

# The Faire

an introductory adventure for a Warhammer Fantasy Living Campaign

by  
Matthew Parmeter

### The Setup:

A Faire has been called for by the Emperor Karl! Word has gone to all corners of the empire and in some cases beyond, for all to come to Altdorf. There will be contests, competitions, and general revelry for a week. Altdorf has not seen such a series of events in some time and with short notice many of the merchants and watch are scrambling to get ready for the influx of people coming to enjoy a few days of frolic and merriment.

This is a chance for the players to get to know the Warhammer world and the system used in WFRP.

### The Plot:

The characters are allowed to compete in various contests held during the faire. On the last day however, the characters find themselves caught up in the plot of a Chaos cult. They find out that there is going to be an attempt on the Emperor's life. In the course of their following the clues they run into, Ilsa Frome an Inquisitor ranked Witchhunter who is also trying to figure out what is going on. The characters are quickly deputized and are given purity seals by Ilsa. They are told to report to a certain inn when they have more information. How it ends is entirely in their hands.

To the second and more important end, there will be a number of contests and side events that will require the player's time and attention as they get introduced to the mechanics of WFRP. Note that in some sections some standard rules have been adapted to better fit the situation. Chief amongst these is the pit-fighting contest where the crowd plays part of giving those in the pit a bonus depending with whom they side. You may wish to read over those changes a time or two to become familiar with them.

### The Faire

The Faire of Lights is to last a full week -- Eight days -- at the end of which Emperor Karl is going to be giving a public speech from the steps of the Cathedral of Sigmar. During the eight days there are going to be a number of events which members of the public will be allowed to compete and possibly even be celebrated should they prove victorious. In order to participate, one has to sign up and pay the entrance fees. And so you know the eight days of a Imperial week are as follows: Wellentag, Aubentag, Marktag, Backertag, Bezahltag, Konigstag, Angestag, Festag.

A few notes on the conventions used in this document.

I assume that you've read and run a few premade adventures at some point or another and understand that no matter how well you run them, players can take the story off in unpredictable directions. Don't worry that's just the way these things go. Do your best to get them back into the story when you can.

The text in *italic* is meant to be read aloud to your players. Change it if your PCs have done something to negate part of it or are simply being stubborn about some point or another.

This is an introductory adventure and is written towards players who have little to no experience with WFRP. It is going to take more time to play through. Not just in learning how the different part of the system works but in the fact that the activities themselves take some time to get through. Each one is nearly a mini-adventure all on its own. There are a variety of different things your players can do in the adventure and I've tried to include something that any character should be capable of succeeding in, as long as the dice are not actively trying to kill the character. If you find that you have a player who's not joining in, that would be the time to turn on your inner car salesman and get them involved in the next activity.

Gossip is going to be a major source of information for the characters. Make sure they're trying to do that each day and at each event. The gossip marked for "on the streets" can be found out by characters that are not participants in that day's activity or by the other characters after the activity has concluded for the day. The only gossip that is restricted is the information that is only found at the event itself. That gossip is specifically for the event and doesn't need to be followed as closely as the street gossip should be.

No one is above a little bribery and in most situations in the WFRP world a little coin goes a long way. This mod, however, is an exception to that rule. There is exactly one situation in it where bribery gets results. In all other cases, the players are simply wasting good coin that can be better spent getting a few wenches to stay the night or an extra quaff or two of beer. If you find yourself with Players who are already familiar with such thinking, then by all means let them spend their coin however they see fit to do so while letting them think that it has the desired effect.

Start the mod by reading the following to the players: *Early on the morning on the first day of the faire as you await the opening of the gates into the city, you find yourselves surrounded by hundreds if not thousands of people. Everyone is pressed close as the guards can be seen opening the gate. There would be a rush forward but a square of pikers appear directly behind the doors, marching out. The crowd makes room as the square moves and grumbling can be heard as everyone waits to see what happens next. Scraping and sliding sounds come from the door area, the view blocked by the guards and their long, banners on pikes. After another couple of minutes the square breaks to reveal a dozen tables with a dozen scribes sitting in chairs. A heavy set man in worn armor walks down to where the people meets the guards.*

*"All right, listen up! Make six lines starting here," he makes gestures to the guards lining up behind him. "Guards will pass you on when a scribe is ready to register your name and take the tax. Those of you in carriages or with carts will be taken through the gate," he pauses for a second and you can hear him clearing his throat.*

*"NOW LINE UP," he shouts shrilly.*

*It takes a couple of hours and six shillings but you are able to get inside the gates by noon.*

Securing lodging should be a high priority as every available space which can be rented is going very quickly. Even those with reservations are going to be hard pressed if they can't pony a few extra coins to make it worth the innkeeper's trouble. As for events, there is going to be a welcoming speech by the Baron an hour before sunset in from the office of the mayor.

If the players do not know where to turn, this can be the first opportunity to have them try out their character's stats. Have them make a gossip check as they move into the city. If you have some experienced players, now would be an ideal opportunity to get acquainted with their characters. On the other hand, if you have inexperienced players, now is an opportune time to explore the ins-and-outs of roleplaying.

On this first gossip roll, don't worry about margins, just look for success. Success and they are on their way to The Verdant Letter. An unsuccessful roll and they are on to the bad side of town. You can have them run into some banditry, using a couple of Footpads or Pickpockets from page 234 in the core book before getting them directed back to The Verdant Letter.

Once all of that is sorted out, read the following: *The Verdant Letter is out of the way, located down an alley and has its entrance set into the basement of a large house. The place is a bit dark, but it smells surprisingly clean. The first floor is laid out in a typical way. The desk greets the traveler and bends around to the right, forming the bar to the common room. The common room is filled with long tables and benches with a large fireplace and small stage towards the rear. Everything from the stage to the tables and benches are solidly built and look very heavy. To the left of the entrance are a set of stairs heading up to the actual rooms. Behind the desk you can see a hallway from which a clamor of noises erupts. Most of which sound like a struggle as pots and pans clang together and harsh, half heard words are wrung from the clamor.*

*A face eventually appears with a pot hanging off of his head, in a thick, dwarvish accent, he inquires about your needs.*

*"Sorry about that, you caught me in the middle of a bit of shut-eye. Now, what can I help you with today, my fine friends?"*

Allow for the players to respond.

*"Well, the common room can be had for a half-shilling a night which includes the evening meal. We don't have any individual rooms but we do have a two large suites upstairs that you can bundle yourselves all into. They have two private rooms each with a apiece and two sofas and chairs in the sitting room. Those run a crown a night, so long as you keep yourselves and the rooms in order. Breakfast if'n'ya get up early enough for it and dinner is included. I don't stand for no drunken parties in my place, 'cept for down here when I can keep an eye on all of ya."*

[Prices are deliberately high. Players can roll their Haggle skill, with some appropriate roleplay to try and lower it. For his part the innkeeper will not go below 10 shillings (a half crown) a night for the best room. He stands fast on the half-shilling cost of staying in the common room. Although he does warn anyone wanting to say there that they'll likely not get much in the way of sleep with the faire going on.

With rooms and a place to get meals the characters are now free to wander about the city of Altdorf. Players should be reminded that they need to find where the office of the mayor is so they can hear the Baron and the official opening to the faire. The city of Altdorf is filled with plenty to see and do. With it becoming crowded with arrivals for the faire, entertainment and distractions can be found around and on every street corner.

Read the following description of the building: *The Office of the Mayor makes up one side of a large square. The front of it makes it feel fairly large. The building itself is four stories tall and is flanked on the square by what appears to be a guildhouse and a church of Ulric. One of the balconies that protrude from its face has been decorated in ribbons and banners proclaiming to those who can read the names of the high houses in the town and their relation to the mayor. Common Knowledge: Empire -- The closer to the balcony, the closer in political support. Those banners which are close to one another are politically allied. Things are slightly more complicated because of the Baron speaking as well as the mayor so there are a number of banners of his supporters as well.*

*"Welcome one and all to this faire! I am happy to see so many who could attend! In the coming days there shall be contests of strength, fortitude, and cunning all of which shall be for all to see. Starting tomorrow, there shall first be the Eating contest. It is being held at the pie factory owned by your friend and my Gunter Hurtzholz, Gunter the Generous! The following day there shall be a contest of battles in the Pits according to the ancient tradition. And on the day after that, a contest of drinking!"*

*"But that is not all! There is going to be a test of blades for those who enjoy the subtle arts of combat. And on the final day of the Faire, there shall be a scavenger hunt to benefit the orphanages*

*of Shallya! Each morning there will be posted a notices throughout the city on the locations of the contests and there will be criers throughout the city passing along the latest news from the events. So go! Enjoy these days that the Emperor has set aside!"*

---

First up, the eating contest on Aubentag, the second day of the faire. Read the following description at the appropriate time: *A large tent holds the eating contest. Located next to the pie factory, there is an unheard of amount of activity going on. All walks of life have shown up, partly out of curiosity and partly out of hunger. There are more guards around than you have seen in any other location in the city, save for the Imperial Palace. The guards seem mostly interested in keeping the least desired members of society from hanging about too long. Beggars, both old and young, are shooed off with such haste and violence that you can see bloody noses and bleeding ears.*

*The same guards give you hard stares as you move by and towards the table to sign up for the contest. As in the others, a clerk is standing there with a sheet of paper, writing people's names, making them sign and collecting the entrance fee.*

This is an all day contest which costs 10 shillings to enter. Those who do not have enough to enter can always find someone in the group to loan them the coins or those fine gentlemen over in the corner. Where that takes them is entirely up to you. Knees can be broken or even more riches can be found. It depends on how much effort you want to put into that. Characters who participate will not have enough time to go out and explore the city. The contest is broken into two parts. The first is three rounds. Elimination is solely based on survival. This part of the contest is about how much you can eat and being able through the amount given to you. If asked, it is a round-robin sort of thing with the people who have been able to pass all of the rolls will move on to a later round.

The second half is more interesting. In the second half, speed counts. The players will need to keep track of how many margins they succeed and fail by. Instead of five rounds of five pies, there are only five pies, and these are full sized.

A round of the contest consists of five sets of rolls.

The mechanics of the eating contest are fairly simple. For the first part of the contest, each player will first roll their Agility (Ag) once every five pies they attempt to eat to see how fast they are able to consume the pies. This is followed by a Toughness (T) test to see if they are able to keep the pies down. Each failure of the Toughness test increases the next one by 10%. When they have failed four times in total, they are out of the contest, sickened by the amount of food they have ate. This total follows them between each round of the contest they participate in. In between rounds of the contest, the players may make one additional Toughness test. For each margin they succeed by, they can take back one of the increases as this means their stomachs have settled down. However, for each margin of failure, they add another 10% to their penalty. This could mean interesting things for when they come to the first test during the following round.

In the second part, the players will be keeping track of how fast they go and need to total their margins (both of success and failure) to see where they place. Toughness tests will still be made after each pie with the same penalties as before. They can be eliminated if they rack up five total failures (not margins) thus loosing their lunch so to speak. There are three tables of five participating. The top to from each table move to the final table of six where the same is repeated one last time.

Trash talking your opponents should be encouraged and if successful, give a temporary bonus for any PC doing it. Here, the Blather and Charm skills are appropriate but if lacking them the player may fall back on to straight Fellowship checks. For ever margin they produce, they receive a 10% bonus to one of the Attributes being used for the next set of checks. Chose one of their opponents to receive an equal detriment for their checks. Conversely, if the player engages in the trash talk and fails, their opponent receives the bonus and they get their detriment.

Gambling is something the PCs can be doing participating in the contest or not. Try to keep things simple and make sure that there is plenty of opportunity to use the Gambling and Hagglng skills. Set some easy to calculate odds. Something along the lines of 10 to 1 against the PCs. You don't want to be handing out too much money, otherwise you'll end up getting the PCs involved in some improved mugging on their way home. Second, make sure they mark off the amount they bet. If and when the person they bet on wins or loses have the bookie give a payout. If the person they bet on gets into the next round, take a second to look over the field and then set new odds. Especially look to see if the PCs making the bets have been encouraging their friend and selling the bet to the crowd. Just like in real life, lower the odds if it looks like there's a lot of money flowing in that direction.

As GM you need to run the NPCs as indicated on the chart below.

If anyone asks for a description of the pies, read the following: *The pies are small, no larger than your hand. They are an inch or so thick and it will take three or four bites to get one down. They are filled mostly with meat of the sort which is of a uniform shade of dark brown.*

As for a description of the second half of the contest read the following: *Four people sit down to a table and hands are tied behind their backs as pies are delivered from the other side. A judge watches the whole table and tells his helpers when to deliver more pies.*

Gossip in the factory

**Miss:** *I thought I saw the emperor over there. Wow, I think I'll go greet him.*

**Make:** *The smart money is going to put on the Dwarf over there. That one. Yeah, I think she is going to walk away with it, don't you?*

**1 Margin:** *'Tis a fine day. Have you had a chance to visit the temple to Shallya? It is a sight in a city such as this. And they have an orphanage there. Such goodhearted people to take care of the children like that.*

**2+ Margins:** *Have you heard? There's several Sigmarite witchhunters in town and they're not here for any convocation. Apparently a new cult has be making threats. I wonder if the two*

are related?

Chart for the second part of the contest:

Table 1

- a) player slot. If no player see "E".
- b) player slot. If no player see "E".
- c) Shows up stuffed. Eliminated in third round.
- d) Real competitor. T: 45, AG: 50, If no player at table, "D" wins.
- e) Decent competitor. T:40, AG: 40.

Table 2

- a) player slot. If no player see "E" from this table.
- b) player slot. If no player see "D" from Table 1. If no player at table, "B" wins.
- c) Young student. Ruptures stomach in the fourth round. No one seems to notice or care.
- d) T:40, AG: 35.
- e) T:45, AG: 30.

Table 3

- a) player slot. If no player see "D" from Table 1.
- b) player slot. If no player see "E" from Table 1.
- c) Dwarf T:50, AG:25. If no players at table, "C" wins.
- d) T:40, AG: 45.
- e) Halving: T:30, AG:50.

Finals:

- 1)PC or D from table 1
- 2)PC or E from table 1
- 3)PC or D from table 2
- 4)PC or E from table 2
- 5)PC or C from table 3
- 6)PC or E from table 3

If you do not wish to roll out the finals due to there being no PCs in play, pick one at random as the eventual winner. And the winner will get something, just haven't been able to think of what just yet.

For those PCs not participating in or watching the eating contest just make up whatever seems like a good idea. Let your imagination wander. They can be entertained however they like, it is unlikely that they would be unable to find it short of baby-eating and even then, if the price was right, it could be arranged.

Gossip on the streets:

**Miss:** *You looking for something to do, gov? Well, I know the right pub you want for just that sort of thing, if you know what I mean. Just follow me down this alley here. It's a short cut, honest!*

**Make:** *You ready to have some fun, guv? This'll be a good time to get out from under the missus if you know what I mean!*

**1 Margin:** *I wandered by the Shallya orphanage today. I wonder what they do with all of those children they take in. They can barely keep enough coin around to feed the lot. Bet they have something going on under the table.*

**2+ Margins:** *You know, I thought I saw several Sigmarite witchhunters in town today and I don't think they're here for any convocation. Apparently a new cult has be making threats. I wonder if the two are related?*

---

Day three, Marktag, the drinking contest – be familiar with the drinking rules from the Players Guide, page: 115. This is going to use a slightly modified form of them.

Start by reading the following once your players are ready: *The line for the drinking contest winds well out of the market yard and on to several streets around it. Guards pace up and down it keeping an eye out for pickpockets and purse snatchers. This is, by far, the largest of all of the contests. Once you reach the clerk and pay your fee, you are assigned a tavern to report to. There will be other clerks who will be taking care of things at said tavern. Once you report in you are told that the first few rounds of the contest need to be paid for by you.*

This is an all day contest which costs 10 shillings to enter. Those who do not have enough to enter can always find someone in the group to loan them the coins or those fine gentlemen over in the corner. Where that takes them is entirely up to you. Knees can be broken or even more riches can be found. It depends on how much effort you want to put into that. Characters who participate will not have enough time to go out and explore the city. Like the previous day's eating contest, this one is broken into two parts. However there is one major difference. The drinking contest is single elimination. Once a character has passed out during the contest or fails to make it to the next stage they are eliminated.

Description of the inside of the tavern: *Twenty people sit around a table in the center of the room. There is an equal amount of men and women sitting around it. Some look like they belong in a tavern like this while there are some who are out of place with silken shirts and dresses. A glance finds the bodyguards and a few city guards who seem to have quite the watchful eye. Mugs slam down on the table with a thud and another round is passed around quickly amid cheers. The clerk from the Commission gives the table a tired glance and nods to the barman that everything is ready. He slams his meaty hand down and the mugs seem to jump to the drinkers lips of their own accord.*

The PCs taking part are then directed to a different table where another group is slowly being put together. Now would be a good time to go over the rules with the players. Like the eating contest this one is made up of two rolls. The first is an Agility test. This is to keep the drink flowing smoothly down your throat. The second is the Consume Alcohol test. If this skill is not one the PC has, they may check straight Toughness. No margins are needed on either roll. If you fail the first test you are in danger of being eliminated for not getting all of the drink. If you fail the second you advance on the drunk scale.

This is done five times to complete the first half of the contest. If you miss the Agility test on four of the five, you are eliminated due to not drinking enough. The Consume Alcohol test is done versus Ale, making it a Routine level test, granting the PCs a 10% to the test. The only way to be eliminated is for being Stinking Drunk and therefore nearly passed out. Each failure results in the PC's Agility being reduced by 5% for each level of drunkenness.

After the first round, read the following: *Several of your fellow*

*drinkers are now face down on the table, bubbles of beer forming and popping around where their face meets the table. They obviously haven't been able to make it through this round. You, on the other hand, seem to be feeling just fine. In fact, you might be up for the next round starting right about...now.*

*Another group of people's names are called and they emerge from the crowd to sit down after those who did not pass get cleared out and the table cleaned up. Aside from a few tittering nobles who have the bench cleaned for them, this group pretty much looks like the previous one.*

Those observing, but not participating may make a perception or gossip test to get a feel for the crowd. One or the other, not both. Either way, the player finds out there is a bit of a bet going on. If they wish to make a wager, they could make either a streetwise or gossip check to find out who is taking the bets and then a charm in order to get in on the action.

See explanation in the eating contest for how to handle betting and gambling.

Gossip in the crowd

**Miss:** *I think that wench over there likes you. No. Not that one. The ugly one right next to her. You should go over there and introduce yourself.*

**Make:** *The good money is going on the dwarfs over there. They've built up a pretty good rep as being the best drinkers in Altdorf.*

**1 Margin:** *Of course, there are the Urlicites to consider as well. They've been out practicing for the last several nights.*

**2+ Margins:** *But no one should discount Praetor Viktor Hoff from the Order of the Silver Hammer. He's been known to out drink a dwarf or two.*

Drinking semi-finals:

When you players are ready to start: *The tavern it is being held in, is a step up from the one yesterday. It is a bit cleaner, the tables a bit less carved up, the the floor is not covered in sawdust waiting for the inevitable to happen. Three tables have been roped off and from the rest of the room and five stools stand ready at each. The characters are assigned a table with four others, but today the drink is stronger. Instead of beer, the characters are presented with whiskey. Five shots are at each seat of the table, with a couple of wenches standing by ready to bring some more. You drink until you can't.*

Each person takes a turn and it goes around the table. Rolls are the same. First Agility to make sure the drink meets your gob, followed by Toughness to make sure you're not so drunk. There are two differences however. One, if your drink misses your mouth, another one will replace it. A single drop missed will result in a brand new drink. Failing on the toughness check will result in the same 5% penalty to the next AG test. And two, fail to get as many drinks into your gut as the rest of the table, you are eliminated. You will need to keep track of how many replacement drinks the PCs get as this will help determine if they are eliminated. Finally, it should be said that only one person from each table goes to the final.

Chart for the second part of the contest:

Table 1

- a) player slot. If no player see "E".
- b) player slot. If no player see "E".
- c) Shows up drunk. Passes out on third round.
- d) Good drinker. Real competitor. T: 45, AG: 50, has Consume Alcohol. If no player at table, "D" wins.
- e) Decent drinker. T:40, AG: 40. Does not have Consume Alcohol.

Table 2

- a) player slot. If no player see "E" from this table.
- b) player slot. If no player see "D" from Table 1. If no player at table, "B" wins.
- c) Young student. Spontaneously combusts in the fourth round. No one seems to notice or care.
- d) Good drinker. T:40, AG: 35. Does not have Consume Alcohol.
- e) Good drinker. T:45, AG: 30. Does not have consume Alcohol.

Table 3

- a) player slot. If no player see "D" from Table 1.
- b) player slot. If no player see "E" from Table 1.
- c) Dwarf T:50, AG:25. Has Consume Alcohol. If no players at table, "C" wins.
- d) Woman (the only one who seems to be here today). T:40, AG: 45, Has Consume Alcohol.
- e) Halfling. T:30, AG:50. Has Consume Alcohol.

Drinking Final Table:

From table 1: Player or D

From table 2: Player or B

From table 3: Player or C

If you do not wish to roll out the finals due to there being no PCs in play, pick one at random as the eventual winner. And the winner will get something, just haven't been able to think of what just yet.

---

For those PCs not participating in or watching the drinking contest just make up whatever seems like a good idea. Let your imagination wander. They can be entertained however they like, it is unlikely that they would be unable to find it short of baby-eating and even then, if the price was right, it could be arranged.

Gossip on the streets:

**Miss:** *You looking for something to do, gov? Well, I know the right pub you want for just that sort of thing, if you know what I mean. Just follow me down this alley here. It's a short cut, honest!*

**Make:** *Did you hear about the eating contest yesterday? Someone exploded during the thing! Something's cursed around here, I tells ya.*

**1 Margin:** *Gotta watch your back gov. I heard that some the thieves' clans might be having a bit of fight out on the streets tonight. Better be watching your purses and pockets.*

**2+ Margins:** *You know, I thought I saw several Sigmarite witchhunters in town today and I don't think they're here for any convocation. Apparently a new cult has be making threats. I wonder if the two are related?*

---

Day four: Backertag, the day of the fencing contest. This contest can only be entered by those characters who have Special Weapon Group: Fencing or SWG: Parry.

When your players are ready read the following: *Fencing is a combat technique almost as much as it is a sport for gentlemen. Those who do it for sport have scars on their faces and hands and are sometimes held in equal esteem as soldiers. This particular contest is being held in the largest of market squares in Altdorf. A temporary strip of ground has been marked aside according to local rules and large grandstands have been erected on either side. Guards are posted all around and a couple of clerks are running things. One is off to the side behind a table where participants are signing up. The other is setup seeming to be guarding the entrance. A quick word around and you find out that the city is charging to watch this event.*

This is an all day contest which costs 1 crown to enter. Those who do not have enough to enter can always find someone in the group to loan them the coins. Although you will get some looks if not of some sort of nobility. Characters who participate will not have enough time to go out and explore the city. Unlike the previous contests this is a single elimination, tree based contest. Specific rules are listed further down are to be read or explained to your players.

*The clerk taking names is a cheerful fellow, far different from the others you have had to interact with. He even greets you when you get up to put your name on the paper. After signing and taking your entrance fee, he goes over the rules of the contest.*

*"This is going to be using live steel today so serious injury is possible. There will be some apothecaries standing by for after your bout is over. You will be given a leather doublet and a glove but you must provide your own blade for the contest. No parrying blades or bucklers will be permitted. The contest is the first to score three touches on the opponent. The judge's decisions are final and no appeals will be heard. Any questions?"*

As for the area where it is being held, here a description: *The fencing ground is marked off with some ribbons hanging from staves driven in between the bricks of the market with some chalk marks showing the boundaries. The judges in their black and red fencing jackets are easily spotted standing near to the strip, talking to one another. A few others are milling around waiting for the start of the combat. Up in the grandstands a few well dressed seem to be gathering crowds around them making boasts to the assembled, although it is a bit hard to hear exactly what they are saying right now.*

See explanation in the eating contest for how to handle betting and gambling. Make sure the players are aware that this is going to be amongst the elite of the city this time. Any social rolls are going to be at least at Average (even/no adjustments) but are at your discretion advanced to Challenging (+10%) or beyond.

Gossip in the crowd

**Miss:** *It sure is interesting that Emperor Karl would be attending this event today.*

**Make:** *This is the event of the faire for the aristocracy's young blood. All of those who want to see and to be seen are here today. This includes the daughter of Old Man von Haufen, Gloria.*

**1 Margin:** *Gloria von Haufen is her with her older brother, Steffan von Haufen.*

**2+ Margins:** *The rumors are going around that Steffan von Haufen and Krist von Rambergk are going to do everything they can to make it to the final round to fight each other. This includes using poison on their blades if they have to.*

Players are set into a single elimination tree provided further on. Those slots without PCs in them have the named NPC move on. Combat works as per the normal rules but allow for players to describe their actions beyond "I swing with my sword". Give those players who are particularly good at this bonuses to their checks. Players can get badly hurt but are never killed. You should be aware of the number of wounds they have and keep everything as nonlethal as possible.

In the instance that no PCs are participating due to not meeting the SWG: Parry requirement, read the following for the final result: *The two mentioned in the final rumor do in fact make it so they have to fight each other in the final round. It is noted that one of their opponents has taken sick after a slight cut to their arm in an earlier bout with Krist von Rambergk. The fight goes on for a while, the two very equal in terms of skills, so much so that one of the judges calls for a rest time since neither one scores a touch for several minutes on their first round. After some time to rest and refresh themselves, the two get into it again, finally scoring a double touch on open skin. The two stand frozen, staring at each other, hate visible in their eyes. Perception check will reveal that they are slowly, almost imperceptibly, turning their blades in each others arm. The judge orders them apart, but is ignored. After being ignored too many times the judge orders guards to part the men. As the two get into position for a final attempt at a bout, they fall over, unconscious. The assembled crowd gasps!*

As the first player reaches their first bout, read the following: *As you approach to give the proper salute to your opponent, one of the judges steps forth with two ribbons, one of which is affixed to your weapon and the other on your opponent's. The judge steps back and signals for the salutes to continue.*

Opponents A & C have Dodge Blow & Parry. Opponents B & D have Parry and Lightning Reflexes.

Opponent A:

WS	BS	S	T	Ag	Int	WP	Fel
36	27	31	30	38	29	30	35
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Opponent B:

WS	BS	S	T	Ag	Int	WP	Fel
36	27	31	30	43	29	30	35
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	2	1

Opponent C:

WS	BS	S	T	Ag	Int	WP	Fel
36	27	31	30	38	29	30	35
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	5	1

Opponent D:

WS	BS	S	T	Ag	Int	WP	Fel
36	27	31	30	43	29	30	35
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

- 1) Player
  - 2) NPC - A
  - 3) Player
  - 4) NPC - B
  - 5) Player
  - 6) NPC - C
  - 7) Player
  - 8) NPC - D
- A)
- I)
- B)
- Winner)
- C)
- II)
- D)

For those PCs not participating in or watching the fencing contest just make up whatever seems like a good idea. Let your imagination wander. They can be entertained however they like, it is unlikely that they would be unable to find it short of baby-eating and even then, if the price was right, it could be arranged.

Gossip on the streets:

**Miss:** *You looking for something to do, gov? Well, I know the right pub you want for just that sort of thing, if you know what I mean. Just follow me down this alley here. It's a short cut, honest!*

**Make:** *Did you hear about the drinking contest yesterday? Someone exploded during the thing! Something's cursed around here, I tells ya.*

**1 Margin:** *Something went down at the fencing contest today. I think that von Hauffen's son is trying to murder someone.*

**2+ Margins:** *Did you hear that Sigmar's temple was closed yesterday? No. The big one. Something going on there. Closing in in the middle of the faire? That doesn't seem right.*

Day five – archery contest

When your players are ready read the following: *You'd think that having an archery contest inside the city walls was a bit daft, and you'd be right, but here you are watching as guards are setting up targets and roping off the area for the thing. Having claimed the same market that held the fencing contest yesterday preparations are in full swing to get some grandstands set up where the audience is not likely to get killed by a stray arrow.*

*Twenty targets are eventually set taking up nearly all the space between the buildings on the edge of the plaza. Alleys are blocked and watchmen shout up to people leaning out of windows to get back in or they might catch a stray arrow or three. The otherwise sunny day is bright and the air has a certain excitement. The line for the contest is not that long but rumors are spreading quickly as to who is going to win this day.*

This is an all day contest which costs 1 crown to enter. Those who do not have enough to enter can always find someone in the group to loan them the coins. This is also the only contest where the player may attempt to haggle or charm the entrance fee down. See below for further details. Characters who participate will not have enough time to go out and explore the city. Unlike some previous contests this is a single elimination, point based contest and there are a total of three rounds to the contest. Specific rules for the contest are listed further down and are to be read or explained to your players.

*The same clerks who have been in charge of the other contests seem to be missing today. Instead there is this gentleman seating at the table smiling in a particularly happy manner. "Greetings friend! Are you here to enter in our little contest? Great! Make your mark here and the fee is one crown of the realm."*

If asked where the clerk is, respond with the following: *They couldn't make it today. Something came up and they had to all report to the Sigmarites this morning. Couldn't tell you why. So they called a bunch of us scribes and students in to handle things.*

Charmed response: *Now that you mention it, that does seem rather steep for it. Especially since you'll be shooting your own arrows. Tell you what. I'll cut that down to a half-crown and it'll be our little secret.*

Haggle response: *You could be getting me in trouble if I let you get away with this. But if you promise to keep it to yourself, I'll cut your fee down to a half-crown.*

Any other attempt to get the price down through say, intimation will have the ticket holder calling the guards over to get the PC thrown out of the contest for the day. If this happens, allow for a bit of wiggle room by upping the fee to a crown and a half or two crowns as a reminder.

See explanation in the eating contest for how to handle betting and gambling.

Contest specific rules: The PCs are going to be using their Ballistic Skill or BS in this contest. They need only to succeed on their BS check to hit the target. However, the lower their dice roll, the closer to the center of the target they hit. 01-10 is a bulls-eye, 11-20 next ring out, and so forth for a total of five rings. Any successful roll above a 50 hits the target but misses outermost ring. Points are based on which ring was hit. 10 points for hitting the bulls-eye, 7 points for next ring out, 5 for the one beyond that, 3 for the next one, and 1 point for the final ring. The Aiming action is allowed and encouraged.

As mentioned previous, the contest lasts for a total of three rounds. In order to make it past the first round, PCs need to get

40 points. For the second round, they need 55 points to move on. If any of the PCs make it to the final round, they find themselves against 4 other finalists either NPCs or PCs depending on the results of the other rounds. Each round the PCs get a total of seven arrows to shoot.

Gossip in the crowd:

**Miss:** *One of the participants is here trying to prove their innocence by winning the tourney.*

**Make:** *While the pit fights are more popular with the peasants this is where the elites' money are going. Seems like there are several of their favorites in the field today. Oh, and did you see the fencing contest yesterday? I can't believe that von Haufen was able to get away with nearly murdering someone.*

**1 Margin:** *Isn't that Arnolt Westhirschdorff, the Avenger? She's going to be hard to beat. And there's Rupert Braitenkreutz. The two must be going at their rivalry again for them to both be here.*

**2+ margins:** *Weird about the clerks, eh? Got to wonder why the Sigmarites pulled them away for.*

NPCs:

Arnolt Westhirschdorff

BS	WS	S	T	Ag	Int	WP	Fel
45	20	25	30	45	30	30	35
A	W	SB	TB	M	Mag	IP	F
2	14	2	3	5	-	4	3

Talents: Rapid Reload

Rupert Braitenkreutz

BS	WS	S	T	Ag	Int	WP	Fel
55	22	27	38	49	32	33	35
A	W	SB	TB	M	Mag	IP	F
3	16	2	3	5	-	8	2

Talents: Rapid Reload

Opponent A

BS	WS	S	T	Ag	Int	WP	Fel
35	35	23	29	30	27	22	25
A	W	SB	TB	M	Mag	IP	F
1	13	2	2	4	-	2	1

Opponent B

BS	WS	S	T	Ag	Int	WP	Fel
30	38	30	22	27	15	31	29
A	W	SB	TB	M	Mag	IP	F
1	12	3	2	4	-	5	2

Contest Results – Make sure that your players are keeping track of their rolls or their points if you told them those rules. For your part, the only rolls you need to make are for Rupert and Arnolt above. They can be eliminated from the contest if your dice aren't rolling well but the story is that the two make it to the finals for a bit of a dust-up between burgeoning rivals. The other NPCs furnished are to help fill out the field in the final round. Should no PC make it to the final round, flip a coin for Rupert or Arnolt and announce the winner.

Spectacular failures – As hinted in the early description of the area, this is a good time to go wild with some of the color commentary. Should any of the NPCs seriously botch their BS

roll, getting a 90 or better on it, feel free to kill off a random peasant through a series of crazy ricochets or even the NPC itself. While this is played for fun, it is another place where the brutality of the setting can be illustrated.

For those PCs not participating in or watching the archery contest just make up whatever seems like a good idea for them to do if they lack an idea for an activity. Let your imagination wander. They can be entertained however they like, it is unlikely that they would be unable to find it short of baby-eating and even then, if the price was right, it could be arranged.

Gossip on the streets:

**Miss:** *You looking for something to do, gov? Well, I know the right pub you want for just that sort of thing, if you know what I mean. Just follow me down this alley here. It's a short cut, honest!*

**Make:** *Did you hear about the fencing contest yesterday? I can't believe that von Haufen was able to get away with nearly murdering someone.*

**1 Margin:** *Did you hear about the clerks? Got to wonder why the Sigmarites pulled them away from running the contests today.*

**2+ Margins:** *Something's coming. I can feel it in my bones. There's a darkness coming up from under the streets again. Watch yourself.*

Day six – Pit fight

When your players are ready, read the following: *Part gladiatorial combat, part court of law the Pit is a brutal place. However today is a little different. Instead of men and women attempting to prove their innocence today is all about the spectacle of battle. A clerk sits at a table with a banner proclaiming it to be the sign up point. A short line of well muscled individuals stands as they pay the entrance fee and making their mark next to their name on a sheet of paper.*

*You hear bits of the rules as you get closer to the front of the line.*

*"The entrance fee is six shillings. This is a potentially lethal fight. No weapons or armor will be permitted to be carried in. As it often the case weapons or armor may be thrown in by the crowd. If you kill or are killed while inside the Pit, it will be considered to be done in self defense and no charges will be held against you or your opponent."*

*He takes the coins and drops them into a slit in a lock box sitting chained next to him on the table. "Head over two blocks and down the alley between The Dancing Drunk and herbalist shop. That is the entrance to the holding area where you name will be called for your turn in the Pit."*

This is an all day contest which costs six shillings to enter. Those who do not have enough to enter can always find someone in the group to loan them the coins. Characters who participate will not have enough time to go out and explore the city. Unlike all previous contests this is a lethal situation. You are eliminated when your character falls to zero or fewer wounds. The fight stops at that point although it is possible to be hit with a critical strike and have the character killed, thus necessitating the use of a fate point.

When you are sure the players understand the lethality of the contest, read on: *The alley between the two buildings is crowded. People from the tavern are calling out trying to find out who is going to win. Boasts fill the air as the various gladiators head to the entrance some who have obvious supporters in the crowd and some who seem to gain them as they head towards the entrance. The entrance is set below the street level and is fronted by a nondescript but heavily shod door. A couple of city guards stand slack watching the rowdy crowd and oblivious to just about everything going on around them.*

Players can attempt to please the crowd by boasting themselves. This requires a Fellowship or Charm check, Public Speaking, if the character has it, would apply. Those who are successful have a few of the milling people start to cheer for them. Anyone who gives the GM a line or two as to what they say can have a +10% to the roll. Margin(s) \* 10 is the number of people who are caught up in the boasting and cheering for the character. Make a note of the margins, positive or negative. Negative margins mean that number of people \* 10 start booing the character and calling them names.

Inside the door: *A few torches flicker lighting a dark path. Muted cheering can be heard echoing from everywhere. A few guards stand just as slack as those outside and give you only the most cursory looks. The place is covered in the sour smell of old sweat and blood.*

Players are set into a single elimination tree provided further on. Those slots without players have indicated who should win. Stats are given for those who the players have to face. Combat works as per the normal rules. Those players who are particularly good at description should be given bonuses to the checks. You should be aware of the number of wounds they have and keep everything as nonlethal as possible. Finally, have the players decide who is going first. They will be going on the first round. Mid way through the first round, weapons and a couple of shields are tossed down into the pit from above. PCs and NPCs are not allowed to take the weapons with them after the round, instead leaving them on the floor for the next match. Weapons are not removed between rounds. On subsequent bouts, new weapons and such are tossed in starting on the 5th round of combat.

See explanation in the eating contest for how to handle betting and gambling.

The crowd can rally behind the player in the pit giving them a moral bonus to their attacks. Players can try to get the crowd behind them, using Charm or Gossip. This check can be modified by the results of the fighter's own boasting before going into the pit as well as current feelings of the crowd. The other PCs can initiate the cheering especially if they've some money down on the fight. When using the charm skill, the PC can sway 10% of crowd on a make, with an additional 10% for each margin up to max listed below. For using the Gossip skill, the result is 10% of crowd on make, with an additional 5% for each margin. The reason for this is that while Gossip can spread news and rumors it is considerably slower at a fight and not nearly as flashy.

First time max of crowd behind the player is 50%. Second time is 60% with the final max being 80%.

Bonus for pit fighter is equivalent to a temporary moral bonus. Divide % of crowd behind the fighter by 2, rounding down. This number is the bonus they get to add to the Weapon Skill listed on their character sheet.

Gossip in the crowd:

**Miss:** *Ever wonder what they do the bodies after the fight? I heard they loaded them up and send them to the halfling colony on the outskirts of town. Who knows what they do with them there.*

**Make:** *This is nothing more than "amateur hour" and that the professional or regular pit fighters are in the crowd watching what goes on. You never know when you'll find some good talent out there.*

**1 Margin:** *Gregor Kriegman the Sigmarite champion and defender of the Church is in attendance. So is his usual opposite, Orlis Orob champion and defender of the Ulricites in Altdorf. There is an outside chance that these figures could be impressed with the fighting today, should the crowd get riled up enough for someone.*

**2+ margins:** *I heard that an important artifact was removed from the Sigmarites yesterday and that's why they were calling in all of the clerks. To make sure that it was missing and not just loaned out somewhere. What I wouldn't give to see some of the paper that the clerks saw yesterday. I'd really like to know how much of my taxes are being used to bribe the priesthood.*

Opponents A & B have Dodge Blow & Disarm. Opponents C & D have Disarm & Strike Mighty Blow.

Opponent A

WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	30	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Opponent B

WS	BS	S	T	Ag	Int	WP	Fel
30	30	33	35	30	25	30	28
A	W	SB	TB	M	Mag	IP	FP
2	11	3	3	4	0	0	1

Opponent C

WS	BS	S	T	Ag	Int	WP	Fel
30	30	33	35	30	25	30	28
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	1

Opponent D

WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	30	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

- |            |    |         |
|------------|----|---------|
| 1) Player  |    |         |
| 2) NPC - A | A) |         |
| 3) Player  |    | I)      |
| 4) NPC - B | B) |         |
| 5) Player  |    | Winner) |
| 6) NPC - C | C) |         |
| 7) Player  |    | II)     |
| 8) NPC - D | D) |         |
- 

For those PCs not participating in or watching the pit fights just make up whatever seems like a good idea for them to do if they lack an idea for an activity. Let your imagination wander. They can be entertained however they like, it is unlikely that they would be unable to find it short of baby-eating and even then, if the price was right, it could be arranged.

Gossip on the streets:

**Miss:** *You looking for something to do, gov? Well, I know the right pub you want for just that sort of thing, if you know what I mean. Just follow me down this alley here. It's a short cut, honest!*

**Make:** *Did you hear about the archery contest yesterday? I can't believe that was held inside the city. They lucky that there wasn't more people hurt in that ruckus.*

**1 Margin:** *I feel like I've been followed the last couple of days. There's been too many conspiracies. I have got to leave town and find somewhere quieter to live.*

**2+ Margins:** *I heard that an important artifact was removed from the Sigmaries yesterday and that's why they were calling in all of the clerks. To make sure that it was missing and not just loaned out somewhere. What I wouldn't give to see some of the paper that the clerks saw yesterday. I'd really like to know how much of my taxes are being used to bribe the priesthood.*

---

Day seven: The plot is fully revealed.

The only event that day is the tour of the city to be conducted by the priests and priestess of Shallya for their orphans. This is an attempt by that church to raise its status in a big Sigmar town by highlighting the good it does for all of the citizens. There are several different shrines and small churches of Shallya which the players go to and be instructed on how the church operates and its beliefs. During this, they will be hit up for donations by the priests conducting the tour. The tour is also for highlighting the plight of the orphans. Those taking the tour will be asked to shepherd some of the orphans so that they may also receive the same instruction on Shallya.

In the course of this tour that one of your PCs will be given an object by a priest and get utterly screwed by the situation. As for why the players might want to go on this tour have them get

some gossip in the morning before heading out. These should give them something to talk about and hopefully convince themselves that they want to do this. Otherwise, you can call it good and give them their experience. But before you do so, you may want to hint that in stopping now they're hurting their characters down the road. If only they knew.

### Gossip

**Miss:** *The Shallyans are planning to give away a bag full of gold to someone on the tour today! I can't wait to get in there and see if its me.*

**Make:** *Common gov'ner you never had a soft spot? Think of the next prayer you give in one of their temples. Might not be a bad idea to get on her good side.*

**1 Margin:** *Didn't I see you at <Contest>? Yeah, I think the priestess over there was asking for you. Apparently she was impressed with your performance and wanted to know if you'd give the children a lesson.*

**2+ margins:** *You know whoever finds that artifact just might be given a nice reward for it. And who knows, given that those temples are all over the city, you might just be able to find out a few things while taking it.*

Here is a bit of setting information you should be aware of if the characters start asking questions: Shallya is a goddess of healing, mercy, and childbirth. So it is natural that her temples care for those children left without parents. There is a great respect for her and her works, but given that this is a society that is often under siege from corrupting spiritual forces, it is of little wonder that she is not as large a figure as Sigmar or Ulric. It is said that she is the daughter of the gods Morr and Verena making her works a complicated thing. Morr, being the god of death is rumored to have restricted his daughter's works so as to keep the balance between life and death from being shifted to one side. These cosmic politics is little comfort for those whose loved ones are facing their final moments and prayers go unanswered.

---

When your players are ready to do some escorting around the city: *The temple to Shallya is not hard to find. Unlike the temples for Sigmar and Ulric, Shallya's is less like a castle and more like a home and hospice. You are greeted by a very friendly priest at the gates who escorts you to a group where others are waiting in the front gardens which is surprisingly serene in the middle of this bustling city.*

*After a few minutes, another priest appears herding in a few children which, despite their rags, appear to be in good spirits. They shyly hang around the priestess's legs as he goes through the introductions. "I am sister Kathryn and these are my charges for the day. We have a lot of the city to get to, so why don't we get going?"*

*She first takes you through the temple pointing out a few of the pieces of artwork before leading you outside. "Our first stop is going to be the shrine outside the Imperial Castle. It is not much, but the soldiers who man the walls seem to have taken a liking to it."*

The castle is across the way from the temple, but the player's progress there is barred by a gateway. The guards are surly and appear to not care that the priestess is giving a tour. Time to turn

on the charm or intimidation. Bonuses to the skill checks for good roleplaying here. This is a chance for an opposed roll. They will attempt to intimidate right back. Willpower stat for the guards is 27, those attempting need to get two margins for intimidation, three for charm in order to get the guard to open the way for the tour.

*You exit the temple and start down the street. The day is still early and what revelers are up tend to look at you with glassy expressions and shaded eyes. You hear more than one mumbling some curse over too many visitors to their home town. After a short walk, all the while Kathryn is talking about the history of their sect, you arrive at a gate. Two guards stand there in front of a lowered portcullis. One of the guards has a maniacal grin on his face as the sister approaches and requests passage into the next part of the city. He denies her and then starts to laugh. She tries to reason with the man but bends over and farts.*

If after all of this the players are unable to get the guard to relent and open the gate, have one of the children point out that they know a way to get around. It may be humiliating but the child does direct you around to an empty house, through a basement, and back onto the street on the other side of the gate. So much for security in the old city.

If the players opt for violence, this too will have some consequence as the first thing that happens is that the Shallyan sister will beg them not to and that it would be a bad sign for them to resort to such barbarity in the name of Shallya. If they go through with it, the sister will take the children and head back to the temple. The players will not be allowed back in. If they actually succeeded in killing the city guards, they will have the law on their backs. You are free to decide how to handle that part. However no matter what they may say, the mod is over at that point. Time to give XP and any bonuses as were earned during the contests.

If the player are able to talk their way past the guards, then the priestess thanks them and everyone continues on to the far side of the castle where there is a small shrine to Shallya built into the wall surrounding it. She gives a brief history and then continues leading you to another location.

Description of the wall shrine: blahblahblah

The next location is near the river docks, close to the center of town. It is a hospice where the Shayllans take in those who come off the boats sick and care for the stevedores and other workers who have accidents in the area.

Description of the dock hospice: blahblahblah

Kathryn goes on to say: *Of course, those are not the only things we take off the boats every once in a while, a mind will break while on the water. We have a special ward upstairs where we take care of those poor souls.*

With a crash, one of those poor souls come racing down the stairs to your little group and grabs random PC by their jacket.

*"Beware! The dark man comes for you." at which point the man collapses into a sobbing heap right in front of you. Willpower*

check, failure means PC gains 1 IP.

*The priestess has her fellow priests return the sobbing man to his place upstairs and then hurries you away.*

Kathryn continues her tour with the following: *Our final destination is the temple we have at the university of Altdorf. You'd be surprised at how often those students have need to be mended. This small temple looks much like a house from the outside and if it were not for the priest standing outside it, you'd never guess it was there. Once inside, a priest steps forward and whispers into Kathryn's ear who nods and steps away. This new priest steps forward and says, "Please feel free to look around. Kathryn will be back in a few moments."*

You fan out, looking at the cots and salves when that same priest steps towards the same random individual who was grabbed by his coat in the hospice. "Brother. Take this," he says while pressing an object and a piece of paper into the character's hands. The thing handed to them turns out to be a stiletto that has a weird symbol carved into it. <Common Knowledge: Something to know that it is not one of the gods of order and light. One margin to see it as a symbol of chaos. Two margins to get that it belongs to The Great Unclean One.> The paper has a map on it with a location highlighted. That priest then walks outside and down the road. If the characters attempt to pursue him, he ducks into an alley way a couple of blocks down which has so many doors and branches that tracking becomes impossible.

At this point the characters hear a scream and a bottle crash to the floor. In the back they find Kathryn, her neck broken. *A priest who was standing out in the front calls for the guards and gives you a stern look. He asks several questions: "Did you see what happened?" "How could you not?" "He was dressed as one of us?" "Well, I need someone to take the kids back to the orphanage. Would you be kind enough to do that?"*

Assuming they agree to, it takes about an hour to get back to the orphanage and the news of Kathryn arrived before you did despite it having to travel the same road. The priest meets the PCs at the gate and thanks them for bringing the children back who are ushered in for evening service and dinner. On the way back make a Shadowing skill check, Agility is 52. Your players need to make a Perception check versus your roll, otherwise it is an Intelligence check with a 10% penalty applied for not having the skill.

For those who make; *A figure dressed in black seems to be following your group. You can't make out many details because the one time you look, the figure becomes evasive, making it very hard to track with your eyes. That is until she is standing directly in front of you.* Skip directly to the description below that starts with the second sentence.

Otherwise the PCs are free to head to a tavern or some other destination. Once there, read the following: *A person approaches you. She is of average height, well built with more than hint of muscle. You cannot see the color of her hair that is kept up and under her that. She has a natural beauty that radiates from her unblemished face. She moves as a large cat: dangerously threatening and sensuous at the same time. Her eyes are gray, cold and seeming to be focused at some distant point. She is*

covered from head to toe in black leather and you can hear the not so subtle slap of metal on metal as her heavy greatcoat moves.

"We must speak. Come. Bring whatever friends you think you are useful. That dagger you were given is a dangerous thing. That tavern, there," she points across the street.

She is able to secure a table with but one glance at those currently occupying it. A moment later a wench comes by, dropping off several large tankards. The two women exchange a nod before the wench heads back to the bar. The witchhunter takes a large gulp and gestures to the rest of you to do the same.

If the players want to have an idea of the sort of person they're dealing with, have them roll a Common Knowledge: Empire check and read them the following no matter the result. Few are able to tell fact from rumor, which plays into one of the key strengths of Witchhunters. *They are a surly, suspicious group that are looked upon in dread by most. While organizations exist to direct them and their activities of which there are several, they have a good deal of autonomy to discover and deal with threats to the empire as those threats are uncovered. One could say that they have a "license to kill" and are unafraid of using it. One takes their own life in hand when crossing or disobeying the orders of a Witchhunter.*

Should the players refuse to follow the orders and are rather obstinate about such, feel free to strike the character down and force them to use a Fate Point to keep from being killed. This is not so much to keep the story "on the rails" but to demonstrate that first and foremost, Ilsa is serious about what she is doing and that it is her that not taking any piss from anyone.

"I've been tracking the cult that murdered the Shallyan priestess for some time. It appears that one of their number have mistaken you for a members from elsewhere," there is a slight, sharp smile to her lips.

"It has given us a chance to find out some of their members and possibly even take the group out completely. I know you are eager to help out. Now let me see that map"

She had the chosen player pull out the map and give it to her.

"Hrmp. They still don't know then," she puts it down on the table, a thoughtful look on her face. "The map is not everything it appears to be. You see, the buildings themselves are a message, an address actually. Anybody caught going to the destination as indicated on the map is likely to be murdered. They don't know I've cracked their little code."

"Here's what's going to happen. You," and she points to the character, "are going to get dressed up in this," she slings a small pack across the table. Inside are some less than clean clothes with an obvious tear down one side that has been stitched back together.

"The rest of you are going to be backup. You will follow and make sure Player gets inside. Once inside and it appears that everyone has arrived, take out whatever guards they have and get inside yourselves. If you can disrupt things all the better.

"I will be getting some of the other guards together and clean up this cult. You might want to find a way to get out before the guards arrive. They won't take too kindly to you being there."

Q: Who is this cult? A: "I am not certain, just another one that is worshiping the ruinous powers and need to be removed. Does it really matter to you which one? Are you a member?"

Q: What happens afterwards? A: "Go back to your inn. I know which one you are staying at. If you survive I will meet up with you later."

*The address the Witchhunter gave you is a little hard to find but eventually you discover a blind turn in an alley which leads to a basement door. Outside the door stand two figures. As you approach, one steps forward. They don't appear in the same garb as the robes you were given, nor do they seem to have any outstanding features which would otherwise set them apart.*

"Here, now. What you think you doin' comin' back down here?"

Character can display the dagger and the guard will move aside and let them through.

Should the character hesitate, the second guard will start to make for the door. If the character continues to fumble, the second guard will have dragged out another from inside. None of these guards look very nice and all are well armed. As soon as the third one comes out the character being confronted hears the third guard talking to the second. "What? No. That's not anyone I know of. Quick. We've got someone trying to get inside on us."

Swords are drawn and a fight begins. Three standard guards against the PCs. The alleyway is just big enough for two people to stand comfortably side by side with a bit over a foot of room between them. The guards will fight until their death and not retreat. Use the stats for Town Guards on page 235 of the core book.

If the third guard doesn't come out, they meet the character after the first set handing them a head covering mask before taking the cloak portion of the robe. *The mask feels a bit strange in the character's hands. Leathery, but not a kind of leather that they are familiar with. It covers the entirety of the head with two eye-holes that can easily be seen through. It is also surprisingly light, although it does smell a bit unusual breathing is not an issue.*

Once inside, the character goes through a series of stone antechambers. All is quite dark, the only illumination being floor level. The character can continue following the hallway, with the foot level light to where a spiral staircase starts down. There are other hallways which appear out of no where in the darkness, but none are lit making their exploration a hard thing to do. The spiral staircase is right handed meaning that whatever is at the bottom is meant to be defended from there. There are torches along the way for illumination.

*At the bottom of the staircase is a flat stone floor with a grate in the middle of it. No other exits are apparent.*

Should the character go over to it, they can hear chanting coming from somewhere within. Perception check @ Very Easy. *The grate itself is not heavy, and if examined appears to be on a*

*spring hinge. It comes up with the most gentle of pulls. Once up, the character can see another staircase leading further down, this one dark and with no visible light except for far off in the distance. At the very end of the stairway is a group of people. They appear to be in the middle of some sort of ceremony.*

The cult's ceremony room: *The room is small and circular. You guess there might be a dozen people here total. Every single one of them is in robes similar to your own. Around the room are several tall stands in which candles have been lit. The light from these candles is an odd color and barely sufficient to see in the room. Somewhere there is a censor spilling forth a most foul sort of incense. Some people are standing on a circle drawn on the floor while others are in a corner chanting. The circle is about twenty feet across, making the room about thirty. In the center is a woman, naked, tied to a chair and gagged. Her head hangs forward and she does not appear to be conscious. A quick glance by the character will make obvious the fact that the people in the room are not paying any attention to the stairwell they are currently standing in. Until now.*

*"Sister," one of the cult members says joyously as they stride over to meet you. "You have finally arrived. Were you able to secure the key today? I heard that the murder of the priestess created quite the ruckus."*

*"There it is," the cultist says as they take the stiletto from you. They turn around and address the room which has fallen quiet.*

*"We have the key, the first part with which to bring our god into being in this world. Rejoice! For soon the first of his heralds shall walk amongst us and guide in the ways that please him!"*

*Six people and the one just talking with you throw off their robes, leaving their masks on and approach the woman in the middle who starts to make groggy, waking noises.*

At this point switch back to the other group waiting outside if they did that. Otherwise, skip ahead to where the others arrive.

How long do the players outside want to wait?

Less than five minutes: The two guards are still standing there, softly chatting back and forth to one another. Anyone walking towards them will provoke and one of the guards charges forward while the second ducks back inside to get the third. They would fight and fall back, attempting to shut and lock the door to keep anyone out. The patsy has barely been able to get the mask on and head down the stairs at this point. They can hear the ruckus and in fact the third guard might say something about helping out. Allow the patsy to attack from behind if the door does get blocked and locked.

Five to ten minutes later: The guard from inside sticks his head out and has a quick word with the two. The second guy walks down the alley and heads to other places, the third guy from inside taking his place. The patsy has been able to reach the bottom of the first large, circular staircase. Not quite enough time has passed for them to get the grate opened up and to drop down into it.

Fifteen minutes or more: Two guards. Should they wait even longer, say a half hour or more, the second guard comes back

AND the city guard shows up. Of course, the guard only knows that there is a chaos cult here, having been alerted by the WH of their presence the guards don't know that one of your friends are in there likely resulting in their death along with the other members. Pretty much the rule in this society is a presumption of guilt and that the powerful are the ones who get trials. The patsy has had enough time to get into the actual chamber where the cult is having their ceremony. At this point it would take the others about ten minutes to get to the same place. Use the above area descriptions as they progress to the chamber.

As the others arrive: *You come upon a scene where several naked people are standing over another naked woman tied to a chair in the middle of some very odd drawings on the floor that are glowing a rather crimson shade of red. The woman in the middle is awake, her eyes are wide in terror and would probably be screaming if it wasn't for the gag in her mouth. There are others in the room, with robes similar to the ones your friend had on. Everyone in the room has masks on that appear to be made of some sort of pale colored leather. They are stitched into some sort of mockery of a human face but horribly bloated and corpulent. One of the naked member of the circle takes another step towards the woman and raises a dagger ready to strike.*

There are a total of four combatants. Three robed cultists and the naked one with the dagger. This should be a relatively quick fight given that none of them have any sort armor let alone any sort of combat ability. Use the Beggars profile from the core book on page 233 for all of their combat stats. The three robed cultists each have a short sword that counts as a Hand Weapon. The lead, of course, has the ceremonial artifact dagger. Treat it as a regular dagger, nothing magical or unusual happens when and if he hits.

Once combat is finished: *As the final remaining attacker falls, the others start to panic and trying to get out of the room. Running past the you and up the stairs and accessing hidden tunnels concealed behind the hanging curtains. The naked woman tied and gagged in the chair slumps forward having fainted at some point. If any of the characters want to, they can poke their heads back in the stairway that they just came out of and hear the clang of heavily armed and armored persons coming down behind them.*

CK:Empire for anybody to know what might happen to a suspected cult member if they didn't take the hint from the WH and get out themselves. The way behind is blocked, but there are a couple of different other ways out. The question is, do they take the woman with them? And if not, why?

There are two hidden passages behind the blasphemous wall hangings. One to the north and one in the west wall. Perception or Search tests are needed to find the triggers that have been concealed in the wall. Each player can take a stab and finding them, however, there is only a minute or 90 seconds before the guards summoned by the WH will enter the room. Assume that each test takes about 30 seconds, and remind the players that their characters do not have a lot of time to waste on their searching. All passages lead outside. The north passage brings the players out into the basement of an inn several blocks away. The western passage goes into the sewers, close to a movable grating at the end of an alleyway. The woman, should the characters brought her along offers up no opposition to them,

having passed out at some point.

*It takes a while but everyone is able to meet back up at The Verdant Letter. Ilsa good to her word, shows up shortly thereafter.*

If the characters took the woman with them: *"It seems you might have a bit of a things for rescuing people, then. Has she said anything since bringing her out of that pit? No? This is not much of a surprise. Not everyone has the mental fortitude to withstand being exposed to such things. All the same I have some idea of where she can possibly find herself and will see that she finds her way to such a place."*

*She tosses a bag on the table that jingles loudly as it hit.*

*"This is for your trouble and a retainer. I will be calling on you in the future and you should be prepared. This should help out in that respect."*

If the characters did not take the woman with them: *"Was there no others besides the cultists? No matter. The guards probably saw them to peace."*

*She tosses a bag on the table that jingles loudly as it hit.*

*"This is for your trouble and a retainer. I will be calling on you in the future and you should be prepared. This should help out in that respect."*

---

#### Opportunities:

Experience: 25 xp for showing up to play. 25 xp for completing the mod. 50 xp for killing the leaders of the cult. 25 bonus xp for rescuing the girl. 25 bonus xp for participating in any contest. 25 bonus xp for winning any contest.

Money: Each PC receives 50 gold crowns from Ilsa after having taken care of the cult.

Careers/Races: All careers as rewards in this modules require the player create a second character for back up. Give the appropriate certificate to each person for winning their contests. A separate file has the actual certs to print out.