

A Matter of State Security

A WFRP Scenario for TobCon 3 by the dark knight of the twisted moon

Trailer

A Pattern Killer is loose in the Freistadt of Kemperbad; the bodies of his victims turn up weeks or months after their disappearance, debased by signs of torture and the marks of gnawing vermin. The Watch are on high alert, seeking to catch the twisted perpetrator; their failure has caused a backlash from the good burghers of the town, and now agitators are seeking to use the unrest to rouse the mob for their own ends. Pamphlets have begun to appear claiming that the Freistadt's thirteen strong Council has some involvement in the deaths. The most recent of these libellous scandal sheets goes too far – accusing the Council of bondage to the Ruinous Powers. The Council will stand for this no more, and so a special team has been assembled from amongst the espionage services to find and neutralise the agitator threat.

Summary

It is high summer, and the hot weather already has tensions running high. It is light until about nine o'clock at night and there are people hanging out in the streets until late. Most of the Council and many rich merchants have left Kemperbad for their country houses to avoid the risk of plague.

Set in the Freistadt of Kemperbad in the Reikland; the PCs are all Intelligence agents of some sort tasked with suppressing a pamphlet accusing the local rulers of being in league with the Ruinous Powers and tracking down the illegal press used to print the pamphlet. There have been a number of suspicious event recently which are being officially blamed on a Pattern Killer.

In fact each of the PCs is a Double Agent of some kind and is responsible for one or more of the deaths as a result of their additional activities.

Of course, there really are Chaos cults at loose in the city and some members of the Kemperbad Council are implicated in them.

Originally there wasn't a Pattern Killer, but there is now. A party of adventurers has come to Kemperbad in the pursuit of Chaos cults. One of their number is a cultist of Khaine and is using the apparent Pattern killings as a cover for her own ritual murders. Meanwhile this party has caught wind of a Skaven nest in the sewers.

The PCs are expected to provide a daily report of their progress to their official handler (who is a member of the Handrich clergy) and will also need to be in contact with their real masters via secret letter box etc.

Player Characters

Ponto Greenbottle - Halfling Spy, ex-Charlatan, ex-Thief (General) – double agent for the Reikland spy agency; responsible for 2 deaths.

Amos Paganini - Human Informer, ex-Scribe, ex-Servant – member of a Slaaneshi cult; responsible for 3 deaths.

Friedrich Distler - Human Assassin, ex-Bounty Hunter – member of a Horned Rat cult; responsible for 1 death.

Hob Overhill - Halfling Burglar, ex-Thief (General), ex-Entertainer (Acrobat) – member of a cult of Solkan; responsible for 1 death.

Tilman Bierkamp - Human Torturer, ex-Jailer, ex-Rat Catcher – in league with organised crime (the Belladonna family – see DotR p. 37); responsible for 4 deaths.

Kemperbad

The town's wealth comes from Trade, Wine and Brandy and the make up of the Council reflects this.

The north-west corner of the town is the Dwarven Quarter and the Dwarven Engineer's Guild, containing a small temple to the Dwarven pantheon, is located here. The population are mainly involved with maintaining the town's lift system and the brewing industry.

The south-east corner of the town on the northern bank of the River Stir and south of Ost Weg is the Tilean Quarter, and the Belladonna family operate from here although their activities extend across the whole of the Freistadt's zone of influence (see gazetteer on Mad Alfred's website).

Just north of the Ost Weg is the Halfling Quarter; many of the residents here work as Artisans in the Wine & Brandy business. There is a small temple dedicated to the Halfling pantheon.

The north-east corner of the city, between Brandy & Wein Straßen is the Artisan Quarter.

The elites of Kemperbad are, of course, the major merchant families, as befits the town's status as a Freistadt. Their homes are mainly located in the area bound by Handel Straße, Gotteshaus Allee and Fase Halbmond. All the council members have houses here except Brokin Leadstone who lives in the Dwarven Quarter, Seraphina Korngold and Alexander Sanner who live in their respective temples.

The area to the south of the River Stir is poor, mostly populated by manual labourers and the like; there is a small Church and Mission of Shallya located here.

The Murder Victims

Eleven of the victims are the responsibility of the PCs and have been killed in a manner appropriate to their specialism and for reasons related to the PCs *extra curricula* activities, details of these can be found in the PC write ups.

Thirteen bodies have been discovered so far, these are in **bold**.

- 1 **Bernd Kraus**, 9 year old local boy. Heavy build; Light brown hair, Blue eyes. Found in the southernmost courtyard between Bier Gerich and Brücke Strecke - clubbed by Amos Paganini
- 2 **Otilie Baum**, 7 year old local girl. Heavy build; Black hair, Grey-blue eyes. Found in the northernmost courtyard between Bier Gerich and Brücke Strecke - clubbed by Amos Paganini
- 3 **Minna Schanz**, 21 year old female Gambler. 5'2", Light build; Sienna hair. Found at the southern end of Brücke Strecke – missing her (Light brown) eyes
- 4 Thorig the Disgraced, 42 year old male Dwarf Troll-slayer (adventurer); Massive build; Orange hair, Dark brown eyes. Found tangled amongst boats moored on the wharf (as Event 2) - garrotted by Friedrich Distler
- 5 **Elisea Delfin**, 22 year old woman from the Tilean community (criminal). 5'9", Light build; Medium brown hair, Grey-blue eyes. Found on Ost Weg; killed by Tilman Bierkamp & partially played
- 6 **Berend Fux**, 22 year old male Wizard's Apprentice, 6'1", Puny build, Copper hair; found at the junction of Kleselstein Allee and Handel Straße – missing his (Medium brown) eyes
- 7 **Chiara Piltz**, 24 year old female Artisan's Apprentice. 5'10", Light build; Medium brown hair. Found midway along the street between Brandy Straße and Kleselstein Allee – missing her (Medium brown) eyes
- 8 **Waltraud Bauer**, 19 year old female Physician's Student. 5'1", Light build; Yellow hair, Found at the junction of Handel Straße and Gotteshaus Allee – missing her (Medium brown) eyes
- 9 **Carsten Bormann**; 23 year old male servant (Spy) in the household of the Nuln factor Bernhart Quaschny. Average build; Dark brown hair, Blue eyes. Found outside the Cooper's Guild on Fass Halbmond - stabbed by Ponto Greenbottle
- 10 Ard Roonsch, 23 year old male Wastelander 'tourist' (criminal). 5'8", Average build; Medium brown hair, Grey eyes. Found behind The Hunter's Candle Inn on the Wharf - killed by Tilman Bierkamp & partially played
- 11 Tilmann Auernheimer, 20 year old male Bawd. 5'11", Puny build; Ash-blond hair. Found floating in a lock on the River Stir – missing his (Blue) eyes
- 12 **Ellen Dedekind**, 12 year old local girl. Massive build; Corn hair, Light brown eyes. Found in the central courtyard between Bier Gerich and Brücke Strecke - clubbed by Amos Paganini
- 13 Claus Ehlers, 24 year old male Alchemist's Apprentice. 5'6", Light build; Medium brown hair. Found in the centre of the area bounded by Wein Straße, Brandy Straße and the town wall – missing his (Medium brown) eyes
- 14 **Norbert Witting**, 25 year old male native of Kemperbad (criminal). 5'7", Average build; Light brown hair, Medium brown eyes. Found to the east of Sud Weg - killed by Tilman Bierkamp & partially played
- 15 Rolf Steinhäuser, 27 year old male Initiate of Handrich. 5'6", Light build; Light red hair. Found at the corner of Brandy Straße and Handel Straße – missing his (Light brown) eyes
- 16 **Johannes Tannen**, 32 year old male Kemperbad Intelligence Agent. 5'8", Puny build; Dark brown hair, Blue eyes; Found at the northern end of Fass Halbmond - stabbed by Ponto Greenbottle
- 17 **Clodomiro Nasso**, 18 year old man from the Tilean community (criminal). 5'6", Black hair, Pale grey eyes. Found at the south end of Klablesalat Allee - killed by Tilman Bierkamp & partially played

18 Sylvia Hagemeister, 22 year old female Initiate of Verena. 5'1", Light build; Corn hair. Found on the western end of Handel Straße at the entrance to Inkompetent Platz – missing her (Pale grey) eyes

19 **Andre Köstler**, 22 year old male Herbalist (Slaaneshi cultist). 5'8", Heavy build; Corn hair, Grey-blue eyes. Found near the corner of Gotteshaus Allee and Fass Halbmond - shot by Hob Overhill's sling, he is branded with the mark of Slaanesh on his left shoulder

The Pattern Killer, Ursula Feyerabend, is targetting young people from academic backgrounds who socialise at The Barrel & Bottle tavern on the corner of Brandy & Wein Straßes, across the street from the Brewer's, Distiller's & Fermenter's Guild. She is taking the bodies to an isolated section of the sewer system under the Merchant's Quarter to ensure their souls cannot travel to Môrr's Realm before dumping the corpses on the streets of Kemperbad to sow fear amongst the citizenry. Ursula has found a small chamber, roughly 5' in diameter and height with a domed ceiling, accessible only from a short vertical shaft with a (now hidden) manhole cover from the street, and a 4' long 1' diameter crawl space from the sewer system. This once connected into the now isolated sewer system and catacombs under the Dwarven Quarter, which have been forgotten about by the human authorities of Kemperbad. She is also removing her victims eyes (to negate any attempt by a Priest of Môrr to use Death Sight to determine her identity), which she is then surreptitiously feeding to her companions in order to turn them into ghouls.

As a result of the delayed burials, hauntings by ethereal undead are about to commence in the city, especially by the spirits of those victims whose bodies have not yet been discovered (this will include victims of the PCs). These will be at the site of the murders, rather than where the victim's corpses have been found, which could provide a clue to the identity of the Pattern Killer.

Clues to the Agitators.

The Agitator group goes by the name of The 24th Letter (a reference to the letter X being a symbol of Ranald, who they venerate mainly in his aspect of the Protector).

There are five active members of the group within Kemperbad they operate from the labouring class area to the south of the River Stir, but they also have bases of operation amongst supporters in the client villages of the town, including their printing press in Stockhausen.

Pamphlets appear posted to walls on the northern bank of the River Stir, distributed on the streets on the southern bank and in taverns on the docks.

Agnes Eisenmann, Henny Lohmiller and Nathalie Weiskopf work together on distribution. They distribute on the streets of the south bank as labourers, and others fortunate enough to have work, are returning home, and then move onto the dockside taverns in the evenings before posting to walls in the northern part of town on their way back late at night. When working the streets they usually have an urchin or two keeping an eye out for the Watch.

The group also holds public meetings, once a week or as required, at the Sinking Duck tavern on the south bank.

Overt attempts to arrest Agnes, Henny or Nathalie on the south bank will lead to resistance from the local population which may turn into a full scale riot under the current explosive circumstances. This will allow the agitators to escape and The 24th Letter to go into hiding in Stockhausen.

Friedrich Thorn and Alwin Buchwald are usually based in Stockhausen, where the group's press is located. They bring newly printed pamphlets to Kemperbad by cart.

They are funded through donations to the Cult of Ranald, paid to and then transmitted by Franziska Schwartz, Kemperbad's Cleric of Ranald. These donations are both part of the tithe paid to the cult by followers of any of Ranald's aspects and through direct donations solicited from the resident's of the poorer parts of town, especially the south bank of the River Stir, through shrine clubs. Only Friedrich Thorn, the group's leader, knows about this funding arrangement, although Agnes Eisenmann often receives a closed package containing the funds from (a disguised) Franziska for delivery to him.

Putting suspects to 'the question'

At some point it is likely that Tilman will want to torture information out of a suspect. For this the usual Torture rules are used, but the desire to stop pain being inflicted should be considered. To this end, in the case that a suspect has information they wish to conceal they will provide a cover story after the first successful test. If the torture continues they will provide the real information after a second success. If the questioner is still not satisfied with the response, subsequent successful tests will have the victim making up whatever information they think their tormentor wants to hear, in order to bring an end to the interrogation.

Events

Many of the events in this scenario will not follow a strict order but will be in reaction to the PCs actions. As such they are presented in only a loose order.

1) Briefing from Leo Schopenhauer; Leo will give the PCs a copy of the latest leaflet (see Handout 1), which he is taking very personally as a slur against the good name of Handrich and the sacred duty to become very rich with no concern for the impact on others. The PCs should capture the agitators alive so they can be publicly tried and an example made of them to discourage such dissent in the future. If required, the PCs can seek the assistance of the Watch in making the arrests, once they have identified the culprits. However, given their skills, Leo thinks such assistance is unlikely to be required.

If the PCs ask about the Pattern Killer, Leo will tell them 13 bodies have been found so far; if the PCs want to know the details they will be referred to Josua Böhnisch, the Priest of Môrr. The PCs can investigate the murders if they wish, but their main mission is to silence the agitators. If pushed, Leo will admit that it appears there is more than one killer, but will claim the Council isn't very interested since their main aim is to suppress the agitation and keep trade flowing through Kemperbad and wealth into the coffers of the merchant's and Handrich's temple. This is certainly his main aim, as head of the Cult of Handrich in Kemperbad; other members of the Council may have different views.

Due to many of the Council being out of town on their country estates it will be difficult to reach official decisions regarding developments in the investigation, but the PCs should use their own judgement. However, they are expected to report back to Leo each evening regarding the progress they have made.

2) Discovery of the body of Thorig the Disgraced. As the PCs' briefing is ending a Council clerk will inform Leo that the body of a 'Dwarf with a funny haircut and covered in tattoos' has

been discovered floating in the wharves of the River Reik. The body is currently in a warehouse on the docks whilst it is determined if it should be taken to the Temple of Môrr or handed over to representatives of the local Dwarven community.

Within a short time the Adventuring Party will arrive to identify the body; after all there aren't many Troll-slayers in Kemperbad.

3) If the PCs are heavy handed in their attempts to arrest the active members of The 24th Letter in the area to the south of the River Stir this will spark rioting in this area and amongst the apprentices in the main part of Kemperbad, stretching the Watch and other armed forces considerably. During the confusion The 24th Letter will escape to the village of Stockhausen where they will produce Handout 2, which will be brought to Kemperbad and distributed a couple of days later.

In reaction to the rioting, the Belladonna's, amongst others will form 'community protection' groups. These will clash with both the rioters and the forces of law and order.

4) Josua Böhnisch, the Priest of Môrr, can usually be found in the Garden of Môrr, although as the scenario progresses he will increasingly be found within the town, trying to deal with the manifesting ghosts (through use of his Destroy undead prayer).

Josua can provide information regarding the bodies discovered to date (see 'The Murder Victims' on pp. 2-3). He can also tell the PCs that he believes that there is more than one killer at work, and the Pattern Killer first struck with the fifth (now sixth) victim, Berend Fux, as he was the first found with his eyes missing, which seems to be the killer's signature. Admittedly there may be more than one Pattern Killer, probably working independently, as other victims seem to bear distinct signatures too. He has not suggested this theory to the Council, since they seem unable to deal with one Pattern Killer, let alone several.

The removal of the eyes seems to suggest the Pattern Killer has knowledge of the Cult of Môrr. Josua will initially be reluctant to provide more information than this, but may be persuaded to explain that certain prayers allow Priests of Môrr to view the last thing a victim saw. Likewise, hiding of the bodies for a period of time prevents the effective use of rituals intended to ensure a person's soul makes it safely to Môrr's realm, and indeed there have been reports of hauntings in the centre of town. This suggests the involvement of the Cult of Khaine.

Finally, Josua can provide details of the victim's next of kin.

5) It will be difficult to get an appointment with Mulder Stormbrow but, if the PCs are insistent, Leo will be able to intervene with Borkin Leadstone to set up such a meeting.

Mulder will be tight lipped about Dwarven business, but will confirm that Dwarves within the Empire have the jurisdiction to bury their own dead, and that there are catacombs under the Dwarven Quarter to enable this. He will also confide his suspicion that Thorkin's death wound was caused by a garrotte.

If Hob Overhill talks to him alone, and mentions Andreas Arnoldi by name he will tell him that the Dwarven community is reluctant to get involved with the Freistadt Council, since they fear there are minions of the Ruinous Powers amongst their members.

6) At the first opportunity Aayden Kiesinger will send a message to Amos Paganini to warn him that with the death of Andre Köstler, it is possible someone has become aware of the Cult of Der Pelzige Kelch (Handout 3).

7) More bodies will be discovered as the scenario continues, in the order presented in 'The Murder Victims' (pp. 2-3), at whatever junction seems suitable to the pace of events.

8) Should the PCs succeed in capturing any member of The 24th Letter, Meike Kossmann will order Ponto Greenbottle to either enable their release or escape, or otherwise use the event to further the interests of the Reikland (Handout 4).

Meanwhile, Franziska Schwartz will seek to rescue them. She will do this by using her Assume Illusionary Appearance prayer to impersonate Leo Schopenhauer to order the gaoler's to have the prisoner(s) transported by closed wagon from the cells beneath the Rathaus to the Temple of Sigmar. Shortly before arrival she will then cast Zone of Invisibility, making the wagon appear empty when the guards open it. In the confusion she and the prisoner(s) will make good their escape. The agitators will head for Stockhausen, unless the printing operation has already been uncovered, in which case Franziska will make use of her smuggling contacts to get them out of the Freistadt until the hue and cry has subsided.

9) Ghosts of murder victims begin to appear, haunting the upper class area around the section of sewer Ursula is using for her ritual murders. This will further inflame the citizens of Kemperbad, whilst the Cult of Môrr will do its best to exorcise the ghosts through the use of the Destroy Undead prayer.

If the PCs don't take the hint that there are more bodies located here then Kaspar Simmel will make contact with Freidrich (Handout 7).

10) If the PCs have not met the Adventuring party (one of whom has been assassinated by Friedrich Distler) when they went to identify the body of Thorig the Disgraced, Hob may be advised to speak to them by Andreas Arnoldi (Handout 5), who is taking their claims of Skaven in the sewers seriously. In conversation they will claim to be on the trail of the Skaven nest under the town and suspect there is a Horned Rat cult amongst the population. Nednimm and Tristan will express a desire to get back into the wilds as soon as possible since there is so much crime in urban centres – there was a Pattern Killer active in Altdorf, the last place they spent any significant period of time (obviously, this was Ursula at work).

11) The Belladonnas will make contact with Tilman, encouraging him to use his official resources to quieten down the unrest (which is bad for their protection business) by finding the Pattern Killer and then silencing the Ranaldian agitators (Handout 6).

12) Resolution – it's anyone's guess how this will come about. However, if the PCs discover the chamber where Ursula is hiding the bodies of her victims, and she becomes aware of this, she will quit town in search of a new hunting ground, taking her companions with her. Nednimm and Tristan may seek to make their goodbyes with the PCs before they leave, if they have become on good terms.

NPCs

The Council

Raimund Singer – Merchant's Guild; 33 years old; 5'8", Light build; Long Silver hair, Dark brown eyes.

Jule Lustenberger – Merchant's Guild; 59 years old; 5'10", Heavy build; White hair, Light brown eyes; Big ears.

Leo Schopenhauer - Cult of Handrich (overall responsibility for Intelligence service); 34 years old; 6'2", Massive build; Red hair, Light brown eyes; Strong accent.

Theophilus Scheffel – Viniculturer's Guild; 58 years old; 5'9", Puny build; Black hair, Medium brown eyes.

Bertha Springer – Viniculturer's Guild; 35 years old, Puny build; Corn hair, Blue eyes.
Seraphina Korngold – Cult of Taal & Rhya; 34 years old; 5'3", Massive build; Corn hair, Medium brown eyes; Huge frame.

Nicola Rühl – Brewer's, Distiller's and Fermenter's Guild (Slaaneshi Cultist); 35 years old; 5'2", Puny build; Light brown hair, Light brown eyes.

Rafaela Goedde – Cooper's Guild; 46 years old; 5'1", Average build; Silver hair, Medium brown eyes.

Tim Lehmbruck – Glass-blower's Guild; 59 years old; 5'11", Puny build; Bald (Yellow hair), Purple eyes.

Silvester Scherzinger – Glass-blower's Guild; 33 years old; 5'5", Massive build; Washed out Light brown hair, Medium brown eyes; Charismatic eyes.

Alexander Sanner – Cult of Sigmar; 32 years old; 5'6", Puny build; Corn hair, Blue eyes; Pox scars.
Brokin Leadstone – Dwarven Engineer's Guild; 107 years old; 4'8", Light build; Dark brown hair, Medium brown eyes.

Kaspar Simmel – Dock Master (Horned Rat Cultist); 39 years old; 5'11", Light build; Silver hair, Blue eyes.

Raimund, Jule and Leo's interests usually align.

Theophilus, Bertha and Seraphina's interests usually align.

Alexander, Brokin and Kaspar's interests usually align.

Rafaela's interests often conflict with Tim and Silvester's, but she is out-voted unless she can build alliances on a particular issue.

Reikland Spy ring

Meike Kossmann – Reikland Broker; 42 years old; 5'7", Puny build; White hair, Blue eyes.

Alexander Sanner – Priest of Sigmar; 29 years old; 6'0", Average build; Corn hair, Dark brown eyes.

Ponto Greenbottle – Intelligence Agent & PC

Der Pelzige Kelch (Slaaneshi Cult)

Nicola Rühl – Freistadt Councillor and Master of the Brewer's, Distiller's and Fermenter's Guild; 35 years old; 5'2", Puny build; Light brown hair, Light brown eyes.

Aayden Kiesinger – Nicola's major domo; 48 years old; 5'5", Puny build; Copper hair, Blue eyes.

Valentin Klostermann – Merchant; 39 years old; 5’5”, Heavy build; Medium brown hair, Green eyes.

Gunther Fehrenbach – Fermenter’s Apprentice; 20 years old; 5’8”, Heavy build; Copper hair, Light brown eyes.

Andre Köstler – Herbalist (deceased); 5’8”, Heavy build; Corn hair, Grey-blue eyes.

Luzie Hornbostel – Distiller Journeywoman; 27 years old; 5’8”, Average build; Copper hair, Pale grey eyes.

Amos Paganini – Intelligence Agent & PC

Supplication to the Devourer (Horned Rat Cult)

Kaspar Simmel – Friestadt Councillor and Dock Master; 39 years old; 5’11”, Light build; Silver hair, Blue eyes.

Adolfine Schnabel – Merchant; 29 years old; 5’11”, Heavy build; Medium brown hair, Blue eyes.

Werner Cronenberg – Rat Catcher; 19 years old; 5’7”, Massive build; Yellow hair, Purple eyes.

Friedrich Distler – Intelligence Agent & PC

Brotherhood of Permanence (Solkanite Cult)

Andreas Arnoldi – Cleric Level 2; 40 years old; 6’0”, Massive build; Dark brown hair, Dark brown eyes.

Janine Haass – Protagonist; 21 years old; 5’1”, Average build; Corn hair, Grey-blue eyes; Big ears.

Humbert Toddelet – (Halfling) Physician; 4’2”, Massive build; Light brown hair, Dark brown eyes.

Hob Overhill – Intelligence Agent & PC

The Belladonna Family (Racketeers)

Enrico Savasta – Trusted Lieutenant; 26 years old; 5’11”, Puny build; Sienna hair, Dark brown eyes.

Tilman Bierkamp – Intelligence Agent & PC

The Agitators of the 24th Letter

Friedrich Thorn – Agitator, ex-Artisan (Printer), Artisan’s apprentice; 31 years old; 6’2”, Light build, 10 st. 10 lbs; Silver hair in a pony tail, Medium brown eyes.

| M | WS | BS | S* | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|---|---|----|---|-----|----|-----|----|----|-----|
| 3 | 32 | 34 | 6 | 5 | 7 | 40 | 1 | 61 | 41 | 34 | 39 | 46 | 38 |

Skills: Drive cart; Magical sense; Public speaking; Read/Write – Reikspeil; Scroll lore; Secret language – Guilder; Secret signs – Artisan; Very strong*.

Equipment: Dagger (I+10, D-2, P-20); Club; Leather jacket (0/1 AP Arms, Body); 9 leaflets; Purse with 15 GC 12/6.

Alwin Buchwald – Agitator, ex-Artisan’s apprentice (Printer); 29 years old; 5’5”, Heavy build, 11 st. 7 lbs; Black hair, Grey-blue eyes; Scar on face.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|----|---|----|---|-----|----|-----|----|----|-----|
| 5 | 43 | 34 | 2 | 4* | 9 | 40 | 1 | 44 | 31 | 31 | 40 | 35 | 22 |

Skills: Drive cart; Public speaking; Read/Write – Reikspeil; Very resilient*.

Equipment: Dagger (I+10, D-2, P-20); Club; Leather jacket (0/1 AP Arms, Body); 6 leaflets; Purse with 9/6.

Agnes Eisenmann – Agitators, ex-Artisan’s apprentice (Cooper); 27 years old; 5’7”, Light build, 10 st. 10 lbs; Black hair, Dark brown eyes.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 3 | 35 | 30 | 3 | 4 | 9 | 38 | 1 | 43 | 29 | 32 | 36 | 32 | 36 |

Skills: Drive cart; Public speaking; Read/Write – Reikspeil.

Equipment: Dagger (I+10, D-2, P-20); Club; Leather jacket (0/1 AP Arms, Body); 11 leaflets; Purse with 12/6.

Henny Lohmiller – Agitator, ex-Artisan’s apprentice (Glassblower); 26 years old; 5’11”, Puny build, 8 st. 11 lbs; Copper hair and moustache, Grey-blue eyes; speaks with a Lisp in a Loud Voice.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 5 | 33 | 25 | 2 | 3 | 8 | 42 | 1 | 43 | 36 | 35 | 34 | 36 | 28 |

Skills: Drive cart; Public speaking; Read/Write – Reikspeil; Secret sign’s – Artisan.

Equipment: Dagger (I+10, D-2, P-20); Club; Leather jacket (0/1 AP Arms, Body); 11 leaflets; Purse with 12/8.

Nathalie Weiskopf – Agitator, ex-Artisan’s apprentice (Distiller); 29 years old; 5’11”, Heavy build, 14 st. 5 lbs; Long Corn hair, Blue eyes.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 3 | 36 | 24 | 4 | 4 | 9 | 38 | 1 | 42 | 43 | 35 | 41 | 33 | 32 |

Skills: Drive cart; Public speaking; Read/Write – Reikspeil.

Equipment: Dagger (I+10, D-2, P-20); Club; Leather jacket (0/1 AP Arms, Body); 9 leaflets; Purse with 18/3.

Franziska Schwartz – Cleric (Level 2) of Ranald, ex-Thief, ex-Cleric (Level 1), ex-Fence, ex-Initiate, ex-Smuggler; 58 years old; 5'4", Average build, 8 st. 8 lbs; Short silver hair, Medium brown eyes; Long painted nails, Very white teeth.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 5 | 45 | 45 | 5 | 4 | 9 | 52 | 2 | 47 | 45 | 45 | 43 | 36 | 47 |

Skills: Arcane language – Magick; Cast spells – Clerical level 1; Dodge blow; Drive cart; Evaluate; Magical sense; Meditate; Palm object; Public speaking; Read/Write – Classical, Reikspiel; Row; Scroll lore; Silent move – Rural, Urban; Secret language – Classical, Theology; Thieves' tongue; Supernumerate.

Magic points: 11

Prayers:

- Open (3 mp) – opens any bolt, latch or lock for 1 turn.
- Zone of Invisibility (1 mp per hour) – lasts until destroyed or until caster moves.
- Assume illusionary appearance (1 mp per 5D6 turns) – may assume the appearance of any creature under 10' tall.
- Cloak activity – (1 mp per 2D6 rounds) – disguises caster's actual actions within a space.
- Evade magical alarm (3 mp) – inactivates Magical alarms for turns = caster's WP.
- Pick magic lock (4 mp) – inactivates Magic lock for turns = caster's WP.

Equipment: Dagger (I+10, D-2, P-20); Religious symbol.

The Adventuring Party

The Adventurer's have taken to drinking at The Barrel & Bottle tavern on the corner of Brandy & Wein Straßen, across the street from the Brewer's, Distiller's & Fermenter's Guild which, coincidentally, is where Ursula has been finding her victims, before sacrificing them in the sewers. They have taken rooms with a family on the eastern side of Kleselstein Allee.

Due to Ursula's murderous trips to the sewers under the wealthy part of town, they have become aware of a Skaven nest and, being experienced enough to harbour suspicion of the authorities, are debating what to do with this information. Thorig was too impatient, and set off underground to confront the threat, leading to his death at the hands of Friedrich Distler.

This has been an unexpected boon to Ursula; she has been gradually feeding human flesh (the eye balls) to her companions, without their knowledge with the intention of turning them into ghouls

loyal to her. The transformation process is underway in both Nednimm and Tristan leaving them looking very unhealthy, but Thorig's Dwarven constitution had been proving resistant.

Ursula Feyerabend – Human Cleric of Khaine Level 1, ex-Initiate; 42 years old; 5'7", Massive build, 16 st. 2 lbs; Shaven head with White eyebrows and lashes, Pale grey eyes; Flat nose; Scorpion tattoo on inner thigh.

| M | WS | BS | S* | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 28 | 34 | 3 | 4 | 8 | 44 | 1 | 28 | 32 | 35 | 41 | 44 | 43 |

Skills: Ambidextrous; Arcane language – Magick, Necromantic; Cast spells – Clerical 1; Concealment – Urban; Dance; Meditate; Public speaking; Read/Write – Classical, Old Worlder; Scroll lore; Secret language – Classical; Silent move – Urban; Shadowing; Theology; Very strong*

Magic points: 10

Prayers: Hand of Death (1 mp per touch) – causes 1D6 wounds irrespective of T or armour, dispelled when caster is wounded.
Summon Shade (5 mp) – Can summon back and question the spirit of someone killed within 24 hours.

Equipment: Flamberge-style dagger (I+10, D-2, P-20); Robes; Soft shoes; Religious symbol (small silver pendant of human skull); Purse with 18 GC 14/7.

Thorig the Disgraced (deceased) – Dwarf Troll-slayer, ex-Protagonist; 42 years old; 4'8", Massive build; Orange hair, Dark brown eyes. Bruises and contusions from being flushed through the sewers and falling into the docks.

Nednimm Rodfisher – Gnome Fence, ex-Bawd; 61 years old; 4'0", Average build, 8 st. 3 lbs; Jet black hair, Medium brown eyes; Unhealthy looking; Large teeth.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|----|---|-----|----|-----|----|----|-----|
| 3 | 67 | 31 | 5 | 2 | 10 | 42 | 2 | 39 | 43 | 27 | 39 | 58 | 39 |

Skills: Ambidextrous; Bribery; Evaluate; Fleet footed; Mining; Night vision – 30 yards; Palm object; Secret language – Thieves'; Smithing; Speak additional language – Old Worlder; Street fighting; Supernumerate.

Equipment: Knife (I+10, D-2, P-20); Sword; Leather jack (0/1 AP Body); Sturdy, worn clothing; Large overcoat with numerous internal pockets; Boots; 6 Silk handkerchiefs; 11 small pieces of jewellery; Purse with 9 GC 16/9.

Special rules: Hates Goblins; Unarmed hits are mildly venomous – target must make a Poison test at +20 or be paralysed for D4+4 rounds.

Tristan Rader – Human Scout, ex-Hunter; 20 years old; 5’11”, Heavy build, 10 st. 10 lbs; Light brown hair, Blue eyes; Unhealthy looking; Large teeth.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 5 | 29 | 50 | 5 | 2 | 7 | 33 | 1 | 32 | 31 | 35 | 26 | 37 | 35 |

Skills: Acute hearing; Animal care; Concealment rural; Excellent vision; Follow trail; Game hunting; Night vision – 10 yards; Ride – Horse; Secret language – Ranger; Secret Signs – Scout, Woodsman; Silent move: Rural.

Equipment: Dagger (I+10, D-2, P-20); Hatchet; Bow; Quiver with 8 arrows; Mail vest (1 AP Body) Good travel-stained clothing; Feathered fur headband; Hooded cloak; Boots; Horse with saddle & harness; Saddlebags with: 3 blankets; Wooden bowl and cutlery; Tinderbox; Cooking pot; 10 yards rope; Purse with 14 GC 12/10.

Special rules: Unarmed hits are mildly venomous – target must make a Poison test at +20 or be paralysed for D4+4 rounds

Town’s folk etc.

Josua Böhnisch - Priest of Môrr (Level 1), ex-Initiate; 30 years old; 5’5”, Average build, 11 st. 11 lbs; Ash-blond hair, Grey eyes.

| M | WS | BS | S* | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|---|-----|-----|---|-----|----|-----|-----|-----|-----|
| 4 | 37 | 40 | 3 | 2 | 7** | 44* | 1 | 30 | 31 | 29 | 46* | 48* | 37* |

Magic points: 2

Prayers: Destroy undead (2 mp) – 1D6 Skeletons, Zombies or Ethereal undead within 24 yards are destroyed unless they pass a WP test.
Funeral rite (2 mp) – successful casting lays to rest the spirit of a person deceased within 24 hours.

Skills: Acute hearing; Arcane language – Magick; Astronomy; Cast spells – Clerical 1; Meditate; Public speaking; Read/Write – Classical, Old Worlder; Scroll lore; Secret language – Classical; Theology; Very strong*.

Equipment: Dagger (I+10, D-2, P-20); Plain black robes; Religious symbol of a portal; Purse with 10 GC 13/4.

Mulder Stormbrow - Priest of Gazul (Level 1), ex-Initiate; 81 years old; 4’8”, Average build, 9 st. 4 lbs; Yellow hair, Medium brown eyes.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|----|---|-----|----|-----|----|----|-----|
| 3 | 41 | 21 | 3 | 4 | 10 | 37 | 1 | 27 | 54 | 35 | 61 | 70 | 44 |

Magic points: 3

Prayers: Cure light injury (3 mp) – successful casting restores D6 wounds to the target.
Destroy undead (2 mp) – 1D6 Skeletons, Zombies or Ethereal undead within 24 yards are destroyed unless they pass a WP test.
Funeral rite (2 mp) – successful casting lays to rest the spirit of a person deceased within 24 hours.

Skills: Flee!; Mining; Read/Write – Classical, Night vision – 30 yards; Old Worlder; Scroll lore; Secret language – Classical; Smithing; Theology;

Equipment: Dagger (I+10, D-2, P-20); Religious symbol in the shape of a stylised cave entrance; Black robes with red trim with Gazul's rune embroidered on the right breast; Purse with 10 GC 13/7.

Average rioter

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 34 | 33 | 3 | 3 | 6 | 25 | 1 | 39 | 36 | 34 | 33 | 24 | 37 |

Skills: None related to rioting.

Equipment: Dagger (I+10, D-2, P-20); Club; Improvised throwing weapon (S4, L8, E20, ES3;) Hood or mask; Purse with -/2D6.

Tooled-up rioter

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 24 | 38 | 3 | 3 | 6 | 32 | 1 | 32 | 31 | 31 | 25 | 32 | 30 |

Skills: Specialist weapon – Incendiary.

Equipment: Dagger (I+10, D-2, P-20); Bag, sack or satchel with D6 Incendiaries; Hood or mask; Purse with 2D6 d.

Defence committee member

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 29 | 30 | 3 | 3 | 6 | 32 | 1 | 28 | 27 | 33 | 23 | 29 | 23 |

Skills: Specialist weapon skill – Staff.

Equipment: Dagger (I+10, D-2, P-20); Staff (D-1); 25% Crossbow (S32, L64, E300, ES4, Rld1) and 2D6 bolts; Leather jack (0/1 AP Body); Purse with 3D6/2D6.

Handout 1

Citizens of Kemperbad arise!

Murder stalks the alleys of our fair Stadt. Whilst Ranald's children cower in their hovels, hoping the rotten wood of their dilapidated tenements will protect them from the wolf that stalks our streets, the merchants and crafts-masters hold their revelries in gilded halls.

The Watch patrol the thoroughfares, persecuting the poor but doing nothing to halt the depredations of the Fallen Ones, be they followers of the Ruinous Powers or of the Younger Brother. Why is this?

Is it not now clear that the Council of Thirteen have made a pact to preserve their wealth and privilege at the expense of the common man? To keep the Reiklanders from the walls, and preserve the Freistadt status that serves them so well, our Council has sold its collective soul to powers of darkness, and the lives of our children is the price.

Turn to Ranald the Protector, and prepare for our collective defence, for only he can deliver to us the means to protect ourselves from this great evil.

For people's control of the Rathaus.

The 24th Letter

Handout 2

Citizens of Kemperbad arise!

Our rulers have made clear their intent. Whilst the children of Ranald continue to suffer the savagery of crazed murder, the Council of Thirteen have turned their forces on the suppression of The 24th Letter, the unashamed voice of their own citizenry. Whilst the meliorists of The 24th Letter have had to go into temporary hiding, our voices will not be quieted and our presses will not be stilled.

We thank the people for their spirited defence of their voice, inspired no doubt by the Protector. However, we implore you to recall his structures on non-violence. Let the riots and street fighting end, and let the Council feel our defiance through the loss of that which they love most – their wealth. Let no rich man's house or store be a safe repository for the gains they have made off the backs of the people. Let no child of Ranald work for the profit of the Council until such time as the killer is apprehended and The 24th Letter are free to once again proselytize in the streets of Kemperbad.

For the freedom to petition.

The 24th Letter

Handout 3

Signor Paganini,

It was with great sorrow I learnt of the death of our mutual friend Andre Köstler. The manner of his death has me alarmed that our mutual interests may have become the subject of scrutiny by those of the uninitiated who may misconstrue the nature of our pious activities. I pray you will take all precautions you deem necessary, and if you are able to use your position to better our cause, trust that you will do so in order that our Mistresses return to Kemperbad is uneventful.

It is my sincerest pleasure etc.

Aayden Kiesinger

Handout 4

Dear Herr Greenbottle,

The arrest of the agitators of The 24th Letter is harmful to our cause. My superiors expect you to ensure their immediate release or escape, unless you are able to present an alternative plan that will be more beneficial to the unity we all crave.

Your friend in unity,

Herr K.

Handout 5

Egregio signor Overhill,

It has come to my attention that a new group of potential allies has entered our fair town. A disparate band of what the popular imagination terms 'adventurers' is making enquiries regarding the machinations of the Great Enemy within the Freistadt. These adventurers are led by a woman and comprise another human, and dwarf and a gnome. To date they seem to suspect a nest of the foul Skaven beneath our town. I am advised they can often be located at an establishment by the name of The Barrel and Bottle. Make discrete contact and see if they can be of use to our Brotherhood.

Yours changelessly,

Snr. Arnoldi

Handout 6

Tilman,

This rioting is severely interrupting Signor Belladonna's business interests. All our friends are to prioritise finding this Pattern Killer and appeasing the citizenry first and the elimination of the Ranaldian distracters second. Knowing your dedication to the family, we look forward to your assistance in this matter.

Enrico

Handout 7

Herr Distler,

Our mutual friends inform me that the intrusions into their domain continue, despite the negation of the earlier threat. We cannot rule out that their presence has been determined, and if this is so we must assume our own activities have also been discovered or at least are suspect. You are authorised to take whatever steps you consider necessary to eliminate this menace, and return stability to the situation in the over- and under-Stadts. Light to you in the darkness,

Councillor S.

Ponto Greenbottle - Halfling Spy, ex-Charlatan, ex-Thief (General)

Background: For several years you have been convinced that Kemperbad's status as a Freistadt should be brought to an end; its only consequence has been to further enrich the Council whilst reincorporation into the Principality of the Reikland would strengthen the Empire's collective defences against its enemies. In furtherance of this aim you have been working for the Reikland as a double agent meeting with Meike Kossmann, their broker in the city, on a weekly basis, at the Fool & Scroll off Fass Halbmond. Your role has usually been the transfer of information about Kemperbad, but recently you have been called on to take more active measures to protect the integrity of the Empire. This has included the assassination of Carsten Bormann, a Nuln spy masquerading as a servant of the City State's factor Bernhart Quaschny, and Johannes Tannen, a fellow agent in the Kemperbad service. Fortunately these murders have been subsumed amongst those of the Pattern Killer and no suspicion appears to have been directed your way. You suspect, but do not know, that Alexander Sanner, head of the Sigmarite church in Kemperbad and member of the Council, directs these operations in the interests of a united Empire.

Now a Cult of Ranald, The 24th Letter, has begun agitation against the Town Council; it is in the interests of you and your Reikland paymasters that the maximum disruption is caused with the aim of the Council losing control of the situation and having to ask for the assistance of Reikland troops to put down the mob.

You live in the Halfling Quarter near the East Gate and just bordered to the south by the Ost Weg. You know the other members of your team by reputation, and may have had professional dealings with some of them before: Amos Paganini has his ear to the ground and hears the word from the street almost before it's been spoken; Friedrich Distler is a one man army easily, a match for the entire Kemperbad garrison; Hob Overhill is the teams breaking and entering specialist, he can get you in anywhere, he's also a distant cousin; Tilman Bierkamp extracts information from the guilty, if they know anything, he can make them talk.

Appearance: 67 years old; 3'5", Massive build, 9 st. 1 lb; Sienna hair, Medium brown eyes; Haughty expression[†].

Clothing: Sturdy, worn clothing; Good quality clothing; Shoes; 2 Hats.

| M | WS | BS | S | T | W | I | A | Dex | Ld [†] | Int | Cl | WP | Fel [†] |
|---|----|----|---|---|---|----|---|-----|-----------------|-----|----|----|------------------|
| 4 | 25 | 37 | 1 | 2 | 9 | 74 | 1 | 74 | 45 | 51 | 35 | 63 | 64 |

Social level: B13

Skills: Blather; Charm; Concealment – Urban; Cook; Cryptography; Disguise; Excellent vision; Mimic; Night vision – 20 yards; Palm object; Public speaking; Read/Write – Old Worlder; Secret language – Thieves'; Secret signs – Thieves'; Seduction; Shadowing; Silent move – Rural, Urban; Wit.

Equipment: Short sword (I+10, D-1); Knife (I+20 D-2, P-20); Sack; Fake University reference; Fake war medals; 6 bottles of variously coloured water; 4 bottles of variously coloured powder; Codebook; Purse with 13 GC 12/3.

Amos Paganini - Human Informer, ex-Scribe, ex-Servant

Background: You are a member of the Der Pelzige Kelch, a Slaaneshi cult active in Kemperbad which, although small includes a number of important people including Nicola Rühl, Mistress of the Brewer's, Distiller's and Fermenter's Guild and member of the Kemperbad Council, who keeps your worship well lubricated as well as providing facilities in a hidden basement of the Guild Hall. Amongst your duties is the gathering of suitable sacrifices to be used during cult rituals. The emergence of a Pattern killer in the town has been useful in this regard, as the discarded remains of these sacrifices have been assumed to be further victims of the killer, most recently Bernd Kraus a 9 year old boy, Otilie Baum a 7 year old girl and Ellen Dedekind a 12 year old girl. You receive your orders from one of Frau Rühl's servants, Aayden Kiesinger, who visits you at home in the Tilean district in the South-East corner of Kemperbad. Frau Rühl is currently at her country estate, but is expected back imminently; you would like to impress her by having identified a new cult member by the time of her return. Of course, any candidate would need to be compromised in advance, in order to overcome any qualms they may have when they discover the full nature of your religious practices. Other current members of the cult are the merchant Valentin Klostermann, Gunther Fehrenbach, a Fermenter's Apprentice, the herbalist Andre Köstler and Luzie Hornbostel, a Distiller Journeywoman.

Being of Tilean extraction yourself, and living in the Tilean quarter of Kemperbad, your duties are mainly informing on the activities of the Belladonna family, of which you operate on the periphery, running occasional errands. The information you have provided has proved useful recently, with a number of arrests of important syndicalists; as such the Belladonna syndicate is currently in a state of turmoil and on high alert for traitor's in their midst.

You know the other members of your team by reputation, and may have had professional dealings with some of them before: Ponto Greenbottle is a master of disguise and can infiltrate any group; Friedrich Distler is a one man army, easily a match for the entire Kemperbad garrison; Hob Overhill is the teams breaking and entering specialist, he can get you in anywhere; Tilman Bierkamp extracts information from the guilty, if they know anything, he can make them talk.

Appearance: 45 years old; 5'7", Average build, 10 st. 11 lbs, Very short Silver hair, Pale grey eyes.

Clothing: Decent, light-weight clothes; Sandals.

| M | WS | BS | S* | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|---|---|----|---|-----|----|-----|----|----|-----|
| 5 | 45 | 48 | 4 | 2 | 7 | 57 | 1 | 53 | 37 | 42 | 55 | 34 | 51 |

Social level: C2

Skills: Acute hearing; Arcane language – Magick; Concealment – Urban; Cryptography; Dodge blow; Excellent vision; Lip reading; Luck; Read/Write – Old Worlder; Ride – Horse; Secret language – Classical, Thieves'; Secret signs – Thieves'; Shadowing; Silent move – Urban; Sixth Sense; Speak additional language – Tilean; Very strong*

Equipment: Club; Knife (I+10, D-2, P-20); Dagger; (I+10, D-2, P-20); Writing equipment; Code book; Purse with 16 GC 12/11.

Friedrich Distler - Human Assassin, ex-Bounty Hunter

Background: Originally from the village of Berghof, you escaped your peasant origins by becoming a bounty hunter and spent many years travelling around the Grand Freistadt of Kemperbad. You are now almost certainly the finest killer in the Freistadt, or at least the finest human killer. This is not solely due to your past career but also because you are a member of the Supplication to the Devourer, a cult dedicated to the Gnawer at the Roots of the World, and the cult leader, Kaspar Simmel, the Dock Master and member of the Kemperbad Council, honoured you by selecting you to be trained in the murderous arts of your Skaven lords in the town's sewers where they dwell. This included the assassination of a Dwarven Troll-slayer who was dangerously close to stumbling across the existence of the nest. Fortunately for the Supplication to the Devourer, his death will likely be blamed on the Pattern Killer. You only know the everyday identities of two other members of the cult: Adolfine Schnabel, a merchant, and a member of the Rat Catcher's guild, Werner Cronenberg.

You have recently moved to a new residence close behind the Rathaus, conveniently located for access to the sewer system.

You know the other members of your team by reputation, and may have had professional dealings with some of them before: Ponto Greenbottle is a master of disguise and can infiltrate any group; Amos Paganini has his ear to the ground and hears the word from the street almost before it's been spoken; Hob Overhill is the teams breaking and entering specialist, he can get you in anywhere; Tilman Bierkamp extracts information from the guilty, if they know anything, he can make them talk.

Appearance: 37 years old; 5'5", Light build, 12 st. 4 lbs; Yellow hair, Medium brown eyes; Excessively hairy.

Clothing: Sturdy, practical clothing; Hooded cloak; Boots; Backpack with pewter Tankard, Bowl and Cutlery; Tinderbox; Blanket.

| M | WS | BS* | S | T | W | I* | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|-----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 65 | 75 | 3 | 3 | 8 | 62 | 2 | 53 | 43 | 40 | 45 | 45 | 48 |

Social level: C13

Skills: Concealment – Rural, Urban; Cryptography; Disguise; Fleet footed; Follow trail; Lightening reflexes*; Marksmanship*; Prepare poisons (Chemical); Read/Write – Old Worlder; Scale sheer surface; Shadowing; Silent move – Rural. Urban; Sing; Specialist weapon – Fist, Lasso, Net, Parrying, Throwing; Strike mighty blow.

Equipment: Sword; Dagger (I+10, D-2, P-20); Net (WS-10, P-10, Range 4, Entangle vs. I); Garrotte (WS-10, D-1, automatic damage each round until target passes S to escape); Crossbow (S 32, L 64, E 300, ES 4); Quiver with 8 Bolts; 4 Throwing knives (S 4, L 8 E 20); Helmet (1 AP Head); Chain mail shirt (1 AP Arms & Body); Grappling hook & 10 yards Rope; Pair of Manacles; Code book; Purse with 8 GC 13/6.

Hob Overhill - Halfling Burglar, ex-Thief (General), ex-Entertainer (Acrobat)

Background: Unbeknownst to your employers and fellow Intelligence Agents you are a member of the Brotherhood of Permanence, a cult of Solkan dedicated to the overthrow of the Ruinous Powers. You have become aware that agents of Chaos are at work within the city; you suspect that the work of the Pattern Killer is inspired by one of these fiends. The cult leader, Andreas Arnoldi, tipped you off about the existence of one such, Andre Köstler, and you were sent to kidnap him for questioning about the expected existence of a cult to the foul hermaphrodite deity, Slaanesh; unfortunately you were disturbed by a Watch patrol and accidentally killed him, having to abandon the body before you could search for incriminating stigmata. You are aware of two other members of the Brotherhood: Janine Haass, a warrior who usually attends Fra. Arnoldi, and the physician, Humbert Toddelet. although there may be others unknown to you.

As well as signs of their machinations, you are always looking for allies in the fight against the Ruinous Powers; if you encounter anyone suitable you are expected to introduce them to Fra. Arnoldi for consideration for initiation into the Brotherhood.

You live in the Halfling Quarter near the East Gate and just bordered to the south by the Ost Weg. You know the other members of your team by reputation, and may have had professional dealings with some of them before: Ponto Greenbottle is a master of disguise and can infiltrate any group, he seems to think you're a cousin but you're fairly certain you're not; Amos Paganini has his ear to the ground and hears the word from the street almost before it's been spoken; Friedrich Distler is a one man army, easily a match for the entire Kemperbad garrison; Tilman Bierkamp extracts information from the guilty, if they know anything, he can make them talk.

Appearance: 83 years old; 3'5", Average build, 5 st. 5 lbs; Curly Copper hair, Medium brown eyes;

Clothing: Sturdy, worn clothing; Boots; Black hooded tunic.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 3 | 53 | 47 | 3 | 3 | 7 | 59 | 1 | 76 | 30 | 52 | 61 | 38 | 44 |

Social level: D8

Skills: Acrobatics; Bribery; Concealment – Urban; Cook; Cryptography; Fleet footed; Palm object; Pick lock; Read/Write – Old Worlder; Scale sheer surface; Secret language – Thieves'; Secret signs – Thieves'; Sense magical alarm; Shadowing; Silent move – Rural, Urban; Specialist weapon – Sling; Spot trap.

Equipment: Knife (I+10, D-2, P-20); Sling (S 24, L 36, E 150, ES 3) and 10 shot; Sack; Lock-picking tools; Code book; 10 yards Rope; Purse with 14 GC 12/6.

Tilman Bierkamp - Human Torturer, ex-Gaoler, ex-Rat Catcher

Background: You live and grew up in the poor district of Kemperbad, south of the River Stir, being fortunate enough to secure a good career as a Rat Catcher. However, you discovered there are bad things dwelling in the sewers under the rich area of town; although you never saw definitive truth, you saw enough to convince you of the validity of others claims of rats the size of men that walked upright through the deeper tunnels. You coped with this knowledge by turning to one of Kemperbad's chief products – brandy. Following a dark time at the bottom of a bottle you found yourself heavily indebted, and reluctantly accepted assistance from the Belladonna syndicate, the family which runs the criminal underworld in Kemperbad. They found you a sinecure in the town's gaol and since then you have been paying off your debt by conducting discrete jobs in support of their business interests. Your main contact with the organisation is through Enrico Savasta, who you believe is a key lieutenant. Recently this has involved the questioning of Elisea Delfin, Ard Roonsch, Norbert Witting and Clodomiro Nasso. One way or another, none of them survived the questioning, and their flayed bodies were disposed of in such a way as to suggest the Pattern Killer was responsible.

Recently there have been a number of high profile arrests, and executions of Belladonna syndicalists, and it is suspected there is an informer amongst the ranks of the organisation. Everyone connected with the Belladonnas have been admonished to be on high alert for any information that may lead to the neutralisation of this threat. Should you have any suspicions, these should be reported to Don Savasta.

You know the other members of your team by reputation, and may have had professional dealings with some of them before: Ponto Greenbottle is a master of disguise and can infiltrate any group; Amos Paganini has his ear to the ground and hears the word from the street almost before it's been spoken; Friedrich Distler is a one man army, easily a match for the entire Kemperbad garrison; Hob Overhill is the teams breaking and entering specialist, he can get you in anywhere.

Appearance: 47 years old; 6'0", Heavy build, 9 st. 9 lbs; White hair, Pale grey eyes; Long nails.

Clothing: Good, weather-worn, clothing; Tatty hat; Hooded cloak; Boots.

| M | WS | BS | S* | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|---|----|----|---|-----|----|-----|----|----|-----|
| 5 | 38 | 43 | 7 | 4 | 10 | 45 | 1 | 48 | 39 | 43 | 57 | 42 | 31 |

Social level: D8

Skills: Ambidextrous; Animal trainer – Dog; Astronomy; Concealment – Urban; Consume alcohol; Cryptography; Heal wounds; Immunity to Disease; Immunity to Poison; Orientation; Palm object; Prepare poisons (Herbal); Read/Write – Old Worlder; Set trap; Shadowing; Silent move – Urban; Sixth sense; Specialist weapon – Flail, Sling; Spot trap; Torture; Very strong*.

Equipment: Club; Dagger (I+10, D-2, P-20); Whip (Range 3, ES 1, Entangle vs. Dex-10); Sling (S 24, L 36, E 150, ES 3) and 7 Shot; Leather bag with wooden Tankard, Bowl and Cutlery, small Cooking pot, Tinderbox, 3 Blankets, Torture equipment, Code book; Waterskin; Bottle of rough wine; Purse with 12 GC 10/4.

MAP OF KEMPERBAD (adapted from Death on the Reik 1e)

