

# Shadows Over Bogenhafen - Conversion Notes

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# 1 Shadows Over Bogenhafen

This adventure is a reasonably straightforward conversion, although it relies heavily on the Demonology rules mentioned in “The Enemy Within”. Because a sorcerer of any note would be too much for an inexperienced group to handle, Teugen isn’t actually a sorcerer, but is rather a Demonologist - any magical powers he might claim to possess are actually Gideon’s.

Gideon is a challenging presence in the final battle - he does have some limited ability with sorcery, which may be especially dangerous since the characters are unlikely to realise that he is the real threat. That ability is very minor, however, and is unlikely to destroy a sensible group of characters.

The other major change is to the background in Bogenhafen. Since there are only two major religions in The Empire, the “temples” will be changed to churches of one faith or the other. The Mourners’ Guild now serves both religions equally. This may change a few minor details of the characters’ investigations.

Because this adventure is so heavily centred on investigation and social skills, the remainder conversion

is mostly simple currency, NPC, and skill check conversions. Often these won’t even be used.

# 2 Adventuring in Bogenhafen

## 2.1 Minor NPCs

Statistics for sample minor NPCs of many types can be found in the appendix of “The Enemy Within” background rewrite.

## 2.2 Services in Bogenhafen

Bogenhafen is a thriving trade centre, and pretty much anything that the characters might wish to buy can be found here, with the exception of very rare or illicit goods of course.

### 2.2.1 Inns

Inns are usually open from midday to midnight, and will have between 5 and 30 customers at any time of day. When characters enter a random inn, use the table given in the Bogenhafen background guide to determine the quality, or just decide for yourself.

For reference, the average prices found at inns in the city are included below.

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	

## 2.3 Bogenhafen - A Socio-Political Guide

There are very few changes required to the socio-political guide to the town. The few that are needed are listed here, under the sections in which they appear.

### 2.3.1 The Council

If is, of course, the Lector of The Church of Saint Sigmar, rather than the “Priest of Sigmar” who sits on

the council. The Bishop of the Three Gods Become One is sometimes called upon by the Council, and occasionally even given a vote if a matter concerns his Church greatly.

### 2.3.2 Guilds

**The Mourners' Guild** serves both the Churches in their capacity as arrangers of funerals, and maintain good relations with each.

## 3 All the Fun of the Fair

Many of the encounters at the Schaffenfest can be left almost unchanged, others need to be modified. Assume that if a section is missing there are no changes.

### 3.1 Fixed Locations

#### 3.1.1 Wrestling Ring

A Per check against a TN of 6 will reveal that the Champion is pretty much faking his exhaustion. He is tired, but not yet fatigued, as most of his bouts have been over well within the three minutes. The bout will continue until one combatant is pinned for 12 seconds (six rounds), or forced out of the ring.

Klaus Schattiger is offering one crown if you last three minutes with the champion, two if you beat him. It'll be a tough purse to win.

#### Klaus Schattiger - Entrepreneur

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

Combat Proficiencies: 3 (Dagger), CP: 8

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

Armour: None

Skills: Entertainer package at 7

Klaus is a small, wiry man of indeterminate age, dressed in bright, clashing colours.

#### 'Crusher' Braugen - Wrestling Champion

ST	7	WP	4	Ref	4
AG	5	Wit	3	Aim	4
TO	6	MA	2	KD	6
EN	5	Soc	2	KO	9
HT	4	Per	3	Move	8

Combat Proficiencies: 9 (Pugilism/Brawling) and 9 (Wrestling), CP: 13

Weapons: Punch (Hand, 5, 6, 5b), Kick (Hand, 7, 8, 6b) Armour: None

Skills: Labourer package at 9

Braugen will be happy to circle defensively for up to 15 rounds, waiting for the challenger to make his move. He will then grapple as a defence, but will only use three-quarters of his combat pool at first. He will try not to damage his opponent more than necessary before trying to pin them or throw them from the ring; while he is a professional fighter he takes no delight in inflicting pain.

If Braugen realises he is in a real fight, he will use all his skills to defend his crown, using punches to soften up his opponent before attempting a pin. He is an honourable fighter, and if defeated (or the challenger lasts three minutes), then he will congratulate his opponent before leaving the ring. In this case, Schattiger and Braugen will close the ring for a short while, to allow Braugen to recover.

#### 3.1.2 Freak show

For anyone out there trying to spot the logical flaw in the adventure, how can there be a mutant goblin at the fair if the sidhe are immune to the warping effects of Chaos? The answer is that its not a goblin at all, merely an unfortunate mutant who looks enough like the Goblins of tales and legend to be passed off as one - with three legs. It doesn't actually look much like a real goblin, but who's to know?

Grunni, the Dwarven freakshow assistant should be replaced with Grunwald, the human freakshow assistant. I don't think Grunni being a dwarf makes much odds to the adventure.

### Doctor Malthusius - Showman

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

Combat Proficiencies: 3 (Dagger) and 6 (Hand Gun), CP: 9, MP: 10

Weapons: Rondel (Hand, 8/7, 7, 2c/4p), Pistol (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40 Dam: 6p (+1 vs Armour), +X Shock)

Armour: None

Skills: Entertainer package at 7

Doctor Malthusius is a flamboyant entertainer, trying to make a more-or-less honest living. Some of his exhibits are genuine curiosities, others clever fakes.

### Grunwald - Freakshow Assistant

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

Combat Proficiencies: 6 (Pugilism/Brawling) and 4 (Thrown Knife), CP: 10, MP: 8

Weapons: Punch (Hand, 5, 6, 5b), Kick (Hand, 7, 8, 6b), Throwing Knife (PT: 1-3 Rounds, ATN: 7, Rng: 1/3/5/8/16 Dam: 5p)

Armour: None

Skills: Labourer package at 9

Grunwald is a nasty piece of work, who looks even seedier than Malthusius. He wanders around the cages, muttering to himself and sneering at the crowd. He takes out his self-pity and disgruntlement on the exhibits by poking them with a pointed stick he always carries.

When the “Goblin” escapes, any character who can make a grapple attack on the Goblin can do enough to allow it to be immobilised; roll Pugilism/Brawling (less 2 dice for the activation cost) against the grapple ATN of 5 to do so; the “Goblin” will dodge with a CP of 5 and the full evasion ATN of 4. A margin of one is enough for the character to stop the “Goblin”

escaping. If the characters do not stop the “Goblin”, then others in the crowd will.

Doctor Malthusius will reward any characters who were involved in recapturing his “valuable exhibit” with 1 shilling each, and an invitation to watch the show for free in an hour’s time.

### 3.1.3 Festival Court & Stocks

When being tried at the festival court, the accused and the prosecution should make either contested Soc/Persude or Soc/Law checks. The prosecuting watchman will have a Soc of 4 and an ATN of 6 in this case. If the character wins the contest, then he or she will be released, otherwise a fine of up to 1 crown (depending on the severity of their crime and the degree of success of the prosecution roll) will be levied. Characters who can’t pay their fines may be placed in the stocks, and must roll a TO check with an ATN of 5 each hour, or gain a dice of long-term fatigue.

One set of stocks is currently occupied by a very small man, Gunnar Gurnissen, who will beg for the shilling he needs to pay his outstanding fine and be released.

### Gunnar Gurnissen - Drunken Beggar

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

Combat Proficiencies: 5 (Dagger), CP: 9

Weapons: None

Armour: None

Skills: Beggar package at 7, Thief package at 8

Gunnar is a smelly, disgusting, creature, but in the stocks he seems almost an object of pity. His hair and clothing are stained with rotten fruit, and he is only semi-conscious.

## 3.2 Optional Encounters

Use Soc/Intrigue or Soc/Persuade checks, rather than fellowship or gossip rolls as necessary during the optional encounters. Standard NPC templates from the

“Enemy Within”, appendix A, should be used as required.

### 3.2.1 Medicine Show

Most of the stalls at the medicine show are run by charlatans, asking 5 to 10 shillings for useless “elixirs”, “Tonics” and “Nostrums”.

However, Elvyra Kleinstun has a reasonable display of medicinal herbs on her stall, although they are priced at double the usual cost. She will be delighted to meet any character with a reasonable skill at, and interest in, herbalism, and if she warms at all to the character, will offer further training to them at her home in Weissbruck, if they should ever be in the area.

## 3.3 The Runaway

Doctor Malthusius’ reward for safe return of the “Goblin” will be 10 crowns, and Councillor Richter will offer the same amount for clearing it out of the sewers.

## 4 Beneath the Town

Play the sewers for tension, rather than actual danger. Until they meet the demon the characters are unlikely to be genuinely threatened, but the players should be feeling nervous and edgy. Dim the lights and describe the dim, stench-filled sewers in low tones. Shout when something does happen; the contrast should have the desired effect!

Any characters who fall into the effluent channels in a major sewer, or who wade along a minor sewer will suffer 2 penalty dice on any Soc rolls made until they are able to clean up.

### 4.1 Optional Encounters

The only optional encounters that should be used are:

#### 4.1.1 Sewer Rats

The characters disturb a swarm of rats, which mills around on the walkway for a few seconds before dis-

appearing into various small holes and crevices. Characters wearing boots or foot armour are safe from the rats, but other characters may be bitten on the feet or ankles by the panicked rats - make an attack roll with a CP of 5 vs a TN of 8 against the surprised character (with no defence) to see if they are. All damage done by the rats must be to the lower leg.

Play the rats more as a surprise than a genuine threat; if done right then they should startle the players and heighten the tension.

#### 4.1.2 Thief

The characters hear stealthy footsteps, and possibly muffled coughing echoing through the tunnels. These are made by a thief using the sewers to move around the town undetected.

The characters won’t actually meet the thief, but if they’re paranoid (and they should be by now) they may think they’re being followed.

#### 4.1.3 Dangerous Walkway

The edge of a walkway in a major sewer is very worn by the action of the effluent, and in danger of crumbling away. The leading character must make a Per check against a TN of 8 to notice this, or an AG check against a TN of 9 (or acrobatics if better) to avoid falling into the effluent channel as the edge of the walkway crumbles beneath their feet. If they fumble, they fall head-first, which could be really nasty. The fall won’t do any damage, but will cover the character in effluent.

#### 4.1.4 Hole

The floor of a minor sewer has a pothole in it. The leading character must make an AG check against a TN of 8 (or acrobatics if better) to avoid falling as they put their foot into the hole. The fall won’t do any damage, but will cover the character in effluent.

## 4.2 Fixed Locations

### 4.2.1 Into the Murky Depths

Positioning the ladder and climbing down requires a successful AG check against a TN of 9 (or Climbing skill, if better). If failed, the character will fall. This won't cause any damage, but will be markedly unpleasant. Once the ladder is placed, with someone at the bottom to brace it, other characters need not roll.

### 4.2.2 Breathing Hole

Since the "Goblin" is actually a human mutant, it's blood is as red as anyone else's. Characters noting this, particularly those with a scientific or medical bent, may be curious about this, but an unsatisfied curiosity won't hurt them.

Following the trail requires a Per/Tracking check. An MA/Tracking check is required to pick up the trail after each obstacle, such as crossing the effluent channel or another channel joining the main one.

### 4.2.3 Door

The lock on the door is of ordinary quality, and can be picked normally with three successes on an AG/Pick Locks check. Only people who are members of the Bogenhafen Thieves Guild will recognise the sign scratched on the brick work next to the door.

To break the door down, make a ST check against a TN of 10. Characters with axes would take about a minute to hack the sturdy door apart enough to enter.

### 4.2.4 Body

The body is actually of a small man - Gunnar Gurnissen, who the characters have probably met in the Schaffenfest stocks.

### 4.2.5 Temple

If the characters are still following the "Goblin"'s trail, then they will see the footprint half-way up the door. Ignore the mention of "Sixth Sense" skill. Make a ST check against a TN of 9 to force open the bolted door, or it can be hacked open with an axe in about a minute.

As in the original text, the demon doesn't want a fight, especially against a group as formidable as the characters. It will try scare tactics (which might work on the *players* if you role-play it right), and then talking, before resorting to combat. All things considered, the characters will be much better off running rather than fighting here.

### Guardian Demon

ST	7	WP	9	Ref	6
AG	7	Wit	6	Aim	6
TO	8	MA	6	KD	7
EN	7	Soc	6	KO	12
HT	7	Per	6	Move	10

Combat Proficiencies: 9 (Pugilism/Brawling), CP: 15

Weapons: Claws (Hand, 5, 6, 8c)

Armour: None

Vagaries: Movement 1, Glamour 1, Conquer 1 (SP 18)

The guardian demon is bound to the room, and cannot leave. After its first attempt to scare the characters away by generating smoke and noise, it will try using its Conquer or Movement vagaries in simple spells of one to either force or throw characters out of the door. Being thrown out of the door will either cause a level one wound of falling damage (see *The Riddle of Steel*, page 95) as the character hits the far side of the tunnel, or drop the character into the effluent channel.

Do your best to scare the players. After all, the characters *really* ought to be scared too. The ideal result is if they grab the three-legged pelvis and run for it as soon as the demon starts flexing his muscles.

## 5 Something Rotten

In general, the investigative part of the story is straightforward. Just remember to make Soc/Intrigue, Soc/Persuade or Soc/Sincerity skill checks (or Soc checks for simple things) in place of gossip, bluff or Fel rolls. In addition, ignore all references to the "Sixth Sense" skill. Assume that a section needs no other changes unless it appears below.

## 5.1 Tracing Locations Above Ground

Make a MA check against a TN of 8 to locate the above-ground equivalent of a location in the sewers.

### 5.1.1 Stake-Outs

Make a contested Soc/Camouflage roll (Default 10) against a Per of 5 to avoid being moved on by the watch while watching a building. If the characters can come up with a good excuse to be in the area for a while, the roll may not be needed.

## 5.2 Events

### 5.2.1 The Voice of Doom

Make Per checks against a TN of 8 to avoid losing Ulthar in the crowd if he flees.

### 5.2.2 The Watchers

It will take a Per check against a TN of 10 to spot the thugs watching the characters. As stated, they will try and waylay the characters in a secluded area.

### The Thugs

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

Combat Proficiency: 5 (Club), CP: 9

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

Armour: Leather Jack (AV2)

Skills: Labourer package at 8

The thugs are hired toughs from the Stevedores' guild. They will run if the watch arrive, they are obviously overmatched, or three or more are killed.

## 5.3 A Job Well Done

### 5.3.1 Richter's Chambers

Getting in to see Richter will take a Soc/Sincerity or Soc/Persuade roll. Characters with medical skill get two bonus dice.

Diagnosing the disease will require a Per/Herbalism or Per/Lore: Medicine roll. A character with the Herbalism skill who makes this roll will know a herbal remedy for the Purple Fever.

## 5.4 Places of Interest

### 5.4.1 The Crossed Pikes

#### Franz Baumann - Landlord and Thief

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

Combat Proficiencies: 5 (Cut & Thrust), and 4 (Hand Guns), CP: 10, MP: 8

Weapons: Short Sword (Short, 7/5, 7, 5c/5p), Pistol (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40 Dam: 6p (+1 vs Armour), +X Shock)

Armour: None

Skills: Thief package at 7

For the assorted staff and rogues who are to be found in the Crossed Pikes, use the standard NPC templates from the "Enemy Within", appendix A.

Obviously, since there's no such language, nobody can speak to Baumann in Thieves' Cant to gain his trust. However, he may be willing to sell information which doesn't reveal anything about the Thieves' Guild to outsiders.

### 5.4.2 The Steinhager Offices

#### Gerhard Schutz - Doorkeeper

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

Combat Proficiencies: 3 (Mass Weapon & Shield), CP: 7 Weapons: Club (2H, Medium, 6, 7, 5b, +X Shock)

Armour: None

Skills: Labourer package at 9

Gerhard is not suicidal, and will surrender or flee if things are looking bad. That would include being

outnumbered (counting Fang).

### Fang - Watchdog

ST	4	WP	3	Ref	4
AG	5	Wit	3	Aim	n/a
TO	4	MA	2	KD	4
EN	6	Soc	3	KO	4
HT	4	Per	6	Move	7 / 14

Combat Proficiencies: 3, CP 7

Weapons: Bite (Hand, 7, n/a, 1c)

Armour: None

The Leather-bound book in Franz Steinhager's office is written in Latin. It appears to be a treatise on the summoning and binding of demons.

### 5.4.3 Teugen's House

The characters may escape from the watchdogs by retreating over the wall, but any character with a move of 4 or less will be bitten as they climb over.

### Watchdogs

ST	4	WP	3	Ref	4
AG	5	Wit	3	Aim	n/a
TO	4	MA	2	KD	4
EN	6	Soc	3	KO	4
HT	4	Per	6	Move	7 / 14

Combat Proficiencies: 3, CP 7

Weapons: Bite (Hand, 7, n/a, 1c)

Armour: None

### Bodyguards

ST	5	WP	2	Ref	5
AG	5	Wit	6	Aim	5
TO	6	MA	5	KD	5
EN	5	Soc	4	KO	7
HT	5	Per	5	Move	8 (-1)

Combat Proficiency: 6 (Greatsword/Longsword), CP: 11 (-3)

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

Armour: Full Chain & Pot Helm (AV4)

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

The bodyguards are wearing full mail armour.

### 5.4.4 The Steinhager Warehouse

The characters must make a Soc check against a TN of 9 to get information out of Anton. If he is offered alcohol, the TN drops to 4.

### 5.4.5 The Watch Barracks

#### Reiner Goertrin - Watch Captain

ST	6	WP	6	Ref	5
AG	6	Wit	5	Aim	6
TO	5	MA	4	KD	6
EN	6	Soc	4	KO	8
HT	5	Per	6	Move	9 (-1)

Combat Proficiency: 11 (Greatsword/Longsword), CP 16 (-3)

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

Armour: Full Chain & Pot Helm (AV4)

Skills: Swordsman package at 6, and Knight package at 6

Reiner is tall and lean, his face is almost cadaverous in its thinness, and his hair is white. His primary concern right now is maintaining order at the Schaf-fenfest, and he has little time for anything else.

### The Temples

The temples are now, of course, churches. Any character praying for guidance at any of the churches in town may (at the GMs option) feel a sense of deep foreboding. But they probably do already.

Note that there are no temples to Bogenaur, Verena, Ulric, or Shallya. Some of the replacement areas are listed below; those not listed are simply prestigious commercial buildings and offices.

### 5.4.6 Church of Saint Sigmar (Area 13)

A grand church to The Empire's state religion.

### 5.4.7 Church of the Three Gods Become One (Area 15)

A church to the older religion, significantly less grand than the Sigmarian cathedral.

### 5.4.8 Bogenhafen Library (Area 17)

This is a publically-sponsored library and scriptorium; one of the first in The Empire. Greta Harbokka is the sole librarian. Greta is 45 years old, and has lived in Bogenhafen all her life. She is very knowledgeable about the town and its inhabitants. Characters calling here can get information on the four major merchant families, She only mentions Teugen's connection to the Ordo Septenarius if the characters specifically ask about it.

If asked about the Ordo Septenarius, Greta tells the characters that the order is a semi-secret organisation within the Merchants' Guild. From its name, it may have something to do with the number seven. She is also aware that the order has made donations both to the Library and Churches, and also to Marlene Rubenstern, who runs a soup kitchen in The Pit. She first became aware of the organisation about two years ago.

There is information in the library as listed in the main section. Make a research skill check to find each item the characters look for.

### 5.4.9 The Merchant's Guild

#### Friedrich Magirius - Merchant

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

Combat Proficiency: 2 (Dagger), CP: 7

Weapons: Rondel (Hand, 8/7, 7, 2c/4p) Armour: None

Skills: Craftsman package at 8, with Persuasion and Sincerity at 7

Friedrich is a distinguished and kindly-looking man. He heads one of the town's smaller merchant families, and is a town councillor. He is also a prominent and trusted member of the Merchants' Guild.

Friedrich has been duped by Teugen's promise to make Bogenhafen the trade centre of The Empire. He genuinely believes that Teugen means only good for the town, and no harm to anyone else. Friedrich tends to tell the truth as he sees it, but will not reveal Teugen's plan.

## 6 The Darkest Hour

### 6.1 An Unexpected Visit

If questioned about the rituals, and why prominent merchants should be involved in sorcery, Magirius will reply

"I thought at first that, as I said, the rituals were simply a smokescreen, to make the members take the secrecy of the organisation seriously. It's only now, that I realise that Teugen intends to use some foul sorcerous ritual involving human sacrifice to achieve his ends. I'm not sure the others will back out. Some of them are in much deeper than me, and they can't expose Teugen without compromising themselves. That's why I came to you".

### 6.2 A Message

Any character who has been involved with servants will find the messenger departing without waiting for a tip a little strange. Otherwise, the characters will not notice anything odd about the messenger.

### 6.3 Murder Most Foul

Remember to divide the value of the items found here by 10. Trying to sell Magirius' rings in Bogenhafen will be risky at best.

Any characters who are boatmen, labourers, or merchants will know that WHSE is the common abbreviation for warehouse.

Gideon will vanish by using his glamour vagary to turn himself invisible, and then sneaking out. The characters are likely to have other concerns than trying to catch him at this point.

If the characters are arrested, a Per check against a TN of 8 will allow one of them to find a sign scratched on the loose slab in their cell.

#### 6.3.1 Fleeing the House

Any character can climb the wall with an AG check against a TN of 7 (it's not a hard climb). Characters on top of the wall can help others to climb it, giving

them 2 bonus dice). It's easy enough to hang from the top of the wall and then drop to the street below.

## 6.4 One Thing After Another

It's probably best to simply improvise any pursuit of the characters, rather than worry about numbers. Don't try to scare them too much. Yet.

If the characters have left possessions in an inn, and go directly there to recover them, they should be able to beat the news and recover their gear. Otherwise they will need to break in. Any sensible plan should be allowed to succeed; the characters are in enough trouble already.

## 6.5 A Flaming Nuisance

Again, it's probably best to simply improvise the chase sequence here. Try to use lots of movie imagery for this.

## 6.6 On The Ostendamm

### 6.6.1 Warehouse 17

#### Johann Schlussmann - Night Watchman

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

Combat Proficiencies: 4 (Mass Weapon & Shield), CP: 8 Weapons: Club (2H, Medium, 6, 7, 5b, +X Shock)

Armour: None

Skills: Labourer package at 9

Johann is 47 years old, and works as a night watchman. He has no interest in capturing fugitives, and will call his two dogs off if the intruders retreat.

#### Watchdogs

ST	4	WP	3	Ref	4
AG	5	Wit	3	Aim	n/a
TO	4	MA	2	KD	4
EN	6	Soc	3	KO	4
HT	4	Per	6	Move	7 / 14

Combat Proficiencies: 3, CP 7

Weapons: Bite (Hand, 7, n/a, 1c)

Armour: None

### 6.6.2 Warehouse 13

Characters will need to keep still to hide in the warehouse. Characters outside will need to make contested EN/Camouflage vs Per checks whenever anyone arrives at the warehouse, but the Per check TN will be 10 because of the darkness.

## 6.7 The Appointed Time

### 6.7.1 Preparations

Any characters outside the warehouse must make a contested EN/Camouflage vs Per Check (TN 10) to avoid being spotted by the thugs. The same procedure should be followed to spot the thugs ringing the warehouse, but since the thugs have no camouflage skill their TN is 13.

### 6.7.2 The Dedication

Any characters outside the warehouse must make a Per check against a TN of 8 to see the sack move weakly.

## 6.8 The Ritual

### 6.8.1 Foiling The Ritual

If the characters get into a fight with the thugs, the thugs will run if they are clearly outclassed, or if one is killed or incapacitated. Camouflaged characters sniping at the thugs with bows is almost certainly enough to cause them to run.

## The Thugs

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

Combat Proficiency: 4 (Club), CP: 8

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

Armour: Leather Jack (AV2)

Skills: Labourer package at 8

Any characters shooting through the windows of the warehouse will take two penalty dice due to the bars on the windows getting in the way.

After the characters attack, Gideon will drop his disguise, and reveal his demonic form. Roll a WP check at TN 6 for each cultist (5 dice); any who fail will run screaming from the warehouse (disrupting the ritual).

Gideon will next use his movement vagary to throw a character into the warehouse wall, causing a level one wound from falling damage (see *The Riddle of Steel*, page 95). Then he will close for hand-to-hand combat.

## 7 Aftermath

### 7.1 Apocalypse

Ignore the small demons from this section; the characters will have enough trouble with the panicking crowds and Tzeentch.

## 8 A Gazetteer of Bogenhafen

### 8.1 Temples

As noted earlier, the temples have been substantially changed.

#### 8.1.1 Temple of Sigmar (Area 13)

This is now The church of Saint Sigmar, a grand church to The Empire's state religion.

#### 8.1.2 Temple of Ulric (Area 14)

This is now Bauer's arms, the finest weapon and armour shop in Bogenhafen. As well as standard, fine weapons are also available here.

#### 8.1.3 Temple of Myrmidia (Area 15)

This is now the church of the Three Gods Become One, significantly less grand than the Sigmarian cathedral.

#### 8.1.4 Temple of Bogenauer (Area 16)

This is now Schmidt's clothiers, purveyor of clothing to the gentry.

#### 8.1.5 Temple of Verena (Area 17)

This is now the Bogenhafen Library, one of the first publically-sponsored library and scriptoriums in The Empire.

#### 8.1.6 Temple of Shallya (Area 18)

This is the Crown inn, the best inn in Bogenhafen. Prices here are double the normal ones, but the fare and rooms are of the best quality.

#### 8.1.7 Temple of Handrich (Area 19)

This is now the private house of a moderately-wealthy merchant.

#### 8.1.8 Chapel to Morr (Area 21)

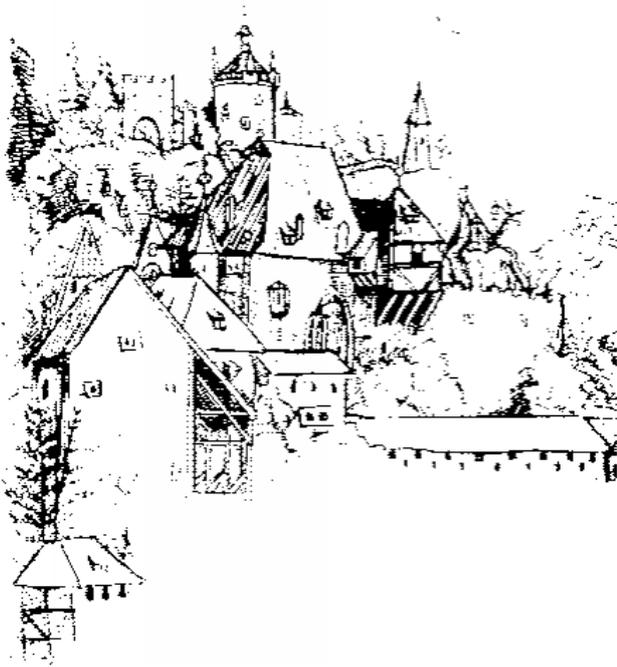
This is now a nondenominational chapel, used by both churches during funerals.

#### 8.1.9 Shrine to Taal (Area 22)

Ignore this area; it no longer exists.

### 8.2 Guilds

The Mourners' guild is, unsurprisingly, no longer affiliated with the nonexistent Temple of Morr. The



Mourners' guild works with both churches to organise funerals.

## A Major NPCs

### A.1 Johannes Teugen

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

Spiritual Attributes: Drive (Power and Wealth): 2, Passion (Save his soul): 3

Combat Proficiency: 5 (Rapier), CP: 10

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

Armour: None

Skills: Craftsman package at 8, Persuasion 5, Sincerity 5, Demonology 5

Johannes Teugen is a tall, heavily-built man in his early fifties. He dresses well, as befits the head of a powerful merchant family, and his family emblem, a rose stylised into a circular cross, is displayed on a heavy chain round his neck and on one of the massive rings which bedeck his hands. His face is deeply lined, but he appears to be in good health.

Teugen is a respected town councillor and head of the Merchants' Guild. He is well-liked, particularly by his fellow-merchants, for Teugen is an extremely convincing and likeable person. None suspect that he is a demonologist, determined to exchange the souls of seven unfortunates for his own. Teugen's time is running out, and he is becoming increasingly nervous that something will go wrong with his plan, or perhaps it is a premonition of his own fate? This nervousness is well hidden behind his calm exterior and to all except Gideon he appears charming and well-spoken. Teugen is careful to ensure that nothing tarnishes this image. Any dirty work is either carried out by Gideon or by thugs hired from the Stevedores' Guild.

When outside his home Teugen is always accompanied by two bodyguards.

#### A.1.1 Gideon - Lesser Demon

ST	6	WP	9	Ref	6
AG	7	Wit	6	Aim	6
TO	8	MA	6	KD	6
EN	7	Soc	6	KO	12
HT	7	Per	6	Move	10

Combat Proficiencies: 8 (Pugilism/Brawling), CP: 14

Weapons: Claws (Hand, 5, 6, 7c)

Armour: None

Vagaries: Movement 1, Glamour 3 (SP 18)

Gideon was the demon who was first summoned by Teugen in Nuln, and has remained with him ever since. Unknown to Teugen, Gideon is actually a servant of the Lord of Chaos in his aspect of Tzeentch, and when he made a deal for Gideon's soul he deliberately left a loophole, telling Teugen that he could save his soul after seven years by arranging for seven others to take his place. He has taught Teugen a ritual which will open a warpgate to chaos, and hopes to gain great favour with the Lord of Chaos for doing so.

In his natural form, Gideon is a human-sized being, with long arms, and legs and a deeply wrinkled, scaly skin. He has bat-like wings which he can use to fly. His magic allows him to appear as he chooses, and in Bogenhafen he masquerades as a distant cousin of Teugen's, appearing as a tall, slim, impeccably dressed man with dark hair and a handsome face dom-

inated by a pair of piercing green eyes.

Gideon is a sardonic individual, with a quirky, ironic sense of humour. While he seldom, if ever, actually laughs, there is always a wry, faintly supercilious smile playing about his lips. He is thoroughly enjoying his stay in this world, and his amusement at the greed and gullibility of mortals is exceeded only by his relish at the thought of his imminent triumph.

## A.2 Franz Seinhager

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

Combat Proficiency: 4 (Rapier), CP: 9

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

Armour: None

Skills: Craftsman package at 8, Persuasion 7, Sincerity 6, Demonology 9

Franz Steinhager is a grey-haired, corpulent middle-aged man. He sees Teugen's plan as a means to get rich quick. Once the ritual is over he hopes to depose Teugen and take over the leadership of the Ordo Septenarius. To aid him in this he is currently learning the basics of demonology from Teugen, who suspects his plan but see no reason not to play him along until his demise at the ritual.

The only way the characters will get to speak to Steinhager is at his office (location B). Characters who molest him on the street will get a very unfriendly reaction from his two bodyguards.

When the characters see him, Franz is feeling disgruntled about the break-in in the temple and has no wish to "waste time on fools". He will order the characters out of his office if they mention anything relating to the temple or if they fail to persuade him of their reasons for visiting (make a contested persuade check).

Franz is always accompanied by two bodyguards, who go everywhere with him except to the secret temple and inside warehouse 13.

## B The Watch

It's probably for the best if the characters don't get involved in any fights with the Watch, but in case they do (as players will sometimes), here are their stats.

### Watchman

ST	5	WP	4	Ref	4
AG	5	Wit	4	Aim	4
TO	4	MA	4	KD	4-5
EN	4	Soc	3	KO	6-8
HT	4	Per	5	Move	6-7

Combat Proficiency: 5 (Polearms or Mass Weapon and Shield), CP: 9

Weapons: Halberd (2H, Long, 7, 8, 8c/6p) or Club (2H, Medium, 6, 7, 6b, +X Shock)

Skills: Swordsman package at 9, and Soldier package at 8

Standard watch patrols consist of 2 club-men and 2 halbardiers. These are professionals, but remember that they are also human. They won't get involved in a fight they can't win, and will call for reinforcements before attacking a group who seem inclined to put up a fight.

### Watch Sergeant

ST	6	WP	4	Ref	5
AG	6	Wit	5	Aim	6
TO	5	MA	4	KD	6
EN	6	Soc	4	KO	7
HT	5	Per	6	Move	9

Combat Proficiency: 8 (Greatsword/Longsword), CP: 13

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

Armour: Chain shirt w/sleeves & Pot Helm (AV4)

Skills: Swordsman package at 7, and Soldier package at 6

A watch patrol is no more than occasionally led by a sergeant. The rest of the time sergeants lead investigations into particularly sensitive crimes (but not as sensitive as the murder of a town councillor - that would be directed by the Watch Captain himself), act as the public face of the watch and occasionally handle special duties.