guild.

## Andreas Eulen

*"What about Nipper Schulz? Do you know what he's up to at the moment? Why? Oh... it's just that he was nosing around here a few days ago. Probably nothing."*

Andreas is a skinny youth, with messy straw-coloured hair and a wonky grin. He wears the typical clothes of a down-at-heel city dweller, with a small brooch in the shape of Ranald's cross symbol.

Andreas is a quiet youth, who becomes animated whenever he is discussing gossip that may be of some use to him. He is a mine of information and an excellent contact for anyone who wishes to keep tabs on what is happening in the criminal underground.

Andreas was born two streets away from the Shrine, and has lived in the area all his life. He has four sisters, and his overworked mother never had the time to supervise him properly - he fell into pickpocketing, targeting mainly the prospectors who pass through the city.

<b>Andreas Eulen</b>							
<b>Male Human</b>							
<b>Initiate (ex-Rogue)</b>							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
34	36	27	34	44	37	35	37
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	10	2	3	5	0	0	0
<b>Skills:</b> Common Knowledge (the Empire), Concealment, Gossip, Read/Write, Sleight of Hand, Silent Move, Secret Signs (Thieves), Speak Language (Reikspiel), Speak Secret Language (Thieves' Tongue)							
<b>Talents:</b> Alley Cat, Flee!, Luck							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							
<b>Trappings:</b> Ranald's Symbol							

A regular visitor at the Shrine, he got to know Katrin fairly well, and she recognised a dormant intelligence beneath his tough street kid exterior. She was looking for an Initiate, and she asked whether he was interested. Andreas jumped at the chance, and within the week he had moved into 23, BackerStrasse.

Since then Katrin has taught him to read and write, and is in the process of teaching him theology and the rudiments of the faith. He has proved a good student, and she has trusted him with some responsibilities. Andreas is the main contact with Thieves Guild, as he knows Thieves Tongue and has more in common with the shadowy figures who run it than Katrin does. Some of them think that he has started behaving above his station, but the general response within the criminal fraternity has been favourable.

He has also adopted his role as an information broker, and many interested parties will visit him to find out the latest. He would never knowingly tell the Watch anything - he takes his strictures very seriously. Andreas still picks pockets to make his donations to the Shrine, but Katrin has persuaded him to go for the richer targets along with the prospectors. To this end he can often be seen in the richer parts of the city, dressed in more expensive attire suitable for this.

## **Adventure Hooks**

### **The Eyes Have It**

There have been a number of brutal and grisly murders in the region of 23, BackerStrasse over the course of the last two months. Victims have been found with their throats cut and their eyes removed, and then dumped into a midden. The people are becoming afraid to walk the streets at night, and are turning to Katrin, as one of the leaders of their community, to do something. Katrin is completely at a loss - she is sickened by the clinical brutality which must have been involved in these deaths. She would never call the Watch, and so she is on the lookout for some adventurer-types to try and establish who is performing these murders and why.

The PCs can ask around and find out the following details:

A Bretonian man checked into a room in a nearby inn two months ago, under the name of Jacques Dupin. The innkeeper says he comes and goes at odd times of the day, but always pays for his board so it's none of his business. This is a red herring - Dupin is an academic who spends late nights in various libraries.

There is a folktale from Ostland which is used to frighten children into going to sleep. It tells of an evil man called 'Herr Plucker-Eye', who goes around stealing the eyes of children who will not close them.

All of the victims were petty criminals. At least three of them were footpads and one of them was Cosey Hans, a beggar.

Gotthard Seagramm, a particularly vocal follower of Solkan, has been making a fuss about the leniency of the City Watch as regards punishing 'minor' crimes. Katrin strongly suspects that the Solkanites are taking the law into their own hands.

Questioning the local beggars and 'street-types' will reveal that there is a particularly odd beggar who arrived in the city just three months ago. He is completely blind and almost totally insane. But it couldn't possibly be him, he can't see a thing and he's barely capable of eating, let alone committing a series of calculated murders...

How this is resolved is up to the GM, but a possible second part of this scenario appears in SN21Elizabeth Siewieder. Some GMs may recall that a certain 'Great Enchanter' also has a taste for eyes ripped from still-warm corpses. There is some potential here, is there not?

### **The Heist**

This is suited to a party which has a number of rogues.

The PCs are approached by Andreas while frequenting a tavern in the vicinity of the Shrine. He has been using his information network to look into the PCs and they have emerged as likely candidates for a task which Katrin wants to see realised. When they meet her, she is very elusive at first, and spends a great deal of time trying to ascertain how trustworthy they are, as well as their ability to act stealthily. When the PCs have proved themselves (lots of Fel tests with bonuses for non-violent rogues and followers of Ranald), she will outline her intentions - she wants the PCs to steal 'Wilhelm's Opal'. This is an item of local historical significance which was given to the people of Bergsburg by Emperor Wilhelm during his reign. It is a magnificent opal in a beautiful setting, and is kept in a strongroom in the town hall. Once a year it is displayed to the public, and this date is to occur next week. Katrin wants the PCs to steal the stone and keep it safe for a couple of days before returning it with a fittingly sarcastic message about the incompetence of the Watch. Will the PCs accept?

Katrin has some plans as to how the robbery can be achieved, but the GM should deal with this according to the PCs strengths and weaknesses. As a reward the PCs can expect a small amount of money, and the far more valuable gratitude of Katrin. In addition they will become favoured by Ranald for a week or two afterwards - the GM can give them bonuses to appropriate tests if he or she chooses.

## The Blue Oak Inn



The Blue Oak is a substantial inn situated at the edge between Viehstadt and Sudentor, with a courtyard and guestrooms. The Blue Oak was named after the great oak barely a hundred yards away, and a vandalism incident involving several drunks. It has given its name to the Company of the Blue Oak, a band of mercenaries who have made the inn their base of operations. The Blue Oak is fairly priced, serves good food and beer, and has good guestrooms. It has not always been so.

The pub was run by a line of Rotnarbs, descended from a drunk who won the inn in a spectacular run of luck - allegedly. A clearer head would suggest the first Rotnarb to be a particularly canny cheat feigning drunkenness. In time, it passed on to a Matthias Rotnarb, who seemed to share all the attributes of his legendary ancestor, with none of the luck. Matthias seemed more concerned with drinking the profits rather than making them, and the pub barely escaped going out of business. However, to his grandson and successor, Bengt, he left very little cash reserves with which to find a good cook or source of beer. This fact was not helped out by Bengt's lack of commercial acumen, and soon the inn and Bengt's growing family was struggling simply to stay in existence, without either the necessary brains or funds to change life.

Then, around a year back, a man walked into the inn, introducing himself to Bengt as his cousin Stefan Gerber. There was no question to his identity, and he hired himself a room in the inn. He stayed there for two weeks, getting to know his cousin and his family. At the end of this period, Stefan came up to his cousin and told him bluntly that, much as he would like to stay, he could stay no longer unless something was done about the food and drink. Bengt freely admitted his hard position as he had

come to like and trust his cousin implicitly. Stefan thought it over, then provided Bengt with the whereabouts of a good cook and the money to hire him, for Stefan had grown rich as a mercenary.

The cook was Edgar, who is still the chef today, an old friend of Stefan who had abandoned fighting in favour of cooking. He settled in well and soon another letter arrived for Stefan from an old dwarven friend, now working in a near-by brewery, offering Stefan access to buying a small amount of dwarven beer. This was the beginning of the turn around of the Blue Oak. Stefan had the brains and money to start making a difference, and the Blue Oak started making a steady profit.

### The Building

The inn is a substantial building with three storeys. The ground floor is almost entirely taken up by the common room, although there is a small side room that acts as the kitchen, built as an add-on and leading to Edgar's bedroom. There is also a small room that acts as a washroom and storeroom.

The second floor is reached by a staircase in the right side of the common room. It is here that the four guestrooms are found. They are usually full and one is always occupied by Stefan. There are two beds in each along with two stools, although there is room for another two people to sleep on the floor.

The top floor is reached by a ladder poking straight up, on the opposite side of the second floor to the staircase. It is here that Bengt and his family sleep. Bengt and his wife share the largest room, his two eldest daughters share another, the twins another and the older boys another.

The inn is kept as clean as possible, which sadly is not very. Still, it's noticeably cleaner than many inns, and only compared to the top class hostelries does it look grubby.

### Bengt Rotnarb

*"Good morning sir, and what may I get for you?"*

Bengt is a stout man of medium height, getting old and going bald. Bengt always dresses neatly, and his clothes are scrupulously scrubbed and clean, if somewhat mended and old. Bengt is a kindly man, with friendly eyes. His hair has gone at the front, and his chubby face is carefully shaven. His entire body seems soft, but muscle lurks there - Bengt has had to throw out more than a few trouble-makers.

Bengt is a kind, absent-minded soul. Not particularly intelligent, it took him an effort to learn how to read and write, and he is a poor businessman. He is hard working though, and he has worked himself to the bone for many years in order to keep the pub going. Bengt is a caring

person, loved by his wife, adored by his children and respected by his children. He is no bigot, and will extend the hand of help further than many. He is very content now that life has settled down and he's relatively prosperous. Bengt is easily approached, and very helpful to those who ask - however, he will not leave his inn if he can help it.

<b>Bengt Rotnarb</b>							
Male Human							
Burgher							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
43	29	52	38	31	38	24	39
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	12	5	3	4	0	0	0
<b>Skills:</b> Common Knowledge (the Empire), Consume Alcohol, Gossip, Performer (Dance), Read/Write, Speak Language (Reikspiel)							
<b>Talents:</b> Public Speaking, Street Fighting, Strike to Stun							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger, Club							

### Elise Rotnarb

*"AAAAAARGHH! Its a spider! Get it away, get it away! AAAAAAARGH!"*

Tall for a woman, Elise is a slender and pretty women, even with her age. Her blond hair is kept in plaits, framing a thin, lively face with sparkling blue eyes. Her clothes are colourful and clean, even if they are old and mended.

Elise is a warm, friendly human being, with Shallyan leanings, who likes to be helpful, and hasn't got more than a gram of grey matter in her head. She is an airhead, and it shows. She is a poor cook also, the majority of her talent being in sewing, knitting and generally caring for others. Elise presides over a happy family, and still has a warm and loving relationship with Bengt. She never learnt anything at school, but still manages to do her part down in the bar, although she is easily flummoxed by anything out of the ordinary, and will shout for help. Loudly. Screaming. Even if it's just a spider.

<b>Elise Rotnarb</b>							
Female Human							
Servant							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
29	33	37	30	41	25	30	40
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0
<b>Skills:</b> Charm, Common Knowledge (the Empire), Gossip, Performer (Dance), Speak Language (Reikspiel)							
<b>Talents:</b> None							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> None							

### Bertha Rotnarb

*"Have you got anything serious to say?"*

Bertha is short and stout, taking after her father. Her features are plain although merry. Her blond hair is worn cropped short, and she dresses soberly in plain, dark clothes which are old and somewhat stained.

Bertha is a serious young woman, who has decided to try to better herself. She is signed onto a merchant firm in Osttor as a scribe, and has been there for a year. She longs to climb up the ladder, either as an apprentice to one of the company lawyers, or as a junior trader. She is intelligent, and has been saving up her money, so she stands to have a reasonable chance of either.

She still lives with her family mainly as her mother doesn't want to hear of her moving out. She is shy and work obsessed, and as such is not a popular figure with the young local boys particularly. Hence she is unmarried, although this is unlikely to last longer than another couple of years. She is not very comfortable in unknown company, but is still a friendly woman, even if somewhat quick to react to jibes.

**Bertha Rotnarb**  
 Female Human  
 Scribe

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
33	33	36	42	35	33	34	39

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	0	0	0

**Skills:** Common Knowledge (the Empire), Gossip, Read/Write, Speak Arcane Language (Magick), Speak Language (Reikspiel, Kislevan, Classical), Trade (Calligrapher)

**Talents:** Very Resilient

**Armour:** None

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

**Weapons:** Dagger

**Alice Rotnarb**  
 Female Human  
 Servant

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
29	29	33	32	31	25	29	31

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

**Skills:** Charm, Common Knowledge (the Empire), Gossip, Performer (Dance, Sing), Speak Language (Reikspiel), Trade (Cook)

**Talents:** None

**Armour:** None

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

**Weapons:** None

**Alice Rotnarb**

*"Oh, you do flatter me..."*

Visitors don't have to use their imagination to think what Alice will look like 30 years down the line - Alice looks almost identical to her mother, and has the same colourful taste in clothes.

Alice seems to have inherited everything from her mother - her friendliness, her vapid stupidity, her attractive looks. Thankfully, she has at least learnt to cook, so her future husband won't have to put with poor cooking. Alice is popular with the local boys, and at home with them, even if she hasn't found any lasting affection for any of them. She is looking for a husband, and might (to her parent's despair) settle on some handsome adventurer type.

**Brandt Rotnarb**

*"Lookin' for a fight?!"*

Brandt is short for his age, but makes up for it in mass, being uncommonly strong for his age, and pugnacious. He has wide shoulder, on top of which a plain, scowling tanned face is perched. His clothes are, despite his mother's best efforts, ragged and dirty more often than not.

**Brandt Rotnarb**  
 Male Human  
 Servant

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
33	29	42	47	31	28	31	28

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	10	4	4	4	0	0	0

**Skills:** Common Knowledge (the Empire), Dodge Blow, Gossip, Speak Language (Reikspiel)

**Talents:** Street Fighting, Very Resilient, Very Strong

**Armour:** None

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

**Weapons:** Club, Dagger



Brandt has always wanted to be a fighter, and has always behaved pugnaciously. Little of his father's friendliness or mother's looks has been passed on to the little maniac, which has made him slightly unpopular with the local boys. Brandt is good at violence. It is his talent, and he is already fairly good at it for someone of his age. He has been helping break up bar brawls since he was 12 despite his father's insinuations that he stay out of it.

Recently, Bengt has passed on the task of civilising his son to Stefan, who hopes that the Mercenary's experience can sway young Brandt. This has worked to a point, as Stefan has been instilling some values of compassion and friendliness into him. At the age of 16 he will probably be signed into the Company of the Blue Oak as a mercenary.

**Matthias Rotnarb**

*"Morning sir, what brings you over here this early in the morning?"*

Matthias is a young, slender fellow who wears ordinary, nondescript clothing. His blond hair is cut fairly short, his green eyes sparkle with life and his wiry frame hints at his massive agility. His features are regular and his face engaging.

Matthias is an intelligent and friendly young man, who works in his father's inn. In his spare time, he is an intelligent and friendly young thief, who generally runs around with the Sparrows.

Matthias, like his sister Bertha, decided early on to improve himself, but while Bertha has decided to do it honestly, the much more cynical Matthias has decided to do it dishonestly. As such he started taking the odd trifle when he had the chance. It is only within the last 6 months or so he started getting serious about it, spending the majority of the money he takes for lessons with older thieves, or donating it at the Shrine of Ranald.

He generally visits the main shrine at BackerStrasse every week or so and makes a donation there. He talks to Katrin there, and she has made a great impression on the young man there, and he has picked up more of her socialist ideas. He refers to her jokingly as a "corrupting influence", but holds Katrin, and her initiate Andreas in great respect, almost hero-worship.

His parents don't know about young Matthias' abilities or pastimes, a fact he is very grateful for.

**Kasper & Hanna Rotnarb**

*"MOTHER! SHE HIT ME!"*

*"DID NOT!"*

Kaspar and Hanna are a pair of identical twins, generally dressed in near identical clothing. Kaspar's hair is shorter though.

Kaspar and Hanna are like all small children everywhere - with an unsatiable appetite for stories, food, annoying people, and their 'Uncle' Stefan. They are the perfect types to accidentally find important baubles, or decide to latch onto an adventurer, or to irritate them mindlessly... They are almost constantly at war with each other.

<b>Matthias Rotnarb</b>							
Male Human							
Thief							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
29	29	34	32	50	33	30	36
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0
<b>Skills:</b> Common Knowledge (the Empire), Concealment, Dodge Blow, Gossip, Silent Move, Sleight of Hand, Speak Language (Reikspiel)							
<b>Talents:</b> Alley Cat, Lightning Reflexes, Streetwise							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							



## Edgar Strauch

*"Don't like my cooking eh? Well... how would you like to taste a crossbow bolt?"*

Edgar is a tall, well built man, with bushy black hair. His right eye is covered by an eyepatch, and a short scar runs through it. He dresses in tough leather clothing, scorning most of the accoutrements of a chef. His left hand is missing the middle two fingers, and his right leg has a peg, which he uses to walk clumsily around.

Born in Nuln, Edgar ran away from home to join a mercenary unit at the age of 17, joining up with a company operating around Altdorf. It was here he met Stefan Gerber, assigned as he was into the same unit as the Bergsburger. Edgar was still there when Stefan was promoted to Sergeant, and prospered under Stefan's watchful eye. He was often ascribed cooking duty as the youngest in the unit, and eventually took to it. In fact, Edgar would spend a lot of his spare time constantly striving to improve the food, and while Stefan, and Bruno who was in the unit as the time, loved to tease him about the food, it was surprisingly good.

At the age of 28, 4 years before Stefan left the company, Edgar lost a pair of fingers at Grim's Dale, and started to concentrate more on his cooking, also learning the odd bit as a unit medic. Three years later, Edgar lost his eye and leg fighting Orcs down in Averland, at the battle of Herne's Hill. At this time, he gave up fighting in the line, instead existing as the company cook.

When Stefan needed a cook, he thought of his old friend, and sent a message down to the company, inviting Edgar and Bruno to join him. Both made the journey together, slightly acrimoniously as neither got on together well.

Edgar has settled into the Blue Oak well, getting on well with Bengt and his family. His knowledge of wounds made him popular with Elise, who was constantly having to attend to scraped knees. Edgar, being a naturally friendly person quickly made friends with the children. However, his experiences have slightly twisted him, and he is less open, and slightly more cynical in his humour than he was.

Edgar is still a reliable and friendly person, who will happily give his opinion on everything and stitch up a friend. There are a couple of things which annoy him - people criticising his cooking, and people constantly poking fun at his disabilities. If people persist, Edgar might threaten them with his crossbow, which is his favoured method of intervening in bar brawls too, despite his lack of accuracy.

### Edgar Strauch

Male Human

Tradesman (ex-Mercenary)

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41	34	42	37	27	31	36	34

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	1	0	0	0

**Skills:** Common Knowledge (the Empire), Disarm, Dodge Blow, Gossip, Secret Language (Battle Tongue), Speak Language, (Reikspiel), Trade (Cook)

**Talents:** Strike Mighty Blow, Strike to Stun

**Armour:** None

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

**Weapons:** Dagger, Cleaver

## Adventure Hooks

### The Screaming Woman

As the PCs pass the inn, they hear a woman screaming. If they rush in, they might find Elise or Alice under attack from a thug, or standing on a chair gesticulating wildly at a mouse or spider.

### What does Matthias know?

Matthias' criminal activities have brought him into touch with the underworld, and he has discovered something that people would prefer he wouldn't know. This could range from the identities and criminal activities of the Three Kings, or that Johann Hyud has been mugging people. People are looking for him, and Matthias has gone to ground. It is up to the PCs to find him, protect him, and prosecute the people he found (without letting on that Matthias is a thief).

### "Neighbours, everyone hates slightly more prosperous neighbours..."

The Blue Oak getting on its feet has inspired jealousy, and some people are intending to do something about it... the PCs might find themselves at the centre of a row, in which they have to either keep the Blue Oak upright, or bring it down - or bring down the rivals. This might involve arson, kidnapping or even murder. Needless to

say, trying to take down the Blue Oak is going to bring them into conflict with a group of well armed mercenaries...

### Stupid Boy

In order to prove his loyalty/worth, one of the boys has done something very stupid, and it is up to the PCs to protect them. This could be Matthias having done a particularly stupid theft, or Brandt having bitten off more than he could chew in a fight.

## Company of the Blue Oak

*"Lookin' fer employment are we, eh? Well now, what sort... the fightin' trade eh? Wee-ll... ye could try one o' the inns, see if they need a bouncer... or try the Mercenary school, or the Pits... Or I suppose you could ask for Stefan at the Blue Oak, heard from a friend that he's got a small company an' plenty of job... yeh, if you be wantin' serious money, an' no virtual slavery an' the like, you'll be wantin' to do that..."*

The Company of the Blue Oak is a very small Mercenary company based in Beilheim at the Blue Oak Inn. They hire themselves out in small groups, generally one or two at a time, to those who need a bodyguard or an extra caravan guard.

### History

Stefan Gerber was a Mercenary, fighting all over The Empire for pay. He was a good one to boot, making it up to sergeant. Finally, however, he tired of the constant fighting, bad food, bad accommodation and watching his friends die. He retired back to his native town of Bergsburg, where he had spent his early years prospecting. He rented a room at his cousin's inn, the Blue Oak, and made his living as best he could. He would tell his stories, and train those willing to pay in the art of using a sword and would often prospect up in the mountains. His reputation spread and soon he was offered work as a bodyguard for a day. At first, Stefan demurred, but he soon gave in as he needed the money and his life lacked any excitement. Stefan was soon getting plenty of offers of work, more than he wanted to take on, in fact. It was about that time he met Franz Aldenburg, an out-of-work mercenary now eking a living by hunting whilst Stefan was out prospecting.

The pair could very quickly see a solution to both their problems, Franz could take on some of the jobs Stefan did not want, relieving the pressure on Stefan and getting Franz some money. Stefan was quick to see a big possibility in all this. Mercenaries are needed everywhere, and Stefan could lead them. So Stefan started a small company, named the Blue Oak after the inn where he was based, providing mercenaries for those who needed them. The work is not plentiful around Bergsburg, so all of them

have some other work, but it's a living, and provides them with a little of the excitement they were missing. And since the idea is a good one, providing hirers with reliable, good mercenaries, the right one for the right job, the Blue Oak looks set to grow.

### Stefan Gerber

*"I fought halfway across the Empire and back again, and grew to hate war. I came back home and found I craved it, needed it. It's like a drug- taste it and you're hooked."*

Stefan Gerber is normal in build, and his body is heavily muscled. His body is covered in minor scars of one sort or another. His face is lined slightly with age, but his green eyes twinkle in a kind, compassionate face. His silver hair is cut close to the head with plenty of space for a helmet in the warrior's style, and his whole stance is that of a professional fighter.

### Stefan Gerber

Male Human

Mercenary Sergeant (ex-Mercenary, Miner)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57	40	52	44	52	39	43	45

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	5	4	4	0	0	0

**Skills:** Acute Hearing, Animal Care, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Drive, Gamble, Gossip, Navigation, Outdoor Survival, Read/Write, Ride, Secret language (Battle Tongue), Speak Language (Reikspiel), Trade (Carpentry, Fishing, Prospector)

**Talents:** Disarm, Lightning Reflexes, Luck, Orientation, Street Fighting, Strike Mighty Blow, Strike to Stun

**Armour:** Helm, Sleeved Mail Shirt,

**Armour Points:** Head 5, Arms 3, Body 3, Legs 1

**Weapons:** Sword, Shield, Dagger, Bow

**Trappings:** 20 Arrows, a large amount of Gold Crowns in the bank (He will have only 10 on his body at any one time), Prospecting Gear (stored in room unless out prospecting)

Stefan is a quiet, thoughtful soul who will do his best to help his fellow man in distress. He has seen too many bad battles to have a love of war, but it still creates a buzz in his veins, which is why he does it (much the same reason why he still prospects from time to time). He dislikes the business of war a lot in fact, and is violently sick of it, but he reluctantly continues to fight, for he just loves the thrill of combat too much. He is very much the professional soldier, calm and competent. If he has to fight, he will do it well and professionally. He takes a pride in his job, and hates wasting lives. Stefan is not particularly ambitious, but like all good professional soldiers, he wishes to provide the best service possible and for that reason is attempting to expand the company. He is fair-minded and loyal to his friends, but once he finds something deserving of his dislike, he holds nothing back.

Stefan worships at the Temple of Verena, unsurprisingly given his love of fairness and inner conflict, yet surprising given his history as a soldier.

Places where he may be found: Out in the surrounding environs prospecting, in the Blue Oak Inn, on a mission, teaching sword fighting in the Blue Oak courtyard.

### Johann Hyud

*"Whatsh -hic- ever getsh -hic- the gold... and the easier the better!"*

Johann is a skinny little runt, and generally unpleasant to look at. His face is dominated by his over large nose and his eyes are narrow and weasel like. His hair is raggedly cut, his face badly shaved, and his breath stinks of wine. His clothing is ill fitting and wine stained. Despite that, he does have a vaguely threatening air, with some reason.

Johann has a criminal mind and a criminal soul. The reason he is in Bergsburg and not his native Wasteland is because he is on the run from the law. He is still fairly hostile by nature to anyone involved with the law. He is in most cases the second choice of Stefan for any mission. Johann's wages from being a mercenary, although just about sufficient to live on, are certainly not enough to cover his expenses on alcohol and so he would have a second job. The problem is, he is too unreliable for other people to hire him so he resorts to the skills of his past, rustling and mugging. The problem is that the vicious minded Johann wants to move on. Bergsburg is too small and too quiet for his tastes, and he wishes to go to a city where he can satisfy himself better, Altdorf maybe, or possibly home.

He does not particularly like Stefan, envious of his superior skills, charm and position. While Stefan dislikes Johann as unreliable, drunken, and unpleasant to be around. Worse, he suspects Johann of thievery of some sort or another. Johann was only taken on because Stefan needed the extra man, and Johann is quite likely to be laid

<b>Johan Hyud</b>							
<b>Male Human</b>							
<b>Mercenary</b>							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
41	39	43	37	37	27	31	29
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
2	11	4	3	3	0	10	0
<p><b>Skills:</b> Acute Hearing, Animal Care, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Drive, Gamble, Gossip, Navigation, Outdoor Survival, Secret language (Battle Tongue), Silent Move, Speak Language (Reikspiel)</p> <p><b>Talents:</b> Alley cat, Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun</p> <p><b>Armour:</b> Chain Shirt, Helm</p> <p><b>Armour Points:</b> Head 3, Arms 3, Body 3, Legs 0</p> <p><b>Weapons:</b> Club, Shield, Crossbow, Dagger</p> <p><b>Trappings:</b> 12 bolts, Mask, 10 shillings hidden away in his clothing.</p> <p><b>Insanities:</b> Terrible Thirstings</p>							

off soon before he brings disaster down upon the company's head, or quits. Johann would quit today and move on, but he does not have the money. He is unlikely to get it too, what with his expenditure on alcohol.

Places where he may be found: A dark alley mugging someone, on a mission, drinking in a seedy inn, rustling in the countryside.

### Bruno Kahl

*"Stefan's my last friend now. I fight where he fights. Who he hates, I hate."*

Bruno is short and fat. His hair is cropped very close to the head to give room for his helmet. A long, livid scar covers his face, from close to the hairline, down close to the left eye and ending near his mouth. The scar contrasts directly with his white teeth. He is definitely well described as over weight, yet for all that, he can be surprisingly fast at times.

Bruno is a city boy, born and raised in Altdorf. He

<b>Bruno Kahl</b>							
Male Human							
Mercenary							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
43	42	52	56	31	26	34	27
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
2	13	5	5	3	0	0	0
<p><b>Skills:</b> Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Drive, Gamble, Gossip, Outdoor Survival, Performer (Sing), Secret language (Battle Tongue), Speak Language (Reikspiel), Trade (Carpentry)</p> <p><b>Talents:</b> Disarm, Luck, Street Fighting, Strike Mighty Blow, Strike to Stun, Very Strong, Very Resilient</p> <p><b>Armour:</b> Helm, Mail Shirt</p> <p><b>Armour Points:</b> Head 3, Arms 3, Body 3, Legs 0</p> <p><b>Weapons:</b> Sword, Shield, Dagger, Crossbow, Knuckle Dusters</p> <p><b>Trappings:</b> 20 Bolts, Packed Lunch, 10 Crowns.</p>							

feels uncomfortable in the great outdoors. He is kind if somewhat simple minded, a man who lives for the simple pleasures in life, eating, a drink with his friends, a good fight and a good story. He does not ask for much in life, and generally gets it. Stubborn, if not particularly charming, Bruno is hard to befriend. Stefan is his only real friend in the city at the moment, and he is loyal to the point of foolhardiness to his commander. Bruno is quick to anger, and quick to let go. But even beyond that, Bruno's main trait is laziness. This trait has held him back from commanding, and will hold him back for the rest of his life.

Places where he may be found: Eating out, training in the Blue Oak with Stefan, on a mission, eating. Did I mention eating?

## Franz Aldenburg

*"The air is clean, the surroundings beautiful, the atmosphere quiet. It is no wonder that I prefer the forests."*

Franz is a tall, thin man. His yellow hair is slightly wild as is his yellow beard, framing a weather-beaten, expressionless face. He walks silently, staying in the shade where possible. His clothes are weather beaten, ragged, stained and patched, but they fit very well and are very comfortable. His chain vest has seen better days, likewise, and he tends to walk around just about everywhere with his hood raised.

Franz is very quiet. He is about as talkative as a rock, and shows less emotion. He just watches the world going by with eyes that miss very little. Many people have taken him to be just another woody hick, overawed by the city. That is a very bad mistake on their part. Franz's silence masks a very keen intelligence, that only his eyes betray.

Franz is also undoubtedly a good swordsman, and is easily the best shot in the company. Despite his expressionless face, Franz definitely has emotions. He always feels edgy and out of habitat in the city, and as such lives outside the city unless he has to come inside the walls to see Stefan, to buy provisions or sell what he kills. Outside of the city, he hunts for his living, preferring the freedom of having no master. He knows he could probably become a Captain himself, but he is happy where he is, living in the forest. Franz loves the forest, he loves all the great out doors. He is a devoted follower of Taal, and has a Stag-head medallion. He is certainly more than capable of killing and dumping anyone he finds desecrating the forests, and attends services regularly.

Places where he may be found: Hunting outside the city, visiting Stefan, on a mission.



<b>Franz Aldenburg</b>							
Male Human							
Mercenary							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
45	57	45	38	37	39	38	30
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	0	0	0
<p><b>Skills:</b> Animal Care, Common Knowledge (the Empire), Concealment, Dodge Blow, Drive, Gossip, Outdoor Survival, Performer (Sing), Ride, Secret language (Battle Tongue, Ranger), Speak Language (Reikspiel), Trade (River)</p> <p><b>Talents:</b> Disarm, Excellent Vision, Rover, Strike Mighty Blow, Strike to Stun</p> <p><b>Armour:</b> Mail Shirt, Helm</p> <p><b>Armour Points:</b> Head 3, Arms 3, Body 3, Legs 0</p> <p><b>Weapons:</b> Sword, Shield, Dagger, Long Bow</p> <p><b>Trappings:</b> 24 Arrows, 15 crowns (small stash buried in his home).</p>							

<b>Bjorn Olafson</b>							
Male Human							
Mercenary (ex-Norse Berserker)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
59	35	52	54	43	32	36	38
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
2	13	5	5	5	0	0	0
<p><b>Skills:</b> Animal Care, Common Knowledge (the Empire), Concealment, Dodge Blow, Follow Trail, Gossip, Read/Write, Secret Language (Battle Tongue), Shadowing, Silent Move, Speak Language (Reikspiel, Norse)</p> <p><b>Talents:</b> Disarm, Excellent Vision, Frenzy, Lightning Reflexes, Rover, Sixth Sense, Strike Mighty Blow, Strike to Injure, Strike to Stun, SWG (Flail, Two-handed), Very Resilient, Very Strong</p> <p><b>Armour:</b> Helm, Mail Shirt</p> <p><b>Armour Points:</b> Head 3, Arms 3, Body 3, Legs 0</p> <p><b>Weapons*:</b> Double-handed Axe (double headed, Norse design), Hammer, Shield, Knife, Bow, Knuckle Dusters, Flail.</p> <p><b>Trappings:</b> 15 Arrows, 9 Crowns</p> <p>* He does not carry all of this around with him in the city. If certain that he will be able to carry his axe around, he will have it. He only carries around his flail and knuckle-dusters if he is on a mission.</p>							

### Bjorn Olafson

*"I'd rather be fighting elsewhere... but Ulric's hammer- Stefan rescued me, and now I follow him. An oath is an oath."*

Bjorn is very tall, with shoulders like a bull. His body is packed with muscles, developed in the cold fjords of Norsca, and honed in the Fighting Pits and Trails of the Empire. No one could deny he is a fighting man after one look. His red hair is long and wild down to the shoulders and his beard is short and wild. His face is surprisingly attractive for all the deadpan expression it is often set in. His eyes are a cold, misty, slate-like blue-grey and one look into them reveals the wildness that permeates his soul. His clothing is cut in the Norscan style and have seen better days.

Bjorn is an inquisitive and intelligent soul who learnt Reikspiel and how to read and write from an old man in his village. It was for this reason that Bjorn left his homeland and travelled for the Empire.

Bjorn is very honourable, and is deeply religious. He rarely misses a service at the Temple of Ulric, and

respects the priests there greatly. He swore to follow Stefan when he saved his life when his luck ran out during a bounty hunt. He has a good sense of humour and has a gregariousness that people do not always associate with the Norse.

However, Bjorn has an extensive dark side. He has a hard streak in him, from being sold into the pit to pay for his passage across the Sea of Claws, and having seen many men die. He could also give a Dwarf lessons in holding a grudge. He rarely holds them, for all his temper, but when he does, it takes a strong reason for him not to track them down and kill them, and he will never forget. When Bjorn bought his way out of the pits, he tracked down the sea captain who had sold him in and killed him. He then took to bounty hunting to pay his way.

Bjorn also has a savage temper. This, married to the wildness in his soul brings a recklessness that means he will take risks even a Trollslayer will think twice about. Insult him and you will not get away with it unless someone restrains him.

Unlike the other mercenaries who are more or less happy with what they have, Bjorn wants to advance and is likely to leave if offered a good place elsewhere. Stefan will be prepared to release him from his oath. Part of the reason Stefan is looking to recruit more men is so he can make Bjorn a Sergeant and quench his ambition for a while. This is because Stefan not only likes Bjorn but also recognises the best fighter in the company when he sees him.

Places where he may be found: In the city, at the Fighting Pits of the Rat and Shovel, in the Blue Oak, on a mission.

### Adventure Hooks

The most obvious one is if your PCs are looking for employees or employment in the Mercenary trade, in which case they are the best around. Comments such as:

"Lookin' fer employment are we, eh? Well now, what sort... the fightin' trade eh? Wee-ll... ye could try one o' the inns, see if they need a bouncer... or try the Mercenary school, or the Pits... Or I suppose you could ask for Stefan at the Blue Oak, heard from a friend that he's got a small company an' plenty of job... yeh, if you be wantin' serious money, an' no virtual slavery an' the like, you'll be wantin' to do that..."

Or:

"Hmm, what do you want? Oh, you want to know where you can hire a Mercenary or two... Caravan guarding is it? Well... let me see, heard of some fellow... what was his name? Ah that was it, yes Stefan Gerber, lives at an inn... Blue something or the other. Apparently he will fix you up with the right man for the job."

### Clearing the Name

Bjorn has been fingered for some crime or the other and Stefan is paying you to clear his name.

### Abscinded!

Johann has left town very suddenly, with a large amount of Stefan's and/or someone else's money. The PCs are hired to bring him (or at least the money) back.

### AWOX

Some of the Company have disappeared while on a mission, and Stefan is very interested to see what has happened to them.

### Work for Idle Hands

Stefan has been offered a good contract, but doesn't have the men for it, and is looking for people to hire. Of course, not all is as it seems... Or is it? Will they be ambushed? Is it harder than they were led to believe? Has Johann's problems finally led to something too big.

### Back for Something

Both Stefan and Bruno were members of the same company, as was Edgar. Some of their old comrades, hearing that they were getting on well, have decided that the money is rightfully their's. Of course, guess who manages to walk in between the tussle... Alternatively, they might decide that Stefan, Bruno and Edgar broke contract (which they didn't). Of course, there could be an old comrade's call for help, which Stefan doesn't have time to deal with, but maybe the PCs could do it for him, or come along with him if Stefan believes it will need more men.

## Berthold's Illuminations



Berthold's Illuminations in Bergsburg is one of three chandler workshops in the town and is neither the biggest nor the oldest one. What makes it special is the fact that it seems to be favoured by the church of Shallya. In the city of the Goddess of Healing and Mercy this means something.

The shop itself is two-storey building made of stone located in Schmetterling Strasse in Sudentor. The kitchen and the bedrooms are on the first floor, while the workshop and the storeroom are on the ground floor. The metal vat, in which wax is melted, occupies the central part of the room and the work table occupies one corner. There are lots of moulds and tools on the shelves above the table.

Another table with the carving equipment is in the opposite corner, above which hang the shelves holding many jars filled with mineral pigments. The walls of the workroom are covered with frames on which candles are being dried and stored. The storeroom doors are opposite to the entrance. That room contains blocks of wax, cords and ropes, as well as wooden frames, firewood and glass bowls. This is also where the finished candles are kept. There is no special showroom due to the fact that the candles are usually delivered. When a customer does come to the shop, the sale is handled through one window, specially adapted for that purpose.

One of the characteristics of Berthold's shop is that all apprentices who have worked in it were boys from Shallya's Orphanage. Nowadays, there is just one apprentice, Dagmar, and Berthold is willing to employ one more. The children from the orphanage often play around and inside the shop during the day, and they are more than eager to deliver goods to any part of the town for a small tip, money or a cookie.

Most of the Berthold's work is done for Bergsburg's temples and the homes of middle-class citizens, but also for many of the stores and inns in town. Most of the candles made for the Temple of Shallya's Falls and all those made for Shallya's Orphanage are Berthold's donations to these institutions. The Temple of Shallya's Falls sometimes orders unique candles with religious motives, which are afterwards blessed in the Temple and sold to pilgrims in return for donations.

## Berthold Fink

The most prominent thing on Berthold's face is his big bulbous nose. He has large chestnut eyes and unkempt brown hair, and a slightly darker beard. His voice is deep, but calm. He is of medium height and massively built.

Berthold is a workaholic and spends most of his day in his workshop. He had hoped that he would have a son who would inherit his business and continue his work. He and his wife adopted Rutger, an orphan. From the time that Rutger came to maturity, Berthold has insisted that his son should stay at his parents' house for a little while longer, hoping that Rutger will change his mind and start working as an artisan.

During his days of apprenticeship Berthold started experimenting with colouring candles. His first experiments were supervised by the brother of his master, who was an alchemist and who taught him the basics of chemistry. Later he succeeded in producing pigments, which allowed him to colour his candles and, at the same time, avoid wasting money paying alchemists. Though he now orders most of pigments from local alchemists, he also produces a special pigment in small quantities and does it in secret. He fears that Alchemist Guild, which inquired into the origins of his colour, might dislike his doing 'their' work. Nowadays most of his earnings come from making unique candle sculptures for

<b>Berthold Fink</b>							
Male Human							
Artisan (ex-Tradesman)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
26	29	42	45	52	33	39	41
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	3	0	0	0
<b>Skills:</b> Common Knowledge (the Empire), Drive, Gossip, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Secret Signs (Artisan), Trade (Chemistry, Chandlery)							
<b>Talents:</b> Artistic, Very Resilient, Very Strong							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							

wealthy citizens and temples.

He also experimented on a way in which cities could be cheaply illuminated during the night. He tested various materials, but stopped working on it when Rutger was adopted, as all his attention was given to his son. The records of his experiments could be found in his bedroom in one small chest.

## Irene Fink

Physically Irene is a complete contrast to her husband. She looks frail and has blond, greying hair, a pale complexion and bright, intelligent eyes. She is a bit taller than most women. Irene is a very active person, even though she looks older than she really is. Her face was never pretty, but her whole appearance radiates with positive energy.

After years of marriage with no children, she had a dream of children playing around a waterfall. She thought it must be an omen from Shallya and persuaded her husband that Bergsburg was their destiny. She thought that bathing in the sacred waters under Shallya's Falls would enable her to conceive. After a couple of months, she started helping in orphanage, as it became clear to her that Shallya had heard her prayers and guided her to the place where she could become a mother to so many. She soon became an initiate and, after years of service, mostly in the orphanage, she became a priestess of Shallya.



**Irene Fink**  
 Female Human  
 Priest (ex-Initiate)

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
25	28	24	28	38	47	38	42

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	3	0	0	0

**Skills:** Academic Knowledge (Theology), Common Knowledge (the Empire), Channelling, Charm, Gossip, Heal, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Reikspiel), Swim, Trade (Apothecary)

**Talents:** Petty Magic (Divine), Public Speaking

**Armour:** Robes

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

**Weapons:** None

She still spends most of her time in Shallya's Orphanage teaching the children, but also manages to do the usual housework and help her husband with his business.

## Dagmar Fink

Dagmar has straw hair and dull, yellowish eyes. He is slim but proportionally built. He is a shy, silent boy, who has a fear of crowds. He was unable to accustom himself to the orphanage, with so many children there, so Irene brought him to her home. Soon, he started to like it at the workshop and he liked spending time with Berthold, in whom he sees his lost father. When he is not with Berthold helping him around the workshop, he cleans the house. This is the job that he prefers as he then has his much needed privacy. Dagmar spends the whole day in the house. He is horrified by newborn babies and often feels he is being pursued. He has no ambition whatsoever.

When Dagmar was four his sister was born. But the girl had six fingers on both hands. That was reported to authorities and the child was killed the very same day. His mother was put on show trial as a witch and burnt. His father, desperate and in fear for son's life, set the house on fire, and fled with Dagmar in his arms. For a couple of years the two of them roamed, moving from town to town, in constant fear of being persecuted. Driven down the road to madness, Dagmar's father left Dagmar in

**Dagmar Fink**  
 Male Human  
 Tradesman

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
31	30	34	29	45	29	34	27

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	10	3	2	3	0	0	0

**Skills:** Common Knowledge (the Empire), Drive, Gossip, Speak Language (Reikspiel)

**Talents:** Alley Cat, Ambidextrous, Flee!

**Armour:** None

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

**Weapons:** Dagger

Bergsburg at the gates of the Shallyan Orphanage. Dagmar never saw him again. Dagmar does not recall the events from his early childhood, and the stories that he heard from his father just add to the blur.

## History

Berthold and Irene came to Bergsburg from Wolfenburg in Ostland almost twenty years ago. They managed to buy a two-storey house in Sudentor and start their small chandlery.

Berthold had finished his apprenticeship in Wolfenburg, married Irene and wanted to start his own business. There was no need for one more chandler shop in Wolfenburg and he decided to move to a bigger town. The death of his grandfather, who was his only relative and a great supporter of him in his childhood, just accelerated his decision. He sold his family house, was given a letter of recommendation from his master and moved to Bergsburg, the closest big city and the place of choice of his wife, a devout follower of Shallya.

As there were just two chandler shops in the town, whose masters were in a quarrel, getting a licence to work was easy. During the first couple of years his shop managed to attract more and more customers. One of the reasons for this was that he could meet any demand from his customers, whether in quantity or in quality. His good connections with Kislevite traders, which he maintained from his apprenticeship days, provided him with a constant supply of high quality wax, while the other shops were dependent on the local, irregular and low grade



production. Soon, even the Temple of Shallya's Falls started ordering candles from Berthold's shop.

Berthold left most of the business calculations to Irene and never made any important decisions without consulting her, which proved to be a very profitable arrangement. Berthold and Irene lived a peaceful life, but they didn't have any children. Both of them suffered because of this ill luck. That was one of the reasons that Berthold spent even more time in his workshop, becoming more and more obsessed with it, and Irene started helping in Shallya's Orphanage. One day she spoke to her husband about employing somebody as an assistant and she suggested a child from orphanage, a troublesome, but very bright and capable boy, Rutger. Berthold had been thinking of taking an apprentice for quite some time and, being an orphan himself, he was pleased that he could do something for a kid and accepted the idea with enthusiasm. They accepted Rutger as their own child and Berthold taught him all the secrets of making candles, but mostly the art of colouring and shaping wax. After a couple of years one more boy from the orphanage, Dagmar, started working in Berthold's workshop.

Irene, who in the meantime had become a priestess, and Greta Schmelz, the priestess in charge of Shallya's Orphanage, started spreading the idea that guilds, or individual artisans, should sponsor the apprenticeship of talented children from the orphanage. Their goal was to give the orphans a fair chance to start a decent life. They now want to get support from Bianka Morgentau, the high priestess of Shallya, and, consequently, from the Council of Five. They know that relying on the kindness of guild masters or shop owners would be difficult, so they want the Council to cut taxes for the employers of orphans.

## Boris Kaiser

Boris is 34 years old, rugged, mildly handsome, sunburned, brown hair, with hard and tough brown eyes. He has a narrow scar across his forehead.

Boris is a kindly fellow and is usually the one who makes strangers or newcomers feel welcome in the town if they come his way. This amiable exterior hides a frustrated and desperate man on the verge of breaking. He is ferociously devoted to his family - to the extent that he would even kill to keep them.

Background: Boris is a labourer native to Bergsburg, who toils hard for his family - his two small children, Eva, six, Udo, eight, and his wife, Charlotte. They live in two rooms on the ground floor of a small run-down house in the Sudentor district, from which Boris ventures at dawn to wherever his latest employment takes him. But labouring doesn't pay enough to live well. It doesn't even pay enough to live moderately poorly.

### Boris Kaiser

**Male Human**

**Thief**

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	33	42	43	42	30	27	31

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	4	4	4	0	5	0

**Skills:** Common Knowledge (the Empire), Concealment, Evaluate, Gossip, Perception, Pick Lock, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel)

**Talents:** Alley Cat, Trapfinder, Very Resilient, Very Strong

**Armour:** Leather Jack

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

**Weapons:** Sword, Dagger

**Trappings:** Clothes, Slingbag, Lock Picks, Rope (10 yards), Grappling Hook, Purse with 3d10 Shillings, Other at GM's discretion

The reason for this is that Boris has been effectively blacklisted by a former employer. While involved in digging the foundations for new townhouses in Verenestadt, he was one of the labourers that discovered the large bones. The construction was already running behind schedule, but Boris alerted the Temple of Verena, who he thought may be interested. This cost the construction a week, and by the time the bones were disposed of, Boris was blamed for the delay. Subsequent work has been underpaid and exorbitant, but guild restrictions prevented him from taking another career. But another, less legal, source of income was available to him - Boris has taken to burglary, stealing only from the well-to-do, not through any sense of social justice, but because they often have more valuable possessions.

But Boris is not suited to the pressures of a life of crime. During the winter, when the living gets really tough, he often visits the notorious inn The String o' Pearls in Helmsberg to drink his troubles away on cheap spirits. He gets into brawls on many such occasions and it is here that he received the scar across his forehead from a hastily drawn knife.

But despite his habit of fighting and drinking, he is a good father and husband, and attends the Temple of Shallya weekly, praying for mercy and help. He also pays his respect to the Shrine of Ranald in Backerstrasse,

attended by Katrin Spiegel. He prays for luck that things will get better and that his criminal exploits will be bountiful. But recently, he is becoming more and more violent and a string of dulling headaches are becoming almost constant. Katrin has noticed his mood darkening and is worried that she may have to restrict him from entering the shrine if he cannot curb his aggression. The poor man is under a lot of stress, especially with the recent notice from his landlord that if he doesn't get this month's and last month's rents paid, he and his family will be evicted. Boris is just about on the edge of a nervous breakdown.

**Charlotte Kaiser**

Charlotte is nimble and fragile. She is shy and passive, and nearly always can be pushed to comply to something unless it threatens her family or husband. She loves Boris, though she does worry of his growing temper. So far, he has only released his aggression against strangers in the taverns, and she trusts that Boris, perhaps naively, will never harm his family.

As a young maiden, Charlotte worked as a servant for a cruel noble's wife that would routinely beat her out of jealousy for her youth and beauty. Boris was hired along with a team to rebuild part of the inner framework of her master's mansion. They quickly became friends and later lovers. When Boris discovered how she was treated, he arranged and executed her escape from service and since then, they have always been together. Charlotte is a mother with patience and endurance, and her children usually behave well, though they do take advantage of their mother's pacifism occasionally.

**Eva Kaiser**

Eva is a typical six year old girl: cute and curious. Beyond that, she is almost a miniature duplicate of her mother. But Eva has a knack for detecting when something is "wrong" which neither her mother nor her father possess. Eva also carries "Sally", her rag doll, everywhere and all the time. If anyone ever forces a separation between Sally and her, she will throw a loud and piercing tantrum until they give Sally back. She is completely unaware of the family's poverty and of the stressed conditions of her father. In a way, she embodies the sweet innocence of youth perfectly.

**Udo Kaiser**

Udo is a dirt-covered eight year old who sees himself as second to his father in his home. He carries about himself an air of toughness and strength that often manifests in getting into fights with the local kids. He usually comes out the winner, failing that, he still manages to hurt his opponent at least a little. He is a quick-witted child, always on the ever-watchful over his sister; indeed, his reflexes seem unusually swift. He is somewhat over-protective of his sister, to say the least.

<b>Charlotte Kaiser</b>							
Female Human							
Servant							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
30	26	26	24	40	31	32	30
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	9	2	2	4	0	0	0
<b>Skills:</b> Blather, Common Knowledge (the Empire), Dodge Blow, Gossip, Haggle, Perception, Search, Sleight of Hand, Speak Language (Reikspiel)							
<b>Talents:</b> Etiquette, Flee!, Lightning Reflexes							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							
<b>Trappings:</b> Poor Quality Clothes, Plain Gold Wedding Ring (worth 1 Crown)							

Even so, he will tease her persistently unless there is someone besides family around. Udo plays the tough kid and sometimes even a bit of a bully. He has recently been seen hanging around with the Sparrows, a gang of young kids that live in the Sudentor district.

## **Outside Relations**

### **The Kreuzers**

The Cross Hands inn is the main meeting place for this Helmsburg gang. They have not failed to notice Boris in his many tumultuous visits to the inn, and may choose to either recruit him or teach him a lesson.

### **The Sparrows**

Udo has been seen hanging around with these young street urchins in recent months, a symptom of his father's frequent drink-fueled absences.

## **Adventure Hooks**

### **Nervous Breakdown!**

This adventure is best played if the PCs have got to know Boris and his family some time ago, and have warmed to the troubled father. That way the events of the scenario will be particularly unpleasant and the players are likely to believe that Boris, as a friend, is innocent. This will also enable the GM to portray Boris' slow descent into madness gradually and with subtlety - allowing for a far more satisfying and dark tale.

After being evicted from his shabby home, worn-out Boris' mind has finally snapped. He is just fed up with it. He is fed up with his landlord, his boss, his luck, and his life. His greatest nightmare has come true with his nimble wife and innocent children turned out onto the streets. He knows that it is inevitable that the seediness of the street life will eventually find his family, one day or the next, and this he cannot accept. In his unbalanced mind he has reasoned that the enemy of mankind is anyone in authority, be it a landlord, a teacher, or even a Priestess of Shallya. With this philosophy, he abhors all authority and has embraced confused anarchism.

His alignment is now Chaotic, but his state of mind will not allow him to join a cult (which have authority figures) or even become a solo cultist (even a deity is a form of authority). His alignment is Chaotic because that characterizes his new self - born from worry, despair, frustration, and hatred. From caring vastly for his family's welfare, he is now the epitome of the obsessed, paranoid freak. Everyone is out to destroy his family, unless, he reasons, he destroys them first! Furthermore, nearly every action indirectly or directly pointed at his family will be twisted into a threat or seen as conspiring against him and/or them. He envisions himself as a righteous crusader and his 'heroism' will begin first with his greatest enemy,

that thrice-damned landlord, then the employer that got him blacklisted, and anyone else that has bossed him around who he resents. He will even attempt to murder Katrin Spiegel and priestesses of Shallya if they annoy him enough. Despite the turmoil going on inside his head, Boris remains an exemplary father and husband.

When his landlord is found bludgeoned to death, Boris is an obvious suspect. The PCs can get involved in apprehending the killer in numerous ways. Perhaps a friend of theirs is family of the landlord who doesn't trust the Watch or who knows that the PCs are qualified for the job. As the murders begin to rack up, the killer becomes known as 'Sledge' - all bodies look like they have been pounded repeatedly with a sledgehammer. The other victims can be any kind of authority figure, but need not even be that restricted - they could simply be a well-intended citizen who tried to help out Boris' family, but were murdered because he deemed them a 'threat' in his warped mind.

Boris' "modus operandi" does indeed involve using a sledge hammer to smash the head of the victim open. This is symbolic of underlings using their power to destroy authority. This is also a potential helpful cue for investigating PCs. Boris Kaiser is not a general labourer, he tends to work using a sledge hammer. Perhaps Boris breaks the handle at one of his killings, leaving a large splinter behind. Coincidentally, Boris is getting the handle repaired at a local workshop. PCs with battle experience or medical knowledge are also likely recognize the victim's fatal injuries as those from a blunt weapon, and a very heavy one at that.

In addition, Boris will abruptly cease his regular visits to the Temple of Shallya and the Shrine of Ranald. Katrin Spiegel will certainly notice his absence and may even suspect Boris of the murders - only her religious strictures against informing making it impossible to voice her suspicions to the Watch.

### **The Witch Is Back**

Charlotte's former mistress is travelling through Bergsburg from Middenheim to Talabheim, and by chance he recognises Charlotte in the street. The noblewoman orders the authorities to apprehend her for stealing from her in the past and is pushing to force her back into servitude. In truth, Charlotte never stole anything. However, when you have wealth and influence behind you, the truth rarely matters. Boris will come to the PCs in desperation and ask them to find a way to turn the matters around. This scenario could even spark 'Nervous Breakdown!' as above with some modifications.

Another possibility is that the PCs are hired by Charlotte's former mistress to track her down after a sighting in the street. This could potentially force the PCs to make a difficult moral decision.

### Dollnapped

On a slightly lighter note, this adventure is not meant to be taken too seriously. Eva's ragdoll has been stolen and her mother pleads with the PCs to find it. Eva hasn't been eating well since "Sally" disappeared. No-one will admit outright to the theft and Eva swears that she didn't misplace it. The culprits could be the Sparrows or even Udo pulling a prank on his younger sister. Though the PCs may not take the case too seriously, if left unsolved too long, Eva will actually become quite sick and weak. In this case, if it was Udo, he would give it back, but perchance, he forgot where he hid it? Consequently, the PCs might be forced into being detectives for a sorrow-filled six-year-old girl..

A more bleak, typically WFRP version could have the dying Eva's last request to be the return of Sally.



Albert is tall and slim. He has brown hair and eyes of the same colour. His face is friendly and he has a natural charm that very much helps in his business.

He dresses in ordinary clothes. The most prominent feature of Albert is his vendor's tray, that he seems to carry around all day long. This tray is stuffed with bottles that contain brown water. Floating in it are a number of small objects, that may be dirt, but could also be insects.

Albert has been a citizen of Bergsburg for all his life. However, he has never been able to get a good job. But he was intelligent enough to find his own niche in a town, that although dominated by Shallya, is still a place where people have to take care of themselves.

He can often be found by the river, ladling water into bottles. These bottles are later sold to anyone, as Fikentscher's Divine Healing Potion. For selling it, he used to have a small stand near the Lowentor, but after some recent problems with the guards and some rumours about the bottles containing wastewater, Albert has decided that a vendor's tray is not only as good as a stand, but also that it allows its owner to run much faster. The clerics of Shallya generally disrespect Albert, because he sells little but hope, and some of the more hot-headed clerics openly argue for banning and excommunicating him. However they have not been very successful up to this point, since Shallya preaches mercy and punishing someone to this extent seems to be out of proportion. Instead he has been fined more than once, without any apparent success in deterring him.

Albert's shop is a one-man show; he gets the water and sells it himself. With the exception of making the bottles, he does all the work. The people from Bergsburg know Albert very well and would not dare drink a sip of his

water, that is often contaminated with dirt and excrement. They prefer to pull a visitor's leg by recommending Albert's water. Except for some major problems with their stomachs and a second visit of the day's breakfast, they generally do not suffer any further harm.

With the "competition" of the Temple of Shallya and its more educated methods of healing, Albert has a hard time. His business is surely not booming, but the number of visitors that come to Bergsburg has ensured him a modest income. Besides the visitors, another group of customers consists of the prospectors and the soldiers of fortune who try to make their money in the hills and mountains north of Bergsburg in search of gold. This is particularly true after it is said that Fikentscher's Divine Healing Potion was able to cure someone infected with scabies. This rumour is used by Albert to the fullest extent and he is able to present a beggar, whom he pays himself, not only to testify to the truth of it, but also to claim that he is the very person once infected by scabies. Therefore many soldiers of fortune visit Albert more or less regularly to buy some of his potion. In fact it can have a certain healing effect on them, since most have to eat rotten or in other ways infected food and the vomiting induced by Albert's potion has saved the life of more than one.

**Albert Fikentscher**

**Male Human**

**Charlatan (ex-Rogue)**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
31	34	46	54	44	41	56	43

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	11	4	5	4	0	0	0

**Skills:** Blather, Charm, Common Knowledge (the Empire), Concealment, Evaluate, Gossip, Haggle, Performer (Storyteller), Read/Write, Speak Language (Reikspiel), Swim, Trade (Herbalist)

**Talents:** Flee!, Schemer, Streetwise, Public Speaking

**Armour:** None

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

**Weapons:** Dagger

**Trappings:** Vendor's Tray, 15 Filled Bottles, Dagger

Albert stands on difficult terms with the guards and most of the richer people of Bergsburg. They think of him as a charlatan, which is true, who spoils the image of Bergsburg considerably. Therefore the guards often pay him a visit and regularly pour his potion back in the river, where it belongs. The normal procedure is that Albert then complains to the sergeant of the watch or the Common Assize, generally unsuccessfully, before the game begins again. This has become more a pastime for the guards, rather than a real duty.

During the winter, when visitors become more rare and most of the diggers in the mountains retreat to the villages and towns, Albert works as an unskilled labourer, even though he thinks that selling food during this time of the year would give him another string to his bow.

He currently lives in a shabby little shack in Sudentor. The hut is almost empty, except for a huge amount of empty bottles and a ragged mattress. Since he rarely is at home, he does not pay very much attention to it. He can be found here only during the nights and when he has to label his bottles with tags that clearly depict his skill in writing (Fikentscher's Dewine Heeling Potin).

Albert is friendly to the extent of being a pain in the neck. When he sees someone unfamiliar to him, he will rush towards this person with his vendor's tray, the bottles jingling. No matter what you expect from a potion, Albert will point out that his is of course able to do it. This extends from curing all kind of diseases to solving much more harmless problems, like baldness or impotency. He can also tell long stories about his potion having cured just that particular problem.

Besides being an ambitious businessman, Albert is also an excellent source of all kinds of information if you consider buying a few of his potions. This has caused some problems with the underworld of Bergsburg, which is small, but otherwise not different from those in other cities. The only problem they have is that the disappearance of Albert would be noticed much earlier by the watch, than the disappearance of the waterfall.

He seems to know everyone and everything that goes on in the city and has many valuable connections. Among them are most of the craftsmen of Bergsburg and some of the watchmen, who do not take him very seriously and therefore tend to tell him basically everything.

### **History**

Albert was born in Bergsburg thirty years ago, as the son of a labourer. His father did not have many ambitions further than a bottle of schnapps and some warm food. All of Albert's talents were inherited from his mother, who sold plants and herbs on the market in much the same way as Albert.

He is the oldest of seven brothers and sisters, but in contrast to them, Albert dreams of fame and fortune. He

therefore chose to be a businessman. Albert realised that most people come to Bergsburg to visit the Temple of Shallya, and that many of these people have some physical problems. Thus he thought that there must be a market for those who have nothing but hope. This became the start of Fikentscher's Divine Healing Potion and has gained Albert a living ever since. Even though he is not successful, Albert earns enough money to pay his rent and get some food.

During the next few years Albert tried to extend his business, nominally with the sale of Fikentscher's Magical Powerstones, which he fished from the riverbed. Unfortunately most magicians and wizards do not have a sense of humour - most of the stones were returned to Albert, aimed at his head.

### **Motivations**

Albert's main motivation is pretty simple - he dreams of selling his potion throughout the empire. So far his attempts have been fruitless, since it would be difficult to sell something as worthless as his potions even in Marienburg. His short-term goal however is to earn enough money to rent a decent shop, preferably at one of the city gates or near the temple.

## **Thomas Herford**

If dirt has a name, it is Thomas Herford. He is small and slender with a slightly bend back He used to have blonde hair, but the colour is unidentifiable below the mass of dirt that covers his body. Only his clear blue eyes are not encrusted from the dirt, and they are a contrast to the rest of his appearance. He has a beard, but it could also be just a thicker layer of dirt around his chin.

Thomas wears simple leather clothes that are of unidentifiable colour and quality. Some seem to be just rags which were possibly found at places, most would not like to speak of. As all latrine cleaners he wears a leather cap and a mask of cloth to protect him from at least the worst smell, although the mask itself emits a considerable smell. He always carries a shovel which he can use as an improvised weapons, should it be necessary.

### **Description**

Thomas Herford belongs to the very bottom of the social hierarchy. He is a member of the so-called Bergsburg Brigade of Latrine Cleaners, looked down upon even by the beggars and rat catchers. As most of his colleagues, he can be recognised by his distinct smell that no water seems to wash away. Some joke that under the dirt encrusting the outside there just may be hiding a human being.

The day of a latrine cleaner begins long before dawn.



Since no one wants to see them work, they start before most people get up and some even go to bed. To clean a latrine it is necessary to open it and wait for the gases to escape. At this stage many latrine cleaners saw a sad and dirty death, when they came too close with their torches and lanterns. After most of the gas could escape, the cleaners climb into the chamber with shovels and buckets and bring the dirt on a waiting carriage. The carriage then brings it outside the city where it is either dumped in the forest or sold to farmers as manure. During the cleaning the cleaners also repair what is necessary.

Thomas and his colleagues are treated like the black sheep of the family. Although they are citizens of Bergsburg and most people need their service, they have to eat at the little table. That means that they are often treated with disrespect unless their service is required. This has resulted in a more or less closed group of people that rarely have any relations outside their group. Thomas is not exception to this rule and he spends most of his daily life among his fellow colleagues. These are the only people that respect him for his work rather than judge him from the outside.

As a latrine cleaner Thomas has far less than the average income. It is not enough to support his family. Therefore, his wife Andrea has to work as a helper of a local tailor. His two children, Sebastian and Ines, also have to do basic manual work with no hope to get better jobs later on, since neither is educated nor bright enough to do but the most simple work.

The family lives in a small hut near the southern town walls in Sudentor. The hut is more than filled with four people and the two beds, of which one is occupied by the couple while the other is shared by the children. Although all four members of the family work and earn money, it is barely enough to support a simple lifestyle.

Thomas is a nice chap; he is very easy to get along with, always friendly and helpful. He does not expect too much from life and life has not given him very much.

Even when people treat him with disrespect, he still has a certain amount of optimism and friendliness that is often surprising.

**History**

Thomas was born in Bergsburg thirty-one years ago. His father and grandfather were latrine cleaners, and thus Thomas is the latest in a dynasty of latrine cleaners. It is very likely that his son Sebastian will be the next in this line.

Thomas began to accompany his father when he was thirteen. Since he already wore the invisible stigma of a latrine cleaner, he was happy to find some people that did not pull his legs for his father's profession. He soon started to work as a latrine cleaner as well, since his young, flexible and small body could reach spots the adults could not or shunned away to reach.

When Thomas was seventeen he met Andrea and they married soon after. A year later Thomas' father died in a sewer explosion and was buried on the cemetery for the poor. Even the cleric of Morr, who conducted the

<b>Thomas Herford</b>							
Male Human							
Charlatan (ex-Rogue)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
34	21	53	42	32	28	34	20*
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	10	5	4	2	0	0	0
<p><b>Skills:</b> Common Knowledge (the Empire), Concealment, Drive, Gossip, Scale Sheer Surface, Silent Move, Sleight of Hand, Speak Language (Reikspiel)</p> <p><b>Talents:</b> Alley Cat, Flee!, Street Fighting</p> <p><b>Armour:</b> Leathers</p> <p><b>Armour Points:</b> Head 1, Arms 1, Body 1, Legs 1</p> <p><b>Weapons:</b> Shovel, Knife</p> <p><b>Trappings:</b> Leather Clothes, Leather Cap, Mask, Shovel, Almost Unbearable Smell</p> <p>(* when dealing with "ordinary" people Thomas' Fel is reduced to 8 due to the smell)</p>							

ceremony, showed his dislike when the body was lowered in the earth, still bearing that horrible smell.

Since his father left an empty space, Thomas became a full "member" of the latrine cleaners soon after. Although the latrine cleaners do not form a guild like the merchants or the tailors, a privilege that was never granted to them, they form a loose union. Even when they are disrespected by most of the people, they have a certain amount of influence, especially after the strike four years ago in the hot summer, during which many latrines exploded and the smell was so unbearable that even the priests of Shallya were forced to hold their services outside the city.

Thomas is now thirty-one years old and the gases have already taken their toll on him. His breath is short and heavy, and his coughing can be heard every early morning when he begins his work. He cannot afford to retire at this age, although he suffers from more and more infections every year.

### **Secrets**

The work of a latrine cleaner may be disrespected and dirty, yet it gives the few who do not shun the work an insight in the "bowels" of the town that is otherwise inaccessible. Thomas has seen many things in the latrines while cleaning them, and not all were excrement.

During his work he has seen one or two dead bodies as well as bag containing unspeakable things. People who hide crimes in this way, do not think too much about the latrine cleaners and consider them too untrustworthy to be suitable to give evidence in any court. Therefore, they do not fear exposure. However, the latrine cleaners have installed a fund to guarantee a modest income for the widows and families of those who died during their work, and this fund mysteriously gets anonymous donations much more often than it can be normally expected, even for a town devoted to Shallya. It is also unclear how the latrine cleaners were able to buy a home for the widows and children of their dead colleagues.

This, and all Bergsburg documents, are completely unofficial and in no way endorsed by Games Workshop Limited.

Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, WFRP, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Darkblade, 'Eavy Metal, Forge World, Games Workshop, Games Workshop logo, Golden Demon, Great Unclean One, GW, the Hammer of Sigmar logo, Horned Rat logo, Keeper of Secrets, Khemri, Khorne, the Khorne logo, Lord of Change, Nurgle, the Nurgle logo, Skaven, the Skaven symbol device, Slaanesh, the Slaanesh logo, Tim Eccles, Tomb Kings, Tzeentch, the Tzeentch logo, Warhammer, Warhammer World logo, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, artefacts, illustrations and images from the Warhammer world are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

