

Mistaken Identity - Conversion Notes

Malc Arnold

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1 Mistaken Identity

There are no major changes to this adventure to adapt it to the revised background of The Empire; it doesn't rely on anything which isn't still present in the revised background, and it's quite a simple adventure anyway. The main change to the plot is that Kastor Leiberung isn't an exact double for whichever character is chosen to resemble him; rather that they are similar enough to fool people who don't know one of

them well. It's a small change, but I think it improves the feel of the story.

1 The following sections detail the changes to each part of the adventure. Mostly, these are simple currency and NPC conversions.

2 The Coach and Horses Inn

1 The Coach and Horses is a normal coaching inn of The Empire. For convenience, the prices for food, drink, and accommodation are given here.

Ale (pitcher)	2d	Cold meal	2d
Beer (pitcher)	2d	Hot meal	4d
Liquor (bottle)	3c	Room (night)	8d
Wine (bottle)	4-20d	(Each extra person)+4d	

2.1 Approaching the Inn

5 Avoiding being run down by the coach leaving the inn requires an AG check against a TN of 6. Use the standard "Coachman" NPC template for the guard of the coach if required.

2.2 The Coach

The coach is a fairly typical example of those used in The Empire. Pulled by a team of four horses, it is constructed from a sturdy wooden frame with panelling in a lighter wood. Manned by a driver and a guard (both coachmen), the normal passenger capacity is six inside, with room for up to four more on top, along with up to two good-sized chests per passenger.

A close examination of the coach will reveal that some of the paint is peeling, and many of the metal fittings are quite rusty.

2.3 A Game of Chance

Characters gambling with Philippe should make an Per/Gambling skill check (use the default of 13 or Games +3 if they have no gambling skill). The character with the most successes wins the hand. In case of ties, the tied characters need to add the stake again, and then reroll.

If Phillippe cheats, he should make a contested roll of AG/Gambling, against the other characters' Per/Gambling. If a player wins the contest then he sees Philippe cheating; a margin of zero means that Philippe wasn't able to cheat this hand. Otherwise, Philippe will automatically win any hand where he cheats.

2.4 NPCs

Gustav Fondleburger - Landlord

ST	4	WP	4	Ref	4
AG	4	Wit	5	Aim	4
TO	5	MA	4	KD	4
EN	5	Soc	4	KO	7
HT	3	Per	5	Move	6

Combat Proficiencies: 4 (Dagger), 3 (Pugilism/Brawling) and 4 (Blunderbuss), CP: 8/7, MP: 8
Weapons: Blunderbuss (PT: 46/1, ATN: 4, Rng: 2/5/10/20/30 Dam: 12p/10p/8p/6p/4p +2X Shock)
Armour: None
Skills: Craftsman package at 7

Gustav's loaded blunderbuss is kept under the bar. Blackie stands on a beam above the bar, but doesn't speak. No stats will be needed.

Herpin Stiggerwurt - Barman

ST	5	WP	4	Ref	4
AG	4	Wit	5	Aim	4
TO	5	MA	4	KD	4
EN	5	Soc	3	KO	7
HT	4	Per	4	Move	7

Combat Proficiencies: 5 (Pugilism/Brawling), CP: 9
Weapons: None
Armour: None

Skills: Craftsman package at 9

Gunnar and Hultz - The Coachmen

ST	4	WP	4	Ref	4
AG	4	Wit	4	Aim	4
TO	5	MA	4	KD	4
EN	5	Soc	3	KO	7
HT	4	Per	5	Move	6

Combat Proficiencies: 5 (Cut & Thrust), 6 (Blunderbuss), CP: 9, MP: 10
Weapons: Arming Sword (Med, 6/7, 6, 5c/4p), Blunderbuss (PT: 46/1, ATN: 4, Rng: 2/5/10/20/30 Dam: 12p/10p/8p/6p/4p +2X Shock)
Armour: Leather Jack w/sleeves (AV2)
kills: Craftsman package at 8

Each of the coachmen is armed with an arming sword and a Blunderbuss, and wears a leather jack with sleeves under a long coat. They also carry coach-horns. Gunnar and Hultz will initially ask 15 shillings per person for the coach fare to Altdorf. In fact, they can be bargained down to 4 shillings per person.

Lady Isolde von Strudeldorf - Young Noble

ST	2	WP	5	Ref	3
AG	3	Wit	3	Aim	3
TO	3	MA	3	KD	2
EN	3	Soc	3	KO	5
HT	4	Per	3	Move	4

Combat Proficiency: None
Weapons: None
Armour: None
Skills: Courtier package at 8.

Any rolls involving conversation with Lady Isolde are made with a penalty dice. Any attempt to influence or persuade her are made with two penalty dice.

Marie - Bodyguard

ST	6	WP	4	Ref	5
AG	5	Wit	5	Aim	5
TO	6	MA	3	KD	5
EN	5	Soc	4	KO	8
HT	5	Per	5	Move	8

Combat Proficiency: 9 (Greatsword/Longsword), CP: 14

Weapons: Longsword (2H, long, 6/7, 6, 8c/7p)

Armour: Chain Shirt (AV3)

Skills: Soldier package at 8, and Courtier package at 7

Janna - Servant

No statistics should be required for Janna. If they are, use the peasant, farmer, template; but with no combat skills and with etiquette (nobles) at -2.

Ernst Heidleman - Physician's Student

ST 3 WP 5 Ref 5

AG 5 Wit 6 Aim 4

TO 3 MA 5 KD 4

EN 4 Soc 2 KO 6

HT 3 Per 4 Move 6

Combat Proficiency: 3 (Rapier), CP: 8

Weapons: Rapier (Medium, 6/5, 8(5), 0c/6p)

Armour: None

Skills: Ritualist package at 6, Demonology at 6

Ernst is a Demonologist posing as a physicians' student; a member of the Red Crown Chaos cult. He claims to be on his way to Altdorf to continue his studies, but in fact is going there to deliver vital supplies to a Demonologist and continue his studies.

Philippe Descartes - Gambler

ST 4 WP 4 Ref 5

AG 5 Wit 6 Aim 5

TO 5 MA 4 KD 4

EN 4 Soc 4 KO 7

HT 4 Per 5 Move 6

Combat Proficiencies: 6 (Cut & Thrust), and 5 (Hand Guns), CP: 11, MP: 10

Weapons: Sabre (Medium, 6/6, 6, 6c/4p), Pistol (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40 Dam: 6p (+1 vs Armour), +X Shock)

Armour: None

Skills: Soldier Package at 8, Thief package at 7, Gambling at 5.

3 The Journey

3.1 The Journey Begins

The coach will not overturn as the wheel comes off. Isolde will complain bitterly about the driving of whichever character is in charge of the coach. It will take a combined ST of 10 to replace the wheel.

3.2 Blood on the Track

Rolf Hertsis

ST 4 WP 2 Ref 3

AG 4 Wit 2 Aim 4

TO 4 MA 2 KD 4

EN 4 Soc 1 KO 5

HT 3 Per 4 Move 6

Combat Proficiency: 5 (Dagger), CP: 8

Weapons: Rondel (Hand, 8/7, 7, 2c/4p)

Armour: None

Rolf will use all-out attack, simply throwing all his CP into a frenzied attempt to kill. It probably won't work.

3.3 The Mayhem Mystery Tour

The Mutants

ST 4 WP 2 Ref 3

AG 4 Wit 2 Aim 4

TO 4 MA 2 KD 4

EN 4 Soc 1 KO 5

HT 3 Per 4 Move 6

Combat Proficiency: 5 (Various), CP: 8 (-2)

Weapons: Short Sword (Short, 7/5, 7, 4c/4p) or Hand Axe (Medium, 7, 8, 6b) or Short Spear (Medium, 7, 7, 6p)

Armour: None

The mutants will fight with little heed for defence, leaving only a couple of dice for defence if their attack fails. Each is suffering from 2 dice of pain due to wounds sustained in the attack on the coach.



Knud

ST	4	WP	3	Ref	4
AG	5	Wit	2	Aim	4
TO	4	MA	3	KD	4
EN	4	Soc	2	KO	6
HT	3	Per	4	Move	7

Combat Proficiency: 6 (Sword & Shield) and 5 (Crossbow), CP: 10, MP: 9

Weapons: Short Sword (Short, 7/5, 7, 4c/4p), Crossbow (PT: 4-6, ATN: 5, Rng: 5/10/15/25/50 Dam: 6p)

Armour: Scaly Skin (AV1)

Knud is a wilier opponent, although hardly bright. He will allocate sensible dice to attack and defence, but will not use maneuvers such as feint.

3.4 The Double

While Kastor Leiberung isn't an exact double of the character he resembles, he is close enough to fool anyone who doesn't know Kastor well. Characters who see Kastor will briefly see a very close resemblance to one of their fellows, but will then begin to notice the differences between the two.

The inheritance is, of course, for 2,000 crowns, not 20,000 - still a vast sum. Any character with a need (or lust) for money should be piqued at the possibilities inherent here - which might lead to some interesting moral debates.

3.5 The Journey Continues

The Ride Horse or (preferably) Animal Handling skill (or the Animal Kin gift) is required to calm the panicked horses

4 Altdorf

Everything that money can buy is available in Altdorf - for a price. Characters should be able to find any normal equipment they require at the usual price, including gun-makers. Anything more esoteric can probably be found, but may cost up to three times the usual price.

4.1 An Old Friend

Josef Quartjin

ST	6	WP	4	Ref	4
AG	4	Wit	5	Aim	4
TO	5	MA	4	KD	5
EN	5	Soc	4	KO	7
HT	4	Per	5	Move	7

Combat Proficiencies: 6 (Mass Weapon & Shield) and 5 (Crossbow), CP: 10, MP: 9 Weapons: Hand Axe (Medium, 7, 8, 8c), Crossbow (PT: 4-6, ATN: 5, Rng 5/10/15/25/50 Dam: 6p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Sailor package at 7, with Persuasion and Sincerity at 6

4.2 The Boatman Inn

4.2.1 The Man in Black

Max Ernst - Protagonist

ST	5	WP	4	Ref	5
AG	5	Wit	6	Aim	5
TO	5	MA	4	KD	5
EN	5	Soc	4	KO	7
HT	5	Per	5	Move	7

Combat Proficiency: 8 (Sword & Shield) and 7 (Pugilism/Brawling), CP: 13/12

Weapons: Sabre (Medium, 6/6, 6, 7c/5p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Swordsman package at 8, Intimidate at 5, Ridicule at 6

4.2.2 Hooray for Henry

Use the standard bodyguard template for the nobles' bodyguards.

In a fair fight, Max will fight with bare hands - this is not an encounter worth getting killed in. If faced by multiple characters, or if his opponent draws a weapon, he will draw his sword and do his worst. Max isn't interested in killing, and will show no interest in pursuing an enemy who retreats from the fight.

5 Arriving in Weissbruck

If the characters question the occupants of the inn after Adolphus slips out of the back door, any character making an uncontested Soc/Persuade or Soc/Intrigue roll, or bribing a local or the innkeeper with 2s or more, will learn that Adolphus is a bounty hunter who arrived in Weissbruck last night.

5.1 Hunting the Hunter

Use uncontested Soc/Intrigue, Soc/Persuade or Soc/Sincerity skill checks if the characters try to track down Adolphus; the more successes the better the information the character obtains. A fumble will cause a bad reaction from the NPC being questioned.

At the Trumpet Inn, a character can sneak into the common room to eavesdrop on Adolphus and the Thugs by making an opposed AG/Sneak versus Per at a TN of 8 for Adolphus and the Thugs. Other plans such as disguise, or paying a disreputable local to eavesdrop for them, might also work. It is pretty much impossible to hear what Adolphus is saying from outside the Inn.



Adolphus Kuftsos - Bounty Hunter

ST 4 WP 4 Ref 6
 AG 5 Wit 7 Aim 5
 TO 4 MA 4 KD 4
 EN 5 Soc 4 KO 6
 HT 5 Per 5 Move 7

Combat Proficiency: 6 (Cut & Thrust) and 9 (Crossbow), CP: 12, MP: 14

Weapons: Cut & Thrust (Medium, 6/6, 6, 4c/5p), Crossbow (PT: 4-6, ATN: 5, Rng: 5/10/15/25/50 Dam: 6p)

Armour: Chain Shirt (AV3)

Skills: Bounty Hunter package at 5, and Ranger package at 9

The Three Thugs

ST 5 WP 3 Ref 4
 AG 5 Wit 3 Aim 4
 TO 4 MA 4 KD 5
 EN 4 Soc 2 KO 5
 HT 4 Per 3 Move 7

Combat Proficiency: 5 (Mass Weapon & Shield), CP 9

Weapons: Club (2H, Medium, 6, 7, 6b, +X Shock)

Armour: Leather Jack (AV2)

Skills: Labourer package at 8

5.2 Adolphus' Plan

Each minute that characters are trapped in the smoke-filled cabin, they lose 1 CP, 1 MP, and 1 Per, up to a maximum of three of each. These will be recovered after a minute in the open air.

If burning oil is thrown into the boat then a character may dodge the missile by making an AG check against a TN of 6. Each pot has a half chance of properly shattering and catching light.

Make sure that Adolphus dies in the attack; this is pretty likely in any case. A strategic fumble or zero-successes combat roll will almost certainly have the desired effect.

