

# Power Behind The Throne - Conversion Notes

Malc Arnold

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# 1 Power Behind The Throne

This is another more complex conversion. While the core of the intrigue and investigation making up the adventure remains the same, the tax changes themselves, along with many of the events at the carnival need extensive rewriting. In addition, a few of the people involved in the court intrigues need minor modification.

One important note is that in a world where sorcery is proscribed, there is no Wizards guild. So the wizards can't be important in the defence of the City. However, the chancellor of Middenheim University is an advisor to the Graf, and he and his Deputy take the places of the High Wizard and his Deputy.

Adding to this, the flow of the adventure has also been slightly revised. This is primarily for several reasons; to give the characters more reason to want to repeal the tax laws, to give them some reason to believe they have a chance of doing so, and to give them more chance to tie up the loose end left from "Death on the Reik", namely Gotthard von Wittgenstein.

The main problem with the adventure as published, is that there really isn't very much incentive for the characters to investigate the tax laws. By giving them evidence early on that a Chaos Cult is behind the new taxes, they have a much better reason to get involved. Add to that the idea that the investigation will also help find Gotthard von Wittgenstein, and that should be enough to get the characters moving.

In addition, there's another minor flaw in the adventure as published; which is that actually getting the taxes repealed isn't a requirement for completing the adventure. The only really significant part is rescuing Reiner Erlich's niece, which leads to the discovery of the doppleganger (now a transformed cultist), and then the unmasking of Karl-Heinz Wasmeier. Everything else the characters will have done is largely irrelevant to this plot thread. So instead, the character's achievements here become relevant to the reward they receive.

Of course, when running the adventure with *Riddle of Steel* rules, Soc checks take the place of Fel tests. The usual TN should be 6, with a TN of 4, 8 or even 10 for more difficult rolls. Essentially, each plus or minus 10% on a Fel test will give plus or minus 2 to the TN. This ruling covers all Fel tests mentioned in the adventure.

## 1.1 Introduction

Using the Middenheim book in this adventure is purely optional. However, note that while the background for Gotthard von Wittgenstein given in that book is still applicable, the cult's plan is not. See be-

low for details of the search for Gotthard.

### **1.1.1 Intrigue in Middenheim**

Karl-Heinz Wasmeier was originally an academic, who decided that the opportunities for political power were better as a lawyer.

The new tax laws are aimed at engineers, academics, and priests.

## **1.2 The City of Middenheim**

### **1.2.1 General Background**

The first Church of the Three Gods Become One in The Empire was built atop the crag, to give the All-Seeing Eye a fine view over The Empire. That Church has been extended and rebuilt many times, until it is the mighty cathedral that stands there today.

In addition to the Church, the city has long been a seat of learning, with a university which rivals that of Altdorf itself (or surpasses it, if you ask Middenheimers). This tradition, founded by the early clergymen, has continued to this day.

## **1.3 The Place**

The rock on which the city stands is rumoured to be honeycombed with tunnels, dating back to the days of the early settlers. In fact, there are few tunnels other than the sewers, but the rumour persists, nonetheless.

Obviously, the city isn't a product of Dwarven skill, but the engineers who built the city built well, and the architecture is long-lasting, if a little dull and uniform. It is said that there's hardly a building in the city which doesn't have a plaque somewhere stating who built it, and when.

### **1.3.1 The People**

No self-respecting dwarf is likely to take a holiday in a human city. With the modified Empire an almost entirely-human nation, there won't be any non-humans to be found in Middenheim.

### **1.3.2 Government**

The most important guilds in Middenheim are the Merchants' guild, and the Scholars' guild. The scholars guild maintains a monopoly on the teaching of academic subjects (not their study), and is relatively easy to join, subject to suitable qualifications. It is represented by the Chancellor of the Middenheim University.

### **1.3.3 Religion**

The main faith in Middenheim is that of the Three Gods Become One, as might be expected. Archbishop Arulric is a very powerful individual, being an Imperial Elector as well as the head of the Church in The Empire. There are also Sigmarian churches, but given the historical antipathy between the two churches, priests of the Church of Saint Sigmar need to be careful who they annoy.

## **1.4 The Evil Plot**

### **1.4.1 Introduction**

Obviously the new taxes have been changed to the Engineer Tax, the Paper Tax and the Temple tax. In addition, throughout this section replace "the wizards" with "the university".

### **1.4.2 Past Events**

Law Lord Hoflich was not slain by a Doppelganger. Wasmeier had managed to gain the temporary aid of Erika Kellmann, a powerful sorceress of the Purple Hand from Nuln. Hoflich was cornered in his palace apartment by Wasmeier and Kellmann, and Kellmann cast a complex and lasting ritual spell on one of Wasmeier's trusted cultists. This spell changed the mind and physical form of the cultist to be identical to that of Hoflich, right down to memories and personality. However, overlaid over Hoflich's memories is the memory of being a member of the cult, and a total loyalty to Wasmeier.

However, a second spell was cast on the cultist as well. When a specially-prepared parchment is burned, the second spell will take effect; transforming the

cultist permanently into a similar duplicate of Graf Boris himself. Because the Graf was not directly present for this ritual, the replication of his memories and personality will not be perfect, but the Graf's feeble mindedness is expected to cover any problems.

### 1.4.3 Wasmeier's Motive

The taxes will weaken Middenheim both in a military and economic sense. The engineers are important both to the defence of the city, and its prosperity. Students coming to the University are a valuable source of income for the city, as are priests visiting the Cathedral of the Three Gods Become One. In addition, it's likely that tensions between the two churches will increase because Arulric has not spoken out against the Temple tax.

### 1.4.4 The Taxes

The taxes are a little different from the originals, but are equally unjust (and unwise from the City's perspective).

The engineer tax raises a levy of one shilling per month on all members of the Engineer's guild, payable at the end of each month. Naturally the engineers are in flames about this.

The paper tax levies a duty of two pennies on each sheet (defined as up to a square foot, larger sheets count as multiples) of paper; which has instantly doubled the price of paper in the city. Academics and clerics are probably the hardest hit, and are extremely upset - especially the poorer students. Blank paper brought into the city is liable for this duty if sold.

The temple tax charges the Churches one shilling per square yard of land the Church owns, payable at the end of each month.



## 1.5 The Todbringer Family

### Graf Boris Todbringer

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

Combat Proficiency: 5 (Longsword/Greatsword), CP: 7

Weapons: None

Armour: None

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

The Graf's temporal statistics were each 1 higher before his illness, and his mental statistics were 3 higher. Finally, his proficiency is half its original level.

At slightly over six feet and of a medium strong build, the Graf was once impressive. Now he is running to fat, and his brown hair is thinning. Graf Boris is now enfeebled, and is rather a sad figure. He rambles, is forgetful, and cannot sustain concentration for more than a few seconds. He spends most of his time in bed, and if he has to appear in the throne room of his palace he will be swathed in blankets.

### Baron Stefan Todbringer

Stefan is clearly Boris' son, although two or three inches shorter were he to stand up straight. Stefan is a shocking sight, a drooling and palsied invalid subject to unpredictable fits of extreme violence and mania. He is prone to self-mutilation and has destroyed his own left hand. However his condition has improved recently with the appointment of Luigi Pavarotti to be his personal physician.

No statistics are given for Stefan, as they are very unlikely to be relevant.

## Baron Heinrich Todbringer

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

Combat Proficiency: 12 (Longsword/Greatsword and Lance), 10 (Hand Guns), CP: 17, MP: 15

Weapons: Longsword (2H, Long, 6/7, 6, 8c/7p), Lance (2H, Very Long, 7, 15, 8p), Pistol (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40, Dam: 6p (+1 vs Armour), +X Shock)

Armour: None or Fine Full Plate w/helm (AV6, -2 Move, -3 CP)

Skills: Courtier and swordsman packages at 7

Heinrich is a giant of a man, six feet nine inches tall, and powerfully built as well, with dark auburn hair and blue-grey eyes. His intelligence and intuition are no less intimidating than his physical size. He is diplomatic and courteous, but he is a very forceful person - even his silences intimidate people, and he does not suffer fools gladly. He is a confident, self-assured man, but is currently weighed down with concern for his father and brother, and for the future of Middenheim. However, until such time as the current Graf changes the Edict of Succession to name him as heir, Heinrich has limited authority. He currently serves the city by engaging in diplomatic missions to other provinces.

## 1.6 The Middenheim Carnival

### 1.6.1 History

A minor point - it was the engineers who saved the city in 1812, by holding the enemy's siege engines at bay until winter.

### 1.6.2 Carnival Time

You'll have to decide for yourself how popular (and common) any entertainment the characters put on will be. A fumble will result in a busk umpire being called, a second fumble will land the character(s) in the stocks.

In chases through the town, each participant should make a Per check. Each success adds to the character's move for the purposes of the chase, as they manage to avoid bystanders.

Shadowing somebody through the crowd is difficult. Make a series of Per checks (one at every intersection should be enough) against a TN of 8 to avoid losing your quarry. If you lose the quarry but others are still in contact, make another check to spot the other shadows and hence follow the quarry.

## 2 Starting the Adventure

### 2.1 Arriving In Middenheim

The toll for the gates is the usual "shilling a leg". The chairlift costs one penny per passenger.

There is no tax levied on entry to the city, since the taxes no longer apply to individuals simply entering.

#### 2.1.1 The House on the Hoffen Strasse

If the characters choose to investigate the house where they were directed to deliver the crate (and themselves) they may make some discoveries. The house is boarded and deserted, and is not guarded, although the characters would be well-advised to avoid being spotted entering or leaving it.

Inside the house empty furniture stands unused. The rooms have clearly been searched, as the contents of the cupboards and drawers are still scattered over the beds and floors. All books, papers and items of value have been removed by the witch hunters.

The building has a desolate air, and characters may at first think that there's nothing worth finding here. Indeed, the witch hunters have taken almost everything, but they have missed one piece of evidence. It wouldn't mean much to the witch hunters, but to characters on the trail of a worshipper of Slaanesh who has moved to Middenheim, it may speak volumes.

In an upstairs room which was clearly used as an office, a battered desk stands against the wall. Under its empty drawers, lies a letter which has slipped down from the back of the drawers. Any character scanning the room should make a Per check against a TN of

10; if the character actively searches the room, the TN drops to 6.

The letter is from Gotthard von Wittgenstein to a member of the Purple Hand cult. Give the players **Handout 5**, which is reproduced here.

*My Dear Friend,*

*In response to thy requests (for I choose to interpret them in that fashion) in your letter, I will be happy to comply. I am quite content that the organization I lead should take no overt action during the Carnival, as that is already as we planned. We shall, of course, continue our normal activities hidden from the public eye.*

*Your second request is also easy to grant, as I am all in favour of the new tax laws, which considering their burden does not rest upon my fellows, as is too often the case, is not surprising. I shall speak in favour of the new laws to any who should approach me, and will encourage all those who follow me to do likewise.*

*I hope this will satisfy you, and may prompt the beginnings of a mutually-beneficial relationship.*

*My very best wishes*



This letter was written in response to a letter which implied that if the cult of the Jade Sceptre didn't both keep out of sight during the Middenheim Carnival, and also support the new tax laws, then the Purple Hand might find it less inconvenient to expose them to the Imperial authorities. Gotthard wrote it to stall for time, while he arranged for the witch hunters to be tipped off about the activities of the Purple Hand in the house - while he has no problem with the demands made in the letter, he took affront at its tone. The witch-hunters raided the house before the letter could be passed to Wasmeier.

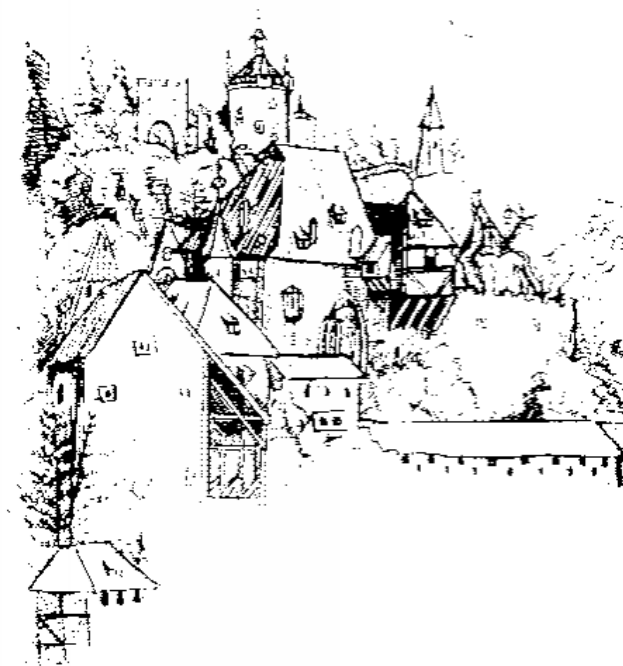
## 2.2 Rumours and Imperial News

### 2.3 Rumours

Rumours 2, 4, 8 and 12, concerning dwarfs, are no longer appropriate.

In rumour 3, the priests were a priest of three-in-one and a lector of Saint Sigmar.

In rumour 17, it's likely to be the engineers who will "string you up".



## 2.4 A Place To Stay

### 2.4.1 The Templar's Arms

Here are the prices for the Templar's Arms.

Ale (pitcher)	2d	Breakfast	6d
Beer (pitcher)	2d	Lunch	1s
Liquor (bottle)	3c	Dinner	4d
House Wine (bottle)	4d	Single Room (night)	1s
Other Wines (bottle)	10-20d	Large Room (night)	2s
Brandy (bottle)	2s	Stabling (day)	1s

In addition, if Uli chooses to offer one, a private room for dining will cost 4 shillings per afternoon or evening.

### Uli Breitner - Proprietor

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

Combat Proficiencies: 9 (Cut & Thrust), CP: 13

Weapons: Arming Sword (Medium, 6/7, 6, 5c/4p)

Armour: None

Skills: Craftsman package at 7

Uli is six feet tall, strongly built with dark, curly hair and brown eyes. A retired bawd, Uli a friendly, affable and sociable man, who enjoys his work and is proud of the standards of his hostelry. Uli is very friendly with his staff. If treated well, bought a drink or two, Uli is a very friendly and co-operative fellow. His former career as a bawd has left him with a lot of knowledge about the seedier aspects of Middenheim life. Uli keeps his arming sword in his room, along with a leather jack with sleeves (AV2).

### Kurt Gruber - Barman

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

Combat Proficiencies: 8 (Pole Arms and Dagger), CP 12

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

Armour: None

Skills: Soldier package at 8, Craftsman package at 7

Standing a little under six feet, with a medium build, short, wavy light brown hair and moustache and light brown/hazel eyes, Kurt is an affable sort, an amusing cracker of jokes, and he is very stable - everything will turn out well in the end, that's his belief. Kurt is actually a mite boring after you've heard his best jokes, but he does have a lot of good ones. As an ex-militiaman, Kurt is handy in a fight.

### Kurt Gruber - Barman

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

Combat Proficiencies: 8 (Pole Arms and Dagger), CP: 12

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

Armour: None

Skills: Soldier package at 8, Craftsman package at 7

### Konrad Alpiger - Handyman/Barman

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

Combat Proficiencies: 3 (Dagger and Pugilism/Brawling), CP: 6

Weapons: Rondel (Hand, 8/7, 7, 4c/6p)

Armour: None

Skills: Craftsman package at 6

Tall and powerfully built, with short greying black hair and beard and grey eyes, Konrad is a quiet man who gets on with his job seeing to deliveries, odd jobs and carpentry. He drinks very little, not being fond of the stuff, and so doesn't work at the bar unless trade is very busy. Konrad's wife died two years ago, and this has undoubtedly contributed to his introversion.

### Renata Hoeflehner - Waitress/Barmaid

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

Combat Proficiencies: 2 (Dagger and Pugilism/Brawling), CP: 6

Weapons: None

Armour: None

Skills: Craftsman package at 8

At 5'5", with a medium-slender build, ash-blond hair and blue-green eyes, Renata is efficient and intelligent as well as attractive. While Renata happily banter with folk at the bar, she takes no nonsense from them. She is basically friendly, but cautious, although she has a soft spot for Uli. She hankers after the bright lights somewhat, and any personable make character offering to take her out somewhere smart for the evening would certainly be regarded as a gentleman (but had better behave like one!)

## Tia Flaret - Cook

ST 3 WP 4 Ref 4  
AG 4 Wit 4 Aim 4  
TO 4 MA 4 KD 4  
EN 4 Soc 4 KO 6  
HT 3 Per 4 Move 6  
Combat Proficiencies: 2 (Dagger and  
Pugilism/Brawling), CP: 6  
Weapons: None  
Armour: None  
Skills: Craftsman package at 8, Cookery at 5

Tia is five and a half feet tall, with a medium-slender build, fine auburn hair and blue eyes. She is a delightful person, bubbly and bouncy, devoted to (and justifiably proud of) her culinary art. But she does like sneaking out of the kitchen now and then, and chatting to the customers, telling tall stories about pies sixty feet long and so on. She has worked for Uli since he opened the inn eight years ago, and thinks him a good and generous man. Tia will tend to mother any younger characters she meets, making sure they get generous helpings of food, and generally clucking over them.

## 3 The Carnival

I doubt we'll need many minor encounters; this adventure is more than complex enough on its own. Those minor encounters not listed below can be used unchanged (or with very obvious changes).

### 3.1 Minor Carnival Encounters

#### 3.1.1 The Troll-Slayer Cometh

Well, probably not a dwarf troll-slayer. Instead the individual is a giant Slav from Kislev, here for the bear fighting at the trial of arms. He walks in a straight line, with the crowd parting fearfully about him. As he approaches, the characters will notice that his facial muscles are contorted in a strange spasm, and his bulging eyes seem unnaturally bright.

If the characters move to one side, the slav will walk on without pause. If his way is blocked, he stops and



stares at whoever is in the way. After a moment he stretches his muscles in a warning manner. If the person still does not move he attacks, with bare fists at first, although he will resort to weapons if his opponent draws one.

## Georg Verenkov

ST 7 WP 4 Ref 3  
AG 5 Wit 4 Aim 4  
TO 7 MA 2 KD 6  
EN 5 Soc 2 KO 9  
HT 6 Per 3 Move 8  
Combat Proficiencies: 12 (Greatsword/Longsword),  
8 (Pugilism/Brawling), CP: 16/12  
Weapons: Greatsword (2H, Medium, 6/7, 7, 10c/8p),  
Punch (Hand, 5, 6, 5b), Kick (Hand, 7, 8, 6b)  
Armour: Leather jack & leggings (AV2)  
Skills: Swordsman package at 8, Labourer package at  
9

Georg is normally a relatively quiet individual, who would not dream of picking on people in the streets. However, under the influence of the drug, he has become aggressive and pushy. If someone greets him in his own language, and shows respect, he will invite the character and any friends to celebrate the carnival in style" - he is about to embark on a huge meal due to the appetite the drug he has taken causes. If queried about where he got the drug, he will simply say "The Pit".

#### 3.1.2 A Merchant is Attacked

No statistic conversions are given for Gustav or Hildi Holschweig - they are noncombatants and the statistics are unlikely to be useful.



### Anton Feigling and Bruno Hansgorp - 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	4	Move	7

Combat Proficiency: 7 (Mass Weapon & Shield), CP 11

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

Armour: Leather Jack (AV2)

Skills: Labourer package at 8

Both Anton and Bruno are aggressive fighters, tending to concentrate on attack. They will flee if they are wounded or clearly outclassed.

### 3.1.3 The Street Brats

#### Karl Matthaus - Street Brat

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

Combat Proficiencies: 2 (Dagger), and 1 Thrown Dagger, CP: 7, MP: 5

Weapons: Rondel (Hand, 8/7, 7, 2c/3p), Throwing Dagger (PT: 3, ATN: 7, Rng: 1/3/5/8/16 Dam: 1p)

Armour: None

Skills: Thief package at 8, sincerity 8

Karl is a streetwise 13-year old, cynical and mature beyond his years. A real survivor, he is trustworthy and able to keep a secret. He and his “gang” live in an abandoned ruined slum house.

Karl is 5’4” tall, with a medium-slender build, short brown hair and hazel eyes.

## 3.2 Major Carnival Attractions

### 3.2.1 The Great Park

**The Flying Displays** are replaced by equestrian displays, similar to three-day eventing, this includes control of the mount and jumping.

### 3.2.2 Bernabau Stadium

**Minotaur Fights** are replaced by the “Trial of Arms and Bear Fights”. The trial of arms is a series of contests open to any fighter, although tradition dictates that the nobility do not enter. Rebated (blunted) weapons are used, and the combatants wear full leather armour, with cuirbolli full helmets, breastplates, vambraces and greaves (AV3/2, CP-2). Contests are scored by judges. Run the fight normally, reducing the level of all wounds by three. The first level three or better hit (before reduction) will win the bout.

The purse for winning a bout is typically 3-5 crowns, plus whatever the winner may have made by betting on him- (or her-) self. Real wounds are uncommon in these fights, but not unheard of; they are not entirely risk-free. Anyone who manages to win three or more bouts while not being defeated is declared a “champion”, will gain general public respect for the duration of the carnival, and will also be noted by the military commanders.

There are typically 10 bouts each day, followed by a single bear fight. This pits a fighter, with whatever equipment he or she may desire, but without any missile weapons against a black bear. This is extremely dangerous, and only the best (and bravest) warriors will take part. The purse for winning such a contest is 20-30 crowns at least.

#### Bear

ST	12	WP	3	Ref	6
AG	7	Wit	5	Aim	n/a
TO	8	MA	2	KD	9
EN	6	Soc	1	KO	9
HT	6	Per	4	Move	10/20

Combat Proficiency: 8, CP: 14

Weapons: Claw (Long, 5, 6, 10c), Hug (Special)

Armour: None

The bear is all about attack, relying on his toughness to avoid damage. He will attack when initiative is declared, and concentrate everything on heavy attacks. The bears are too enraged to do anything else.

**Snotball** is replaced by “feetball”; essentially the same game but using a leather ball stuffed with rags

rather than a snotling in a cage.

### 3.2.3 The Royal College of Music

**Dwarven Valley choirs** is replaced by “Valley Choirs”, singers from the areas around Middenheim.

**Elven Lightsingers** is replaced by “Lightsingers”, the choir of the Cathedral of Three Gods Become One.

### 3.2.4 Royal Gardens

**Elven Gymnasts** are replaced by human gymnastic displays.

**Elven Lightsingers** is replaced by “Lightsingers”, the choir of the Cathedral of Three Gods Become One.

**Druidic Life-Sculpting** is replaced by “Bowling Tournament”, a tournament of crown-green style bowling.

### 3.2.5 The Square of Martials

**Challenges to the Graf’s Champion** are held using the same rebated weapons as in the trial of arms above.

**Archery Tourney** is attended by a priest of St Sigmar, taking collections. Participating in the archery tourney is simple. Roll full MP for each shot, 5 successes is white, 4 red, and so on. A total failure or fumble is a complete miss. You may then compare to rolled or pre-generated scores for the other contestants.

**Ice Dance Championship** is replaced by a wrestling tournament.

**Water Polo Tourney** is instead the last day of the wrestling tournament.

## 4 Making Enquiries

### 4.1 General Attitudes

Obviously, it’s the academics, engineers and clergy who are furious about the new taxes.

#### 4.1.1 The City Councils

There isn’t, of course, any Kommission for Elven, Dwarven and Halfling interests. Everything that might have been discovered here can now be found out at the Engineers’ Guild.

#### 4.1.2 The City Guilds

There isn’t a Wizards’ guild, or indeed an academics’ guild. However, much the same information can be picked up by visiting the university. The chancellor and deputy chancellor will not be available at first, of course.

Drop the “Dwarven”, it’s now the Engineers’ Guild that is collecting petitions.

#### 4.1.3 Temples

Obviously, the names of the churches will change, however the core questions still remain. Why would the Graf alienate the Church of Saint Sigmar when it already regards him as a threat? Any why has the Church of Three Gods Become One not spoken out about the taxes, especially when the Archbishop is one of the Graf’s advisors?

Locations 10 and 28 are the Cathedral of the Three Gods Become One, and the Church of Saint Sigmar, respectively. Opinions on the tax are similar, except that the Sigmarians don’t have any direct problem with the Engineers’ tax. However, they do run a school (at location 38), which is now going to struggle more due to the paper tax; feelings are quite heated about this.

Location 38 is no longer the Temple of Shallya, since there’s no such thing in the revised background. It’s now a school, run by the Church of Saint Sigmar.

## 5 The Powers That Be

### 5.1 The NPC Cards

The NPC cards are replaced by the Master NPC reference in Appendix C. The use of this list exactly parallel that of the original NPC cards.

#### 5.1.1 The Master NPC Chart

The updated master NPC chart can be found in Appendix B.

#### 5.1.2 The Master Attractions Chart

The updated Master Attractions Chart can be found in Appendix A.

### 5.2 Major NPC Details

Most of this section is simply statistic conversions for the NPCs, as only Rallane Lafarel and Allavandrel Fanmaris have changed significantly. However, new reaction bonuses are also listed here, as most of the NPCs have slightly different reactions to the original.

#### 5.3 Josef Sparsam: Chancellor

Two successes on a Per/Medicine or Per/Herbalist check will allow a character to realise that Sparsam is under the influence of drugs.

Sparsam is easily impressed by intelligence, but currently scared of academics, clergymen and engineers. All three have a TN of 8 with Soc checks. Female characters will have a TN either 2 lower or higher, depending on whether Sparsam is under the influence of his drugs.

##### Josef Sparsam

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

Combat Proficiency: none, CP: 4  
Weapons: None

Armour: None

Skills: Academic and Courtier packages at 5

#### 5.4 Dieter Schmiedehammer: The Graf's Champion

Dieter likes engineers, seeing them as brave and hard-working, as well as essential to the defence of the city. Engineers have a TN 1 lower when making Soc rolls with Dieter.

##### Dieter Schmiedehammer

ST	7	WP	6	Ref	7
AG	7	Wit	7	Aim	6
TO	6	MA	6	KD	7
EN	6	Soc	5	KO	8
HT	6	Per	5	Move	10

Combat Proficiency: 14 (Sword & Shield and Pole Arms), CP: 21

Weapons: Arming Sword (Medium, 6/7, 6, 8c/7p)

Armour: None

Skills: Swordsman package at 6, Knight package at 7.

#### 5.5 Rallane Lafarel: Court Minstrel

Rallane Lafarel is replaced by Ralf Laurentis, a minstrel whose family came to The Empire from Tilea several generations ago. He is handsome and dashing, with a pure singing voice, and real talent for stringed instruments.

Females gain a Soc Check TN lowered by three when dealing with Ralf. Rough warriors or Engineers suffer a TN three higher.

##### Ralf Laurentis

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

Combat Proficiencies: 7 (Rapier), and 9 (Bow), CP: 12, MP: 14

Weapons: Rapier (Medium, 6/5, 5(8), 5c/8p), Long-bow (PT: 2-4, ATN 7, Rng: 15/30/45/90/260 Dam: 8p)

Armour: None

Skills: Entertainer package at 5, thief package at 8.

## 5.6 Katarina Todbringer: “Princess”

Rough, common types suffer a TN 1 higher when making Soc Checks with Katarina. Handsome men have a TN 1 lower.

### Katarina Todbringer

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

Combat Proficiency: None, CP: 4  
Weapons: None  
Armour: None  
Skills: Courtier package at 6

## 5.7 Hildegard Zimmerlich: Chaperone

Rough, common types will never gain Hildegard's approval. Handsome men have a TN 1 lower than usual for Soc checks.

### Hildegard Zimmerlich

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

Combat Proficiency: None, CP: 3  
Weapons: None  
Armour: None  
Skills: Courtier package at 8

## 5.8 The Midden-Marshalls

Don't use pure Soc checks for the Midden-Marshalls, instead use a Soc/Leadership (default 10) check. They have a deep respect for leaders and strong warriors.

### Ulrich Schutzmann

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

Combat Proficiency: 10 (Sword & Shield), CP: 15  
Weapons: Arming Sword (Medium, 6/6, 6, 5c/4p)  
Armour: None  
Skills: Soldier and knight packages at 7

### Josef Schwermutt

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

Combat Proficiency: 10 (Sword & Shield), CP: 15  
Weapons: Arming Sword (Medium, 6/6, 6, 5c/4p)  
Armour: None  
Skills: Soldier and knight packages at 6

### Maximilian von Genscher

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

Combat Proficiency: 12 (Sword & Shield), CP: 18  
Weapons: Arming Sword (Medium, 6/6, 6, 7c/6p)  
Armour: None  
Skills: Soldier and knight packages at 6

## 5.9 The Wizards

The Wizards are now academics; the Chancellor and deputy Chancellor of the Middenheim University. Both live in quarters at the university, although Eberhauer also has a small town house.

Characters with an academic background make Soc checks for the academics at a TN 2 lower than normal.

### Albrecht Helseher

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

Combat Proficiency: none, CP: 3

Armour: None

Skills: Academic and Courtier packages at 5

### Albrecht Helseher

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

Combat Proficiency: none, CP: 4

Armour: None

Skills: Academic and Courtier packages at 6

## 5.10 Ar-Ulric: High Priest

### Clergyman

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

Combat Proficiency: 6 (Pole Arms), CP: 10

Weapons: Short Staff (Long, 6, 7, 6b)

Armour: None

Skills: Clergyman, and Courtier packages at 5, Academic package at 8

## 5.11 Emmanuelle Schlagen: The Graf's Paramour

Handsome men may get their TN reduced by 2 for Soc checks with Emmanuelle.

### Emmanuelle Schlagen

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

Combat Proficiency: None, CP: 5

Weapons: None

Armour: None

Skills: Courtier package at 6

## 5.12 The Ladies-at-Court

Characters with a good heart and a conscience make Soc checks with a TN 2 lower for Kirsten. On the other hand, murderous or materialistic characters will take a similar penalty. Handsome men may have a TN 1 lower for Soc checks with Petra. No bonuses or penalties are applied to Soc checks with the characters, but she will never really warm to or befriend them.

### Kirsten Jung

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

Combat Proficiency: None, CP: 5

Weapons: None

Armour: None

Skills: Courtier package at 6

### Petra Liebkosen

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

Combat Proficiency: 3 (Dagger), CP: 8

Weapons: None

Armour: None

Skills: Courtier package at 5

### **Natasha Sinnlich**

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

Combat Proficiency: 3 (Dagger), CP: 8

Weapons: None

Armour: None

Skills: Courtier package at 5

### **5.13 Siegfried Prunkvoll: The Knight Eternal**

#### **Siegfried Prunkvoll**

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

Combat Proficiency: 9 (Greatsword/Longsword), CP: 13 (-3/-4)

Weapons: Longsword (2H, Long, 6/7, 6, 7c/6p) Armour: Full Plate & Full Helm (AV5)

Skills: Knight and Swordsman packages at 8

### **5.14 Allavandrel Fanmaris: Master of the Hunt**

Allavandrel Fanmaris is replaced by Alex Fenneger, a hunter from the southern parts of The Empire. Outdoor types gain a reduced Soc check TN when dealing with Alex.

#### **Alex Fenneger**

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

Combat Proficiency: 8 (Cut & Thrust), 13 (Bow), CP: 13, MP: 18

Weapons: Cut & Thrust (Medium, 6/6, 6, 5c/6p) and Longbow (PT: 2-4, ATN 7, Rng: 15/30/45/90/260

Dam: 8p)

Armour: Leather Jack w/sleeves, Pot Helm (AV2/3)

Skills: Woodsman/Ranger package at 5

### **5.15 Gotthard Goebbels: Kommission Convenor**

#### **Goddhard Goebbels**

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

Combat Proficiency: 4 (Dagger), CP: 9

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

Skills: Craftsman package at 7, with Persuasion and Sincerity at 5

### **5.16 Luigi Pavarotti: The Baronial Physician**

Females will benefit from a Soc check TN 4 lower than usual when dealing with Pavarotti.

#### **Luigi Pavarotti**

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

Combat Proficiencies: 2 (Dagger), CP: 7 Armour: None

Skills: Thief package at 6, with persuasion, sincerity and hypnotism at 4.

### **5.17 The Law Lords**

Joachim Hoflich is no longer a doppelganger, but rather a member of the Purple Hand under a spell which allows him to duplicate Hoflich. When a special sheet of parchment is burnt, he will turn into a duplicate of the Graf.

Karl-Heinz Wasmeier is no longer a wizard, but instead an academic turned lawyer. He does however

have sorcerers working for him, which gives him certain advantages (and a few enchanted items).

### Reiner Erlich

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

Combat Proficiency: None, CP: 4

Weapons: None

Armour: None

Skills: Academic Package at 5, Courtier at 6.

### Joachim Hofflich

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

Combat Proficiency: 8 (Rapier) and 8 (Hand Guns), CP: 13, MP: 13

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

Armour: None

Skills: Academic Package at 7, Courtier at 6.

### Karl-Heinz Wasmeier

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

Spiritual Attributes: Drive (for power): 5

Combat Proficiency: 9 (Rapier) and 8 (Hand Guns), CP: 14, MP: 13

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

Armour: None

Skills: Academic Package at 6, Courtier at 5.

Wasmeier always carries three small glass spheres supplied to him by Erika Kellmann, the Purple Hand

sorcerer. The first, with a red-tinted exterior will burst into flame when broken, doing level 3 general damage to anyone it strikes. The second, gray, sphere will release a cloud of smoke, which will obscure vision for ten feet around the point where it is broken. The last sphere, green in colour, will release a glamour of a green-tinted cloud of gas, some thirty feet across.

## 6 People and Events

### 6.1 First Encounters

#### 6.1.1 Chancellor Sparsam

The Chancellor has become wary of showing his face where Engineers may recognise it. He has had complaints from all the groups involved in the taxes, but it's the engineers who are becoming increasingly abusive.

It might be quite straightforward to hire a few engineers to stage a fake rescue of the Chancellor. The only difficulty may be if the engineers get carried away, and the fake rescue becomes genuine!

### 6.2 The Spy: Natassia Hess

#### Thief

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

Combat Proficiencies: 9 (Cut & Thrust), and 7 (Hand Guns), CP: 14, MP: 12

Weapons: Cut & Thrust (Medium, 6/6, 6, 3c/4p) & arming glove, Pistol (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40 Dam: 6p (+1 vs Armour), +X Shock)

Armour: None

Skills: Soldier and Thief packages at 6, with Sincerity and Persuasion at 4

Natassia is 5'6" tall, of medium build with auburn hair and grey eyes. She is piercingly intelligent and very observant. She is ever vigilant, and is expert at getting other people to talk about themselves and others. She is shrewd, keeps her views to herself, and manipulates others effortlessly and almost invariably

without their realising. She has travelled widely in the Old World, and can speak most of its languages.

Natassia is the trusted lieutenant of Baron Heinrich Todbringer, the firstborn son of Graf Boris. He has taken on the responsibility for many diplomatic missions an forays since his father's powers began to fail. During this adventure Heinrich is far away in Salzenburg on a diplomatic errand. However, he has left Natassia in the city to keep an expert watch on people and events.

## 6.3 You Are Feeling Sleepy

### 6.3.1 Discovery

Try to role-play Dieter's slightly glazed expression and lack of emotion when talking about the taxes. If this isn't hint enough, you might let the characters make a MA check against a TN of 12 to realise that something is wrong.

### 6.3.2 What to Do?

One option that won't be open to the characters is the temple of Shallya, since it's been converted into a school.

## 6.4 Chaos Strikes By Night

This event is still optional, but should probably be used an hour before dawn on Konigstag. The details of the band and the help in the inn have been changed, to better match a smaller group of characters.

### 6.4.1 Recent Events

The Chaos band have spent the past few weeks camping near Middenheim, waiting for the order to deliver Reya Erlich, Law Lord Erlich's 11 year old niece. Reya was kidnapped from her parents' farmstead by the band. Part of Wasmeier's plan is for Reya's body to be found in Klaglich's hideout, and so the child must be brought secretly into the city.

The leader of the band, a beast-man called Skirret, was to smuggle the girl into the city and hand her over to Klaglich in return for 10 crowns. Unfortunately, the rest of the band didn't trust their leader to return with

the gold, and insisted on going with him. They were spotted as they headed for the hideout, and although they were able to deliver Reya, the cry has gone out "Beasts in the Sewers", and the watch has set about hunting them down.

Klaglich has suggested to Skirret that they follow tunnels on a route she guessed would bring them to the characters' inn, in the hope of using the band to eliminate the characters. However she didn't realise that one of the beast-men was carrying a clue.

In the following chase, the band made its way across the city, but Skirret knew the net was closing. Their only chance of escape was to go above ground, take hostages, and try to force their way out by threats. So the band made its way up through a manhole, and into the nearest building - the Templar's Arms.

### 6.4.2 Confusion in The Inn

Tia will certainly be among those captured, along with Renata. This will stop Uli and the staff from joining in any fight.

### 6.4.3 The Chaos Band

#### Skirret - Chaos Beast-man

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

Combat Proficiency: 12 (Longsword/Greatsword), CP: 16

Weapons: Greatsword (2H, Long, 6, 7, 9c/7p)

Armour: Full leather (AV2)

Skirret is very intelligent for a beast-man - which isn't saying much. He leads this band through strength as well as by his wits. He only has one eye, the other was lost in a fight long ago. Skirret has a boar-like head, with large tusks. He fights intelligently, leaving himself room to cover mistakes.



## 9 Beast-Men

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

Combat Proficiency: 9 (various), CP: 12

Weapons: Club (2H, Medium, 6, 7, 7b (+X Shock)) or Hand Axe (2H, Medium, 7, 8, 8c (+X Shock)) or Short Spear (2H, Medium, 7, 7, 8p)

Armour: Leather Jack (AV2)

The beast-men have a variety of appearances: goat's head, ram's head, jackal's head, and so on. Improvise as required. One of the beast-men carries a rag doll, with a message hidden inside it's clothing (Handout 1). The beast-men fight aggressively, and will concentrate on attack when in combat.

Both Skirret and the other beast-men will fight to the death - they know what fate awaits their kind in the cities of The Empire.

### 6.4.4 A Helping Hand

One of the other residents of the inn (Fritz Regensbaum, a merchant in Middenheim for the Carnival) will be captured by the chaos band. All the rest will flee; except for one.

## Erina Eberhauer

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

Combat Proficiency: 12 (Longsword/Greatsword), CP: 17

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

Armour: None

Skills: Swordsman and academic packages at 8.

Erina is the younger sister of Janna Eberhauer, in Middenheim for a surprise visit to her sister. She will have killed one beast-man in her room, and if she hears sounds of combat may well appear (still in her nightgown) in the midst of a fight. Although once an academic like her sister, Erina's studies have turned to

bladecraft; and she may well be skilled enough to turn the tide of battle. Erina is an intelligent and thoughtful swordswoman.

Characters who make a Per check against a TN of 6 will notice the resemblance between Erina and Janna. Erina will not announce her relationship to Janna (far too many people ask for favours), but will not deny it. In any case, if the characters perform well in this crisis, she will mention them to Janna, which should help in their investigations.

### 6.4.5 Conclusion

This should be a minor encounter; on the other hand if the characters try to take on ten armoured and heavily armed beast-men at one time without help they deserve everything you can do to them.

If the characters deal with the problem before the watch arrive in 5 minutes. they will be congratulated for their public-spiritedness by the watch captain, who will ask their names. The following afternoon the characters, along with any NPCs who assisted, will be called to see Watch Commander Ulrich Schutzmann, who will offer them his congratulations. This can be a very good introduction to Schutzmann.

If the beast-men escape with hostages then they will be shot by marksmen with crossbows on the way to the city gates.

Refer to the original text for details of interrogating captured beast-men.



## 6.5 The Dope Dealer

### 6.5.1 The Place

The scum and drunken scum hanging around The Pit are noncombatants, don't worry about statistics for them. Remember to divide all prices by 10 when negotiating with Bruno.

### 6.5.2 The Staff

#### Fritz Schwanger - Proprietor

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

Combat Proficiencies: 9 (Cut & Thrust), CP: 13

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

Armour: None

Skills: Craftsman package at 8

Fritz is 6'4" tall, solidly built with greasy short black hair, brown eyes, and a scar down the left side of his face. Fritz is a brutish, coarse man.

#### Otto Geshwur - Barman

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

Combat Proficiencies: 6 (Mass Weapon & Shield), CP: 10

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

Armour: None

Skills: Craftsman package at 9

6'2" tall and running to fat, Otto has brown hair and eyes. Otto is dumb, crude and very lecherous, with a dreadful temper. He fancies himself a ladies man.

#### Selena - Waitress/Barmaid

ST	3	WP	4	Ref	3
AG	4	Wit	2	Aim	4
TO	4	MA	1	KD	4
EN	4	Soc	4	KO	6
HT	4	Per	4	Move	5

Combat Proficiencies: 2 (Dagger and Pugilism/Brawling), CP: 6

Weapons: None

Armour: None

Skills: None

Selena stands just under five feet tall, with a medium (but distinctly top-heavy) build, dyed blonde hair, and brown eyes. Selena is materialistic, giggly, and awesomely stupid.

It is, of course, by no means unlikely that Fritz and his staff will join in any fracas in their bar. The PCs should remember that they have business here. Whether or not they have learned about Bruno Kohl, this is the man to whom they will be directed if they come seeking drugs. Bruno spends about 80% of his time on the premises.

#### Bruno Kohl - Drug Pusher

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

Combat Proficiencies: 7 (Dagger), CP: 11

Weapons: Rondel (Hand, 8/7, 7, 1c/3p) Armour: None

Skills: Craftsman package at 9

Six feet tall, lightly built and with blue-streaked auburn hair and bloodshot green eyes, Bruno shakes almost all the time from indulgence in his wares. He dresses in ways that make Luigi Pavarotti look conservative - streaked hair, ghoulish white makeup and clothing of every colour of the rainbow. Bruno is Hildegard Zimmerlich's nephew, and may reveal this information to try to unnerve people who threaten him; eg "You'll be sorry if you kill me, I have friends in high places."

## Marie-Astrid Platini - Bruno's Girlfriend

ST 3 WP 4 Ref 4  
AG 5 Wit 3 Aim 4  
TO 3 MA 2 KD 4  
EN 4 Soc 4 KO 5  
HT 4 Per 4 Move 6  
Combat Proficiencies: 4 (Dagger and  
Pugilism/Brawling), CP: 8  
Weapons: None  
Armour: None  
Skills: None

At 5'4", dark and slim with raven black hair, this woman is striking. She is from the Bordeleaux region of Bretonnia, and speaks with a very heavy accent. For some reason she is enamoured of Bruno, but that doesn't stop her flirting with any handsome male.

## 7 The Traitor Unmasked

### 7.1 Pawns of the Evil Wizard

#### Brunhilde Klaglich

ST 4 WP 5 Ref 5  
AG 5 Wit 5 Aim 4  
TO 5 MA 5 KD 4  
EN 5 Soc 4 KO 7  
HT 4 Per 4 Move 7  
Combat Proficiencies: 8 (Cut & Thrust), CP: 13  
Weapons: Cut & Thrust (Medium, 6/6, 6, 4c/5p)  
Armour: None  
Skills: Thief package at 7, Swordsman package at 9

At 5'7" with honey-blond hair and green eyes, full lips and long legs, Brunhilde is at least easy on the eyes. She is also highly-observant, fast-moving, fast-thinking, witty, sarcastic, cruel, sadistic, caring for nothing and no-one. Klaglich is a mistress of disguise. In a fight, Klaglich is likely to stay on the defensive, and attempt to counterattack.

## Dagmar Mitschuldige

ST 5 WP 4 Ref 6  
AG 6 Wit 6 Aim 6  
TO 5 MA 4 KD 5  
EN 5 Soc 4 KO 7  
HT 5 Per 6 Move 6-8 (-1)  
Combat Proficiency: 9 (Longsword/Greatsword) and  
7 (Crossbow), CP: 15 (-3), MP 13  
Weapons: Longsword (2H, Long, 6, 6, 7c/6p), Cross-  
bow (PT: 4-6, ATN: 5, Rng: 5/10/15/25/50 Dam: 6p)  
Armour: Full Chain & Pot Helm (AV 4)  
Skills: Swordsman package at 7

At just over six feet tall and strongly built, Dagmar is an imposing woman. She has light brown hair and hazel eyes, freckles on her forearms, the backs of her hands and the bridge of her nose. She is also missing her upper front teeth. Dagmar is a mercenary, moderately loyal to whoever pays her. She has spent most of her time recently cooling her heels in the pawns' lair, and is nervous and twitchy as a result. However, she has recently become friendly with Reya Erlich, the Law Lord's niece delivered here by the chaos band. In a fight, Dagmar will be aggressive, but not foolishly so.

#### Hultz Fleischer

ST 5 WP 4 Ref 5  
AG 5 Wit 5 Aim 5  
TO 5 MA 4 KD 5  
EN 5 Soc 4 KO 7  
HT 5 Per 6 Move 6-8  
Combat Proficiency: 8 (Mass Weapon & Shield), CP: 13  
Weapons: Club (2H, Medium, 6, 7, 6b (+X Shock))  
Armour: Full Leather (AV 2)  
Skills: Swordsman and Thief packages at 9

At 6'1" tall, and of larger than average build, Hultz has long black hair, green eyes and warty hands and fingers. Fleischer is a local ne'er-do-well, a mean and evil man, who seems half-crazy; but this is a front. He is vicious and crafty, and might possibly surrender if he thinks he can plead for his getaway after. His fighting is as crafty as he is.

## Anton Hundisch

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

Combat Proficiency: 8 (Rapier), CP: 13

Weapons: Rapier (Medium, 6/5, 6(8), 4c/7p) & Buckler (DTN: 7, AV: 4)

Armour: Full Leather (AV 2)

Skills: Swordsman and Thief packages at 6

At 5'2" tall and slightly built Anton is certainly a small man, but deceptively dangerous. His long brown hair falls lank to his shoulders, and his eyes seem permanently bloodshot. Anton is a genuine depressive, spending most of his time rocking in place, staring into space. In a fight however, fear makes sure he does his best. Klaglich recruited him as she thought he might be useful, but now she's not so sure. He is a defensive fighter.

## 7.2 The Lair of the Pawns

### 7.2.1 Finding the Lair

The dead fall trap above the back door to the ruined house does DR 6 (minus TO) damage to anyone it hits. A Per check against a TN of 12 allows a character to spot the trap in advance, a reflex check against a TN of 10 will let them avoid it after it falls.

### 7.2.2 The Basement

The letters to "Em", are signed "Big Bad Archbishop". In addition, remember to divide all coinage by 10 in the basement areas.

## 7.3 The Court Climax

### 7.3.1 Wasmeier's Plan

Wasmeier's plan is slightly modified as follows to fit the lack of a doppelganger, and the reduced availability of magic.

The false Hoflich will subdue, bind and gag the Graf on his first visit. He will then open a window, and tie a rope to it, which will be coiled on the window



ledge. A black thread will be attached to the loose end of the rope, which he will lower out of the window. The cultist will then leave, instructing the guards that the Graf does not wish to be disturbed for an hour.

Back in Hofmeier's apartment, the double will wait for the guard to pass, and then attack a rope to the window with a hook, climb down and retrieve the rope. He will then move to the open window of the Graf's quarters, pull the thread to make the rope fall, and climb back into the Graf's quarters. There he will burn the prepared parchment, which will turn him into a double of the Graf; which must be done in the presence of the true Graf. He will then kill the Graf and dispose of the body.

After this, the remainder of Wasmeier's plan will continue as given.

### The Middenpalaz

The duplicate will still be wearing Hofmeier's clothes, which are out of character for Graf Boris, but not unsuitable. Hence he will be able to order the gate guards to let him through in that guise. Any fight, as described, should become a running battle with different groups of guards siding with "the Graf", or the characters.

### 7.3.2 After the Attack

#### A Grisly Discovery

Hofmeier's body will still show evidence of the ritual performed on Hoflich to create the duplicate; a pentagram painted on his chest for example. This should be enough to demonstrate that sorcery, and therefore Chaos, is involved in the plot against the Graf.

## 7.4 The Traitor Unmasked

### Wasmeier's Apartment

Disregard the ashes and vial in the apartment; Wasmeier used more mundane means to leave the palace, moving before any orders for his arrest could be sent out.

### The Graf's Command

Obviously, Janna Eberhauer can't cast healing spells. However, a one of the Knights Panther is their surgeon, and has first aid and chirurgy at 4.

The academics are keen to get back to the University; Wasmeier was an associate member, and they wish to check up on any harm he may have caused there.

#### 7.4.1 Wasmeier's Town House

With currency conversion, of course, the townhouse is worth about 4-500 crowns. It would take about 30 seconds to bash in a shutter, a minute for one of the doors.

Unless otherwise specified, any locks in the house are of average complexity, and require three "pick locks" successes to open.

As usual, any area not listed below is unchanged.

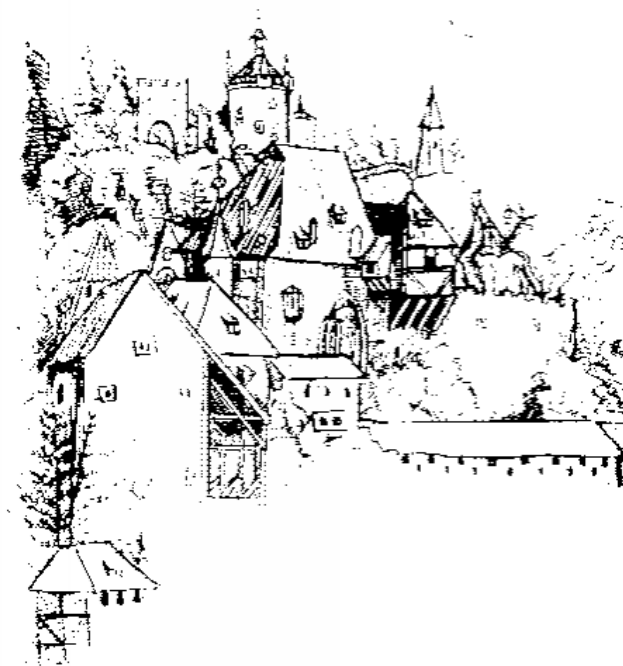
#### Ground Floor

**Side Garden:** All attempts to sneak on the gravel path suffer two penalty dice.

**Hall:** The suits of armour give only 2AV, as they are made for display, not use. The weapons on the wall have ATN and DTNs 1 higher than usual.

**Lounge:** Make a Per check against a TN of 8 to spot the hinged bookcase.

**The Battle-Wagon:** All the wood of the wagon has been treated to make it as resistant to fire as possible. The external sides have numerous small, sharp hooks that hamper anyone trying to climb aboard make an



AG check against a TN of 10). Vicious 6" spikes protrude at right-angles from the circumference of each wheel, and pulling a lever causes 2' long blades to spring out from the ends of each axle. Between the spikes and the blades, anyone getting in the way of the moving wagon will take 8 cutting damage, less toughness and armour. The final feature is a false floor, metal-lined and packed with gunpowder; about ten barrels worth. A short fuse leads to a torch-holder on the driver's side. This makes the wagon a travelling bomb.

#### Upper Floor

**Study:** The locks on the doors to this room are more complex, and four successes are required to pick them.

**Strong Room:** The locks on the doors to this room are very complex, and five successes are required to pick them.

#### 7.4.2 Wasmeier's Henchmen

All of Wasmeier's henchmen are intelligent and skilled combatants. In a fight they will fight in a sensible fashion, and base their assaults on a solid defence.

### Swelt Tunger - Cook & Burglar

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

Spiritual Attributes: Passion (Love of Growler): 3

Combat Proficiency: 9 (Cut & Thrust), CP: 14

Weapons: Falchion (Medium, 6/8, 7, 6c/4p)

Armour: None

Skills: Swordsman and Thief packages at 7 cookery at 5

Of average height, Swelt is somewhat overweight. He has still managed to retain most of his burgling skills, although squeezing into tight places is not his style. He lives for his pet dog, Growler, and since Wasmeier cares little for food, produces lavish feasts for himself and the dog. He will get very upset if any harm befalls Growler.

### Growler - Swelt's Dog

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

Combat Proficiencies: 5, CP 9

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

Armour: None

### Gaston - Butler, Scribe & Torturer

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

Combat Proficiency: 10 (Rapier), CP: 14

Weapons: Rapier (Medium, 6/5, 6(8), 4c/7p) & Arm- ing Glove (DTN: 7, AV: 3)

Armour: Leather Jack w/sleeves (AV2) or None

Skills: Academic and Courtier packages at 7

At 6'5" but slender, Gaston is almost a cadaverous figure. He is originally from Bretonnia, and always dresses with impeccable manners; a perfect butler.



Underlying all this is a man who is compulsively tidy and utterly sadistic, wringing the last drop of pain out of his victims before letting them die of their wounds.

### Hawk - Gardener & Poacher

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

Combat Proficiency: 12 (Rapier), 11 (Bows), CP: 17 (-3), MP: 16

Weapons: Rapier (Medium, 6/5, 6(8), 5c/8p) & Buck- ler (DTN: 7, AV: 4), Longbow (PT: 2-4, ATN 7, Rng: 15/30/45/90/260 Dam: 8p)

Armour: Full chain & mail coif (AV4/3) or None

Skills: Woodsman & Swordsman packages at 7

Hawk's average height and slim build bely how dangerous he is. Taking his name from his love of birds of prey, is very dangerous indeed. Absent from home for many years, Hawk returned to find his fam- ily bankrupt and homeless, all due to inefficiency and corruption in the city's guilds. For revenge he turned to the Cult of the Purple Hand, and more than any other of the henchmen, Hawk is aware that his mas- ter's ultimate plan is the overthrow of the city, al- though he doesn't know how or when.

### Sinistral - Hawk's Hawk

ST	4	WP	3	Ref	6
AG	8	Wit	5	Aim	n/a
TO	3	MA	4	KD	6
EN	4	Soc	3	KO	4
HT	4	Per	9	Move	8 / 24 fly

Combat Proficiency: 3, CP: 9

Weapons: Talons (Hand, 5, 6, 1c)

Armour: None

Sinistral has been trained by Hawk, who can direct him to attack as he chooses.



## The Law Lord Waits

Ignore mentions of Wasmeier's spell books, and also of manbane poison - this house is dangerous enough without it. Wasmeier will arm himself with a fine rapier (DTN 4(7)) and flintlock pistol.

Hawk's mantrap required a Per check against TH 8 to spot, TN 10 or even 12 if the characters charge in. If triggered, it causes (8-TO) cutting damage to a randomly-selected lower leg, and traps the character until someone else makes a ST check against a TN of 10 to pry it open.

## Wasmeier At Bay

Wasmeier doesn't know a *Word of Command* to destroy the causeway. But that's alright, because he does know where the gunpowder to do so is stored, and has a key. After the gate was destroyed, Wasmeier ran to the gunpowder storage, unlocked the shed, and lit the fuse. As the characters move towards Wasmeier, there will be another enormous explosion under the causeway, which will begin to collapse.

Characters trying to cross the causeway before it collapses will need to make a Move check against a TN of 7, or fall to their deaths.

Whether the characters do not reach Wasmeier, or are defeated by him, or if he is outnumbered or any combat is going against him, he will smash one of his glass globes, and use the cover this provides to sprint to the toll gate, where he will order the guards (who know nothing of events in the city) to let him pass. In either case Karl-Heinz Wasmeier will escape into the night, never to be seen or heard of again - at least not in the guise of a Law Lord of Middenheim.

## 8 Conclusion

As in the text, on their return to the palace, the characters will find themselves arrested and imprisoned. However, this will later be reversed (see the conversion of "Something Rotten in Kislev"), and at that time, the more support the characters have, the greater their reward should be. See that adventure for more details of this.

## Thunder & Lightning - Destriers

ST	14	WP	6	Ref	6
AG	6	Wit	6	Aim	n/a
TO	6	MA	3	KD	10
EN	6	Soc	3	KO	9
HT	6	Per	3	Move	12 / 24

Combat Proficiency: 6, CP: 12

Weapons: Kick (Hand, 7, 8, 13b)

Armour: None

As befits warhorses, these two beasts are vicious and nasty. They will attempt to kick anybody who approaches apart from Hawk or Wasmeier.

## Lurk - Pit Fighter & Bodyguard

ST	6	WP	5	Ref	6
AG	6	Wit	6	Aim	5
TO	6	MA	3	KD	6
EN	5	Soc	3	KO	8
HT	5	Per	5	Move	8 (-1)

Combat Proficiency: 12 (Mass Weapon & Shield), CP: 18 (-3)

Weapons: Warhammer (Medium, 6, 8, 7b/8p, +X shock, +1/2 vs hard armour)

Armour: Full chain & mail coif (AV4/3) or None

Skills: Swordsman package at 7

Despite having little more intellect than a child, Lurk is a formidable warrior, having survived a long time in the dangerous profession of arena combat. He stands just over six feet tall, and is heavily built. He is extremely proud to be the personal bodyguard of such an important man, but is slightly put out because he never gets to guard his master in public. Nevertheless, he is determined to succeed in his role as guardian of Wasmeier's treasure, ensuring that it all burns if the house is attacked.

## A Master Attractions Chart

Day 1: Wellentag			
Place	Event	Time	Major NPCs Present
Square of Mar- tials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer, Ulrich Schutzmann, Johann Schwermutt, Petra Liebkosen, Siegfried Prunkvoll, Alex Fenneger
Great Park	Festival of Fine Ales	Noon-11pm	Dieter Schmiedehammer (7-11), Ralf Laurentis (6-11), Ulrich Schutzmann (9-10), Johann Schwermutt (5-6), Maximilian von Genscher (5-6), Kirsten Jung (5-6), Petra Liebkosen (5-6), Alex Fenneger (7-11) Gotthard Goebbels (1-3), Luigi Pavarotti (5-7)
Royal Gardens	Gymnastics	2-4pm	Ralf Laurentis, Janna Eberhauer, Emmanuelle Schlagen, Petra Liebkosen
Square of Mar- tials	Archery Tourney	2-4pm	Maximilian von Genscher, Siegfried Prunkvoll, Alex Fenneger
Royal College of Music	Matinee of Bards & Poets	2-5pm	Ralf Laurentis (3-5), Katarina Todbringer (3-5), Hildegard Zimmerlich (3-5), Kirsten Jung, Natasha Sinnlich (4-5), Alex Fenneger (4-5), Luigi Pavarotti
Bernabau Sta- dium	Trial of Arms & Bear Fight	4-5pm	Dieter Schmiedehammer, Ulrich Schutzmann, Johann Schwermutt Maximilian von Genscher
Royal Gardens	Play: “A Mid- summer Knight’s Dream”	7-9pm	Katarina Todbringer, Hildegard Zimmerlich, Johann Schwermutt, Albrecht Helseher, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Joachim Hoflich, Karl-Heinz Wasmeier
Royal College of Music	Opera Recitals	7-10pm	Josef Sparsam, Janna Eberhauer, Arulric, Emmanuelle Schlagen, Gotthard Goebbels, Luigi Pavarotti
Day 2: Aubentag			
Place	Event	Time	Major NPCs Present
Square of Mar- tials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer, Maximilian von Genscher, Siegfried Prunkvoll
Great Park	Festival of Fine Ales	Noon-11pm	Dieter Schmiedehammer (8-11), Ralf Laurentis (8-11), Maximilian von Genscher (2-4), Kirsten Jung (10-11), Luigi Pavarotti (2-4)
Royal Gardens	Gymnastics	2-4pm	Ralf Laurentis, Kirsten Jung
Square of Mar- tials	Archery Tourney	2-4pm	Ralf Laurentis, Ulrich Schutzmann, Janna Eberhauer, Petra Liebkosen, Alex Fenneger
Bernabau Sta- dium	Trial of Arms & Bear Fight	4-5pm	Natasha Sinnlich, Siegfried Prunkvoll, Alex Fenneger, Gotthard Goebbels
Royal College of Music	Matinee of Bards & Poets	4-6pm	Dieter Schmiedehammer, Ralf Laurentis (3-5), Arulric, Alex Fenneger (5-6), Luigi Pavarotti
Royal College of Music	Opera: “The Bar- barian of Seville”	7-10pm	Katarina Todbringer, Hildegard Zimmerlich, Gotthard Goebbels, Karl-Heinz Wasmeier
Royal Gardens	Singers	8-10pm	Johann Schwermutt, Janna Eberhauer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Luigi Pavarotti, Joachim Hoflich



<b>Day 3: Marktag</b>			
<b>Place</b>	<b>Event</b>	<b>Time</b>	<b>Major NPCs Present</b>
Square of Mar- tials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer, Arulric, Kirsten Jung
Bernabau Sta- dium	Fire-breathers	Noon-1pm	Ulrich Schutzmann, Alex Fenneger
Great Park	Festival of Fine Ales	Noon-11pm	Dieter Schmiedehammer (8-11), Alex Fenneger (8-11), Luigi Pavarotti (2-4)
Square of Mar- tials	Archery Tourney	2-4pm	Dieter Schmiedehammer, Ralf Laurentis*, Kirsten Jung, Siegfried Prunkvoll, Alex Fenneger
Royal Gardens	Mummers, Theatre & Party	2-8pm	Dieter Schmiedehammer (6-8), Ralf Laurentis (4-7), Kata- rina Todbringer (6-8), Hildegard Zimmerlich (6-8), Maxi- milian von Genscher (5-7), Albrecht Helseher (5-6), Janna Eberhauer (5-8), Arulric (7-8), Emmanuelle Schlagen (6-8), Kirsten Jung (6-8), Petra Liebkosen (4-8), Natasha Sinnlich (5-8), Siegfried Prunkvoll (4-6), Alex Fenneger (5-8), Got- thard Goebbels (5-7), Luigi Pavarotti (4-8)
Royal College of Music	Valley Choirs	2-4pm	Katarina Todbringer, Hildegard Zimmerlich
Bernabau Sta- dium	Trial of Arms & Bear Fight	4-5pm	Ulrich Schutzmann, Natasha Sinnlich, Gotthard Goebbels
Royal College of Music	Matinee of Bards & Poets	4-6pm	Johann Schwermutt, Janna Eberhauer (4-5), Emmanuelle Schlagen, Alex Fenneger, Karl-Heinz Wasmeier
Square of Mar- tials	Elephant Show	5-7pm	Dieter Schmiedehammer (5-6)
Royal College of Music	Opera: “The Bar- barian of Seville”	7-10pm	Ralf Laurentis, Maximilian von Genscher, Kirsten Jung, Joachim Hoflich
<b>Day 4: Backertag</b>			
<b>Place</b>	<b>Event</b>	<b>Time</b>	<b>Major NPCs Present</b>
Square of Mar- tials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer, Ralf Laurentis, Ulrich Schutz- mann, Johann Schwermutt, Maximilian von Genscher, Kirsten Jung, Natasha Sinnlich, Siegfried Prunkvoll, Karl- Heinz Wasmeier
Bernabau Sta- dium	Fire-breathers	Noon-1pm	Hildegard Zimmerlich, Janna Eberhauer, Emmanuelle Schlagen
Royal Gardens	Bowling	2-4pm	Ralf Laurentis, Katarina Todbringer, Janna Eberhauer, Arul- ric (2-3), Emmanuelle Schlagen, Petra Liebkosen (2-3)
Great Park	Horse Fair	2-6pm	Dieter Schmiedehammer (2-3), Janna Eberhauer (4-6), Arul- ric (3-6), Siegfried Prunkvoll (3-6), Alex Fenneger (2-4), Gotthard Goebbels
Royal College of Music	Valley Choirs	3-5pm	Dieter Schmiedehammer, US, Kirsten Jung
Bernabau Sta- dium	Football	3-5pm	Maximilian von Genscher
Square of Mar- tials	Elephant Show	5-7pm	Johann Schwermutt (6-7), Maximilian von Genscher (5-6), Petra Liebkosen (5-6), Luigi Pavarotti
Royal College of Music	Opera: “The Bar- barian of Seville”	7-10pm	Johann Schwermutt, Ralf Laurentis, Siegfried Prunkvoll, Luigi Pavarotti

<b>Day 5: Bezahltag</b>			
<b>Place</b>	<b>Event</b>	<b>Time</b>	<b>Major NPCs Present</b>
Square of Mar- tials	Wrestling	11am-2pm	Ralf Laurentis, Katarina Todbringer (11-12), Hildegard Zimmerlich (11-12), Janna Eberhauer
Bernabau Sta- dium	Fire-breathers	Noon-1pm	Johann Schwermutt, Petra Liebkosen, Natasha Sinnlich, Alex Fenneger
Royal Gardens	Bowling	2-4pm	Petra Liebkosen (2-3)
Great Park	Equestrian Displays	3-4pm	Maximilian von Genscher, Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen, Natasha Sinnlich
Bernabau Sta- dium	Football	3-5pm	Dieter Schmiedehammer, Gotthard Goebbels, Luigi Pavarotti
Royal College of Music	Lightsingers	3-5pm	Ralf Laurentis, Katarina Todbringer, Hildegard Zimmerlich, Arulric, Kirsten Jung, Alex Fenneger
Bernabau Sta- dium	Football	6-8pm	Ulrich Schutzmann, Maximilian von Genscher, Alex Fenneger, Gotthard Goebbels, Luigi Pavarotti
Square of Mar- tials	Exhibition of Heraldic Arts	5-6pm	Josef Sparsam, Johann Schwermutt, Arulric, Siegfried Prunkvoll, Gotthard Goebbels, Joachim Hoflich, Karl-Heinz Wasmeier
Royal College of Music	Opera: “The Bar- barian of Seville”	7-10pm	Dieter Schmiedehammer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen
<b>Day 6: Konigstag</b>			
<b>Place</b>	<b>Event</b>	<b>Time</b>	<b>Major NPCs Present</b>
Square of Mar- tials	Wrestling	11am-2pm	Ralf Laurentis, Emmanuelle Schlagen, Kirsten Jung, Alex Fenneger
Royal College of Music	Luccinian Liturgical Choir	2-4pm	Josef Sparsam, Ralf Laurentis, Arulric, Emmanuelle Schlagen, Kirsten Jung, Luigi Pavarotti, Karl-Heinz Wasmeier
Bernabau Sta- dium	Football	2-4pm	Alex Fenneger, Gotthard Goebbels
Great Park	Pageants & Jousting	2-6pm	Katarina Todbringer (4-5), Hildegard Zimmerlich (4-5), Johann Schwermutt (2-3), Janna Eberhauer (2-4), Petra Liebkosen (2-4), Natasha Sinnlich (2-5), Siegfried Prunkvoll (2-5)
Bernabau Sta- dium	Football	5-7pm	Dieter Schmiedehammer, Johann Schwermutt, Gotthard Goebbels, Luigi Pavarotti
Square of Mar- tials	Exhibition of Heraldic Arts	5-6pm	Katarina Todbringer, Hildegard Zimmerlich, Ulrich Schutzmann, Maximilian von Genscher, Siegfried Prunkvoll
Royal College of Music	Opera: “The Bar- barian of Seville”	7-10pm	Arulric, Natasha Sinnlich
Great Park	Black Pool Illumi- nations	9-11pm	Ralf Laurentis, Ulrich Schutzmann, Maximilian von Genscher (9-10), Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen

<b>Day 7: Angestag</b>			
<b>Place</b>	<b>Event</b>	<b>Time</b>	<b>Major NPCs Present</b>
Square of Martials	Wrestling	11am-1pm	Ralf Laurentis, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Alex Fenneger
Bernabau Stadium	Football Cup Final	2-4pm	Dieter Schmiedehammer, Ralf Laurentis, Ulrich Schutzmann, Johann Schwermutt, Maximilian von Genscher, Natasha Sinnlich, Alex Fenneger, Gotthard Goebbels, Luigi Pavarotti
Royal College of Music	Luccinian Liturgical Choir	2-4pm	Katarina Todbringer, Hildegard Zimmerlich, Arulric, Siegfried Prunkvoll
Great Park	Pageants & Jousting	2-6pm	None
Royal College of Music	Opera: "Ring of the Nibble Unger Lied (part 1)"	6-12pm	Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll, Gotthard Goebbels, Luigi Pavarotti, Joachim Hoflich, Karl-Heinz Wasmeier
Great Park	Black Pool Illuminations	9-11pm	Albrecht Helseher, Janna Eberhauer, Arulric, Emmanuelle Schlagen
<b>Day 8: Festag</b>			
<b>Place</b>	<b>Event</b>	<b>Time</b>	<b>Major NPCs Present</b>
Great Park	Pageants & Jousting	2-6pm	Ralf Laurentis (5-6), Ulrich Schutzmann (4-5), Siegfried Prunkvoll (4-5)
Royal College of Music	Opera: "Ring of the Nibble Unger Lied (part 2)"	6-12pm	Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll, Gotthard Goebbels, Luigi Pavarotti, Joachim Hoflich, Karl-Heinz Wasmeier
Great Park	Black Pool Illuminations (Grand Finale)	11pm-2am	Dieter Schmiedehammer, Ralf Laurentis, Johann Schwermutt, Maximilian von Genscher, Albrecht Helseher, Janna Eberhauer, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Gotthard Goebbels, Luigi Pavarotti

For ease of reference, the function of each NPC is listed below

- |  |   |
|--|---|
| 1 Josef Sparsam - Chancellor                           | 12 Emmanuelle Schlagen - Lady-at-Court      |
| 2 Dieter Schmiedehammer - Graf's Champion              | (Also Graf's Paramour)                      |
| 3 Ralf Laurentis - Court Minstrel                      | 13 Kirsten Jung - Lady-at-Court             |
| 4 "Princess" Katarina Todbringer - the Graf's Daughter | 14 Petra Liebkosen - Lady-at-Court          |
| 5 Hildegard Zimmerlich - Chaperone to Katarina         | 15 Natasha Sinnlich - Lady-at-Court         |
| 6 Ulrich Schutzmann - Commander of the Watch           | 16 Siegfried Prunkvoll - The Knight Eternal |
| 7 General Johann Schwermutt - Military Commander       | 17 Alex Fenneger - Master of the Hunt       |
| 8 Marshal Maximilian von Genscher - Military Commander | 18 Gotthard Goebbels - Kommission Convenor  |
| 9 Albrecht Helseher - University Chancellor            | 19 Luigi Pavarotti - Baronial Physician     |
| 10 Janna Eberhauer - University Deputy Chancellor      | 20 Joachim Hoflich - "Law-Lord"             |
| 11 Arulric - Archbishop of Three-in-One                | 21 Karl-Heinz Wasmeier - Law Lord           |

Where NPC names are followed by numerals (eg 7-11), the NPC is only present for part of the event - the times given by the figures listed.

For details of which NPCs are actually accompanying others, or participating in events, see their individual NPC cards.

## B Master NPC Chart

Name	Sex	Age	Role at Court	Influence	Role in Intrigue
Josef Sparsam (JSp)	M	57	Chancellor	**	Controlled via drugs
Dieter Schmiedehammer (DS)	M	35	Graf's Champion	*	Controlled via hypnosis
Ralf Laurentis (RL)	M	28	Court Minstrel	*	Very concerned
Katarina Todbringer (KT)	F	19	Graf's Daughter	***	
Hildegarde Zimmerlich (HZ)	F	78	Katarina's Chaperone	*	Not involved
Ulrich Schutzmann (US)	M	48	Military Commander	* (group)	Trying to keep out of politics, but worried
Johann Schwermutt (JSc)	M	50	Military Commander		
Maximilian von Genscher (US)	M	43	Military Commander		
Albrecht Helseher (AH)	M	64	University Chancellor	*	Angry at paper tax
Janna Eberhauer (JE)	F	33	Deputy Chancellor	0	Angry at paper tax
Archbishop Arulric (AU)	M	48	Represents Churches	*	Controlled via blackmail
Emmanuelle Schlagen (ES)	F	28	Lady-at-Court (Graf's Paramour)	**	Controlled via blackmail
Kirsten Jung (KJ)	F	26	Lady-at-Court	0	Not involved
Petra Liebkosen (PL)	F	25	Lady-at-Court	0	Not involved
Natasha Sinnlich (NS)	F	26	Lady-at-Court	0	Not involved
Siegfried Prunkvoll (SP)	M	34	Knight Eternal	0	Not involved
Alex Fenneger (AF)	M	32	Master of the Hunt	0	Not involved
Gotthard Goebbels (GG)	M	41	Kommission Convenor	0	Not involved
Luigi Pavarotti (LP)	M	37	Physician to Stefan	*	Not involved
Reiner Erlich (RE)	M	40	Law Lord	*** (group)	Controlled via threat
Joachim Hoflich (JH)	M	51	Law Lord		Impersonating cultist
Karl-Heinz Wasmeier (KHW)	M	39	Law Lord		Mastermind

# Josef Sparsam

### Key Goals

1. Retaining Position
2. Satisfying his drug habit

<b>Wellentag</b>  7-10pm      Opera Recitals (Royal College of Music)	<b>Aubentag</b>	<b>Marktag</b>
<b>Backertag</b>  7-10pm      Opera “The Barbarian of Seville” (RCoM)	<b>Bezahltag</b>  5-6pm      Exhibition of Heraldic Arts (Square of Martials)	<b>Konigstag</b>  2-4pm      Liturgical Choir (Royal College of Music)
<b>Angestag</b>  6-12pm      Opera “Ring of the Nibble Unger Lied” (RCoM)	<b>Festag</b>  6-12pm      Opera “Ring of the Nibble Unger Lied” (RCoM)	<b>Wellentag</b>

Sex/Age	Male, 35
Role	Graf's Champion
Influence	Modest

## Key Goals

1. Marriage to Kirsten Jung
2. General “good fellowship”

<b>Wellentag</b> 11-1pm Defending title as Champion (Square of Martials) 4-5pm Watching Trial of Arms (Bernabau Stadium) 7-11pm Real ale festival (Great Park) +RL, AF, KJ	<b>Aubentag</b> 11-1pm Defending title as Champion (Square of Martials) 4-6pm Matinee of Bards & Poets (Royal College of Music) 8-11pm Real ale festival (Great Park) +RL, AF, KJ	<b>Marktag</b> 11-1pm Defending title as Champion (Sq of Martials) +KJ 2-4pm Watching Archery Tournament (Sq of Martials) +KJ 5-6pm Elephant Show (Square of Martials) 6-8pm Garden Party (Royal Gardens) 8-11pm Real ale festival (Great Park) +AF
<b>Backertag</b> 11-1pm Defending title as Champion (Sq of Martials) +KJ 3-5pm Valley Choirs (Royal College of Music) +KJ 5-6pm Horse Fair (Great Park) 6-8pm Garden Party (Royal Gardens) +KJ	<b>Bezahltag</b> 3-5pm Football (Bernabau Stadium) 7-10pm Opera "The Barbarian of Seville" (RCoM) +KJ	<b>Konigstag</b> 5-7pm Football (Bernabau Stadium)
<b>Angestag</b> 2-4pm Football Cup Final (Bernabau Stadium)	<b>Festag</b> Midnight-2am Black Pool Illuminations (Great Park) +RL, AF, KJ, PL, NS	<b>Wellentag</b>

## Ralf Laurentis

Sex/Age    Male, 28  
 Role        Court Minstrel  
 Influence   Modest

### Key Goals

1. Clearing his name as cause of engineer tax
2. Concern for Arulric and Graf's paramour
3. General sense of civic duty

### Planned Activities During Carnival

<b>Wellentag</b> 2-3pm    Watching gymnasts (Royal Gardens) 3-5pm    Matinee of Bards & Poets (Royal College of Music) 6-11pm   Real ale festival (Great Park) +DS, AF	<b>Aubentag</b> 2-4pm    Watching gymnasts (Royal Gardens) 4-6pm    Matinee of Bards & Poets (Royal College of Music) 8-11pm   Real ale festival (Great Park) +DS, AF, KJ	<b>Marktag</b> 2-4pm    Entering Archery Tournament (Sq of Martials) 4-7pm    Garden Party (Royal Gardens) 7-10pm   Opera "The Barbarian of Seville" (RCoM)
<b>Backertag</b> 11-1pm   Watching Challenges (Sq of Martials) +KJ 2-4pm    Bowling Tournament (Royal Gardens) 6-8pm    Football (Bernabau Stadium)	<b>Bezahltag</b> 11-2pm   Wrestling Tournament (Square of Martials) +AF, KJ 3-5pm    Lightsingers (Royal College of Music)	<b>Konigstag</b> 11-2pm   Wrestling Tournament (Square of Martials) 2-4pm    Liturgical Choir (Royal College of Music) 9-11pm   Black Pool Illuminations (Great Park) +ES
<b>Angestag</b> 11-1pm   Wrestling Tournament (Square of Martials) 2-4pm    Football Cup Final (Bernabau Stadium) +DS, AL	<b>Festag</b> 5-6pm    Laughing at the Jousting (Great Park) Midnight-2am   Black Pool Illuminations (Great Park) +DS, AF, KJ, PL, NS	<b>Wellentag</b>

## "Princess" Katarina Todbringer

Sex/Age    Female, 19  
 Role        Graf's Daughter  
 Influence   Powerful

### Key Goals

1. Acquiring a tall, dark, handsome prince
2. Charitable work
3. Safety of her family

### Planned Activities During Carnival

<b>Wellentag</b> 3-5pm    Matinee of Bards & Poets (RCoM) +HZ 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +HZ	<b>Aubentag</b> 7-10pm   Opera "The Barbarian of Seville" (RCoM) +HZ	<b>Marktag</b> 2-4pm    Valley Choirs (Royal College of Music) +HZ 6-8pm    Garden Party (Royal Gardens) +HZ
<b>Backertag</b> 2-3pm    Bowling Tournament (Royal Gardens) 5-6pm    Visit to the cathedral of 3-in-1 +HZ	<b>Bezahltag</b> 3-5pm    Lightsingers (Royal College of Music) +HZ	<b>Konigstag</b> 4-5pm    Pageants & Jousting (Great Park) +HZ 5-6pm    Exhibition of Heraldic Arts (Square of Martials) +HZ 6-7pm    Evening walkabout in upper-middle class area +HZ
<b>Angestag</b> 2-4pm    Liturgical Choir (Royal College of Music) +HZ 6-12pm   Opera "Ring of the Nibble Unger Lied" (RCoM) +HZ	<b>Festag</b> 6-12pm   Opera "Ring of the Nibble Unger Lied" (RCoM) +HZ 12-2am   Black Pool Illuminations (Great Park)	<b>Wellentag</b>

## Hildegarde Zimperlich

Sex/Age Female, 78  
 Role Katarina's Chaperone  
 Influence Modest

### Key Goals

1. Loyalty to the Graf
2. Protecting the "Princess"
3. Expulsion of Luigi Pavarotti

### Planned Activities During Carnival

<b>Wellentag</b> 3-5pm Matinee of Bards & Poets (RCoM) +KT 7-9pm Play "A Midsummer Knight's Dream" (Gdns) +KT	<b>Aubentag</b> 7-10pm Opera "The Barbarian of Seville" (RCoM) +KT	<b>Marktag</b> 2-4pm Valley Choirs (Royal College of Music) +KT 6-8pm Garden Party (Royal Gardens) +KT
<b>Backertag</b> noon-1pm Firebreathers (Bernabau Stadium) 2-3pm Bowling Tournament (Royal Gardens) 5-6pm Visit to the cathedral of 3-in-1 +HZ	<b>Bezahlttag</b> 3-5pm Lightsingers (Royal College of Music) +KT	<b>Konigstag</b> 4-5pm Pageants & Jousting (Great Park) +KT 5-6pm Exhibition of Heraldic Arts (Square of Martials) +KT 6-7pm Evening walkabout in upper-middle class area +KT
<b>Angestag</b> 2-4pm Liturgical Choir (Royal College of Music) +KT 6-12pm Opera "Ring of the Nibble Unger Lied" (RCoM) +KT	<b>Festag</b> 6-12pm Opera "Ring of the Nibble Unger Lied" (RCoM) +KT	<b>Wellentag</b>

## Ulric Schutzmann

Sex/Age Male, 48  
 Role Military Commander  
 Influence Modest (with others)

### Key Goals

1. Preserve Middenheim's defences
2. Smooth operation of guard during Carnival
3. Keeping the military out of politics

### Planned Activities During Carnival

<b>Wellentag</b> 11-1pm Challenges to the Champion (Sq of Martials) +JSc 4-5pm Trial of Arms (Bernabau Stadium) +JSc, MvG 9-10pm Real ale festival (Great Park) +RL, AF, KJ	<b>Aubentag</b> 2-4pm Archery Tournament (Square of Martials)	<b>Marktag</b> noon-1pm Fire-breathers (Bernabau Stadium) 4-5pm Trial of Arms (Bernabau Stadium) +JSc, MvG
<b>Backertag</b> 11-1pm Challenges to the Champion (Sq of M) +JSc, MvG 3-5pm Valley Choirs (Royal College of Music)	<b>Bezahlttag</b> 6-8pm Football (Bernabau Stadium)	<b>Konigstag</b> 5-6pm Exhibition of Heraldic Arts (Square of Martials) 9-11pm Black Pool Illuminations (Great Park)
<b>Angestag</b> 11-1pm Wrestling Tournament (Square of Martials) 2-4pm Football (Bernabau Stadium)	<b>Festag</b> 4-5pm Pageants & Jousting (Great Park)	<b>Wellentag</b>

## Johann Schwermutt

Sex/Age    Male, 50  
 Role       Military Commander  
 Influence   Modest (with others)

### Key Goals

1. Preserve Middenheim's defences
2. Keeping the military out of politics

### Planned Activities During Carnival

<b>Wellentag</b> 11-1pm    Challenges to the Champion (Square of M) +US 4-5pm     Trial of Arms (Bernabau Stadium) +US, MvG 5-6pm     Real ale festival (Great Park) +MvG 7-9pm     Play "A Midsummer Knight's Dream" (Gdns) +KT	<b>Aubentag</b> 8-10pm    Lightsingers (Royal Gardens)	<b>Marktag</b> 4-6pm     Matinee of Bards & Poets (RCoM)
<b>Backertag</b> 11-1pm    Challenges to the Champion (Sq of M) +US, MvG 6-7pm     Elephant Show (Square of Martials)	<b>Bezahltag</b> noon-1pm    Fire-breathers (Bernabau Stadium) 5-6pm        Exhibition of Heraldic Arts (Square of Martials)	<b>Konigstag</b> 4-5pm     Pageants & Jousting (Great Park) 5-7pm     Football (Bernabau Stadium)
<b>Angestag</b> 2-4pm     Football Cup Final (Bernabau Stadium)	<b>Festag</b> 12-2am    Black Pool Illuminations (Great Park) +MvG	<b>Wellentag</b>

## Maximilian von Genscher

Sex/Age    Male, 43  
 Role       Military Commander  
 Influence   Modest (with others)

### Key Goals

1. Preserve Middenheim's defences
2. Keeping the military out of politics

### Planned Activities During Carnival

<b>Wellentag</b> 2-4pm     Archery Tournament (Square of Martials) 4-5pm     Trial of Arms (Bernabau Stadium) +US, JSc 5-6pm     Real ale festival (Great Park) +JSc	<b>Aubentag</b> 11-1pm    Challenges to the Champion (Sq of Martials) 2-4pm     Real ale festival (Great Park)	<b>Marktag</b> 5-7pm     Garden Party (Royal Gardens) 7-10pm    Opera "The Barbarian of Seville" (RCoM)
<b>Backertag</b> 11-1pm    Challenges to the Champion (Sq of M) +US, JSc 3-5pm     Football (Bernabau Stadium) 5-6pm     Elephant Show (Square of Martials)	<b>Bezahltag</b> 3-4pm     Equestrian Displays (Great Park) 6-8pm     Football (Bernabau Stadium)	<b>Konigstag</b> 5-6pm     Exhibition of Heraldic Arts (Square of Martials) 9-10pm    Black Pool Illuminations (Great Park)
<b>Angestag</b> 2-4pm     Football Cup Final (Bernabau Stadium)	<b>Festag</b> 12-2am    Black Pool Illuminations (Great Park) +JSc	<b>Wellentag</b>



## Albrecht Helseher

Sex/Age    Male, 64  
 Role        University Chancellor  
 Influence    Modest

### Key Goals

1. Repeal of paper tax
2. Preserving the university

### Planned Activities During Carnival

<b>Wellentag</b> 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +HZ	<b>Aubentag</b>	<b>Marktag</b> 5-6pm    Garden Party (Royal Gardens)
<b>Backertag</b>	<b>Bezahltag</b> 3-4pm    Equestrian Displays (Great Park) +JE	<b>Konigstag</b> 9-11pm    Black Pool Illuminations (Great Park) +JE
<b>Angestag</b> 9-11pm    Black Pool Illuminations (Great Park) +JE	<b>Festag</b> 12-2am    Black Pool Illuminations (Great Park) +JE	<b>Wellentag</b>

## Janna Eberhauer

Sex/Age    Male, 64  
 Role        Deputy Chancellor  
 Influence    None

### Key Goals

1. Repeal of paper tax

### Planned Activities During Carnival

<b>Wellentag</b> 3-4pm    Gymnasts (Royal Gardens) 7-10pm    Opera Recitals (Royal College of Music)	<b>Aubentag</b> 2-4pm    Archery Tournament (Square of Martials) 8-10pm    Lightsingers (Royal Gardens)	<b>Marktag</b> 4-5pm    Matinee of Bards & Poets (RCoM) 5-8pm    Garden Party (Royal Gardens)
<b>Backertag</b> noon-1pm    Fire-breathers (Bernabau Stadium) 2-4pm    Bowling Tournament (Royal Gardens) 4-6pm    Horse Fair (Great Park)	<b>Bezahltag</b> 11-2pm    Wrestling Tournament (Square of Martials) 3-4pm    Equestrian Displays (Great Park) +AH	<b>Konigstag</b> 4-5pm    Laughing at jousting nobles (Great Park) +PL 9-11pm    Black Pool Illuminations (Great Park) +AH
<b>Angestag</b> 9-11pm    Black Pool Illuminations (Great Park) +AH	<b>Festag</b> 12-2am    Black Pool Illuminations (Great Park) +AH	<b>Wellentag</b>

## Archbishop Arulric

Sex/Age    Male, 48  
 Role        Archbishop of Three-in-One  
 Influence   Modest

### Key Goals

1. Recovery of blackmail letters
2. Repeal of temple tax
3. Preservation of Church power

### Planned Activities During Carnival

<b>Wellentag</b> 7-10pm    Opera Recitals (Royal College of Music)	<b>Aubentag</b> 4-6pm     Matinee of Bards & Poets (RCoM)	<b>Marktag</b> 11-1pm    Challenges to the Champion (Sq of Martials) 7-8pm      Garden Party (Royal Gardens)
<b>Backertag</b> 2-3pm      Bowling Tournament (Royal Gardens) 3-6pm      Horse Fair (Great Park)	<b>Bezahltag</b> 3-5pm      Lightsingers (Royal College of Music) 5-6pm      Exhibition of Heraldic Arts (Square of Martials)	<b>Konigstag</b> 2-4pm      Liturgical Choir (Royal College of Music) 7-10pm     Opera "The Barbarian of Seville" (RCoM)
<b>Angestag</b> 2-4pm      Liturgical Choir (Royal College of Music) 9-11pm     Black Pool Illuminations (Great Park) +ES	<b>Festag</b> 6-12pm     Opera "Ring of the Nibble Unger Lied" (RCoM) +HZ 12-2am     Black Pool Illuminations (Great Park)	<b>Wellentag</b>

## Emmanuelle Schlagen

Sex/Age    Female, 28  
 Role        Graf's Paramour  
 Influence   Modest

### Key Goals

1. Recovery of blackmail letters
2. Preserving her safety and position

### Planned Activities During Carnival

<b>Wellentag</b> 3-4pm      Gymnasts (Royal Gardens) 7-10pm     Opera Recitals (Royal College of Music)	<b>Aubentag</b> 8-10pm     Lightsingers (Royal Gardens) +KJ, PL, NS	<b>Marktag</b> 4-6pm      Matinee of Bards & Poets (RCoM) +AF 6-8pm      Garden Party (Royal Gardens)
<b>Backertag</b> 12-1pm     Fire-breathers (Bernabau Stadium) 2-4pm      Bowling Tournament (Royal Gardens)	<b>Bezahltag</b> 3-4pm      Equestrian Displays (Great Park) +AH 7-10pm     Opera "The Barbarian of Seville" (RCoM)	<b>Konigstag</b> 11-2pm     Wrestling Tournament (Square of Martials) 9-11pm     Black Pool Illuminations (Great Park) +RL
<b>Angestag</b> 11-2pm     Wrestling Tournament (Square of Martials) +KJ, PL 9-11pm     Black Pool Illuminations (Great Park) +AU	<b>Festag</b>	<b>Wellentag</b>

## Kirsten Jung

Sex/Age    Female, 26  
 Role       Lady At Court  
 Influence   None

### Key Goals

1. Her marriage to the Graf's Champion

### Planned Activities During Carnival

<b>Wellentag</b> 2-5pm    Matinee of Bards & Poets (Royal College of Music) 5-6pm    Real ale festival (Great Park) +PL, NS 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +PL, NS	<b>Aubentag</b> 2-4pm    Gymnasts (Royal Gardens) 8-10pm    Lightsingers (Royal Gardens) +ES, PL, NS 10-11pm    Real ale festival (Great Park) +DS, RL, AF	<b>Marktag</b> 11-1pm    Challenges to the Champion (Sq of M) +DS 2-4pm    Archery Tournament (Square of Martials) 6-8pm    Garden Party (Royal Gardens) +DS
<b>Backertag</b> 11-1pm    Challenges to the Champion (Sq of M) +DS 3-5pm    Valley Choirs (Royal College of Music)	<b>Bezahltag</b> 3-5pm    Lightsingers (Royal College of Music) 7-10pm    Opera "The Barbarian of Seville" (RCoM) +DS	<b>Konigstag</b> 11-2pm    Wrestling Tournament (Square of Martials) +AF 2-4pm    Liturgical Choir (Royal College of Music)
<b>Angestag</b> 11-1pm    Wrestling Tournament (Square of Martials) +ES, PL	<b>Festag</b> 12-2am    Black Pool Illuminations (Great Park) + DS, RL, AF, PL, NS	<b>Wellentag</b>

## Petra Liebkosen

Sex/Age    Female, 25  
 Role       Lady At Court  
 Influence   None

### Key Goals

1. Acquiring wealth

### Planned Activities During Carnival

<b>Wellentag</b> 11-1pm    Challenges to the Champion (Sq of M) 2-4pm    Gymnasts (Royal Gardens) +ES 5-6pm    Real ale festival (Great Park) +KJ, NS 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +KJ, NS	<b>Aubentag</b> 2-4pm    Archery Tournament (Square of Martials) 8-10pm    Lightsingers (Royal Gardens) +ES, KJ, NS	<b>Marktag</b> 4-8pm    Garden Party (Royal Gardens)
<b>Backertag</b> 2-3pm    Bowling Tournament (Royal Gardens) 5-6pm    Elephant Show (Square of Martials)	<b>Bezahltag</b> 12-1pm    Fire-breathers (Bernabau Stadium) 2-4pm    Bowling Tournament (Royal Gardens) 7-10pm    Opera "The Barbarian of Seville" (RCoM)	<b>Konigstag</b> 4-5pm    Laughing at jousting nobles (Great Park) +JE
<b>Angestag</b> 11-1pm    Wrestling Tournament (Square of Martials) +ES, KJ	<b>Festag</b> 12-2am    Black Pool Illuminations (Great Park) + DS, RL, AF, KJ, NS	<b>Wellentag</b>

## Natasha Sinnlich

Sex/Age    Female, 25  
 Role        Lady At Court  
 Influence   None

### Key Goals

1. Acquiring political power

### Planned Activities During Carnival

<b>Wellentag</b> 4-5pm    Matinee of Bards & Poets (Royal College of Music) 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +KJ, NS	<b>Aubentag</b> 4-5pm    Trial of Arms (Bernabau Stadium) 8-10pm   Lightsingers (Royal Gardens) +ES, KJ, PL	<b>Marktag</b> 4-5pm    Trial of Arms (Bernabau Stadium) 5-8pm    Garden Party (Royal Gardens)
<b>Backertag</b> 11-1pm   Challenges to the Champion (Sq of M)	<b>Bezahlttag</b> 12-1pm   Fire-breathers (Bernabau Stadium) 3-4pm    Equestrian Displays (Great Park) +AH 5-6pm    Exhibition of Heraldic Arts (Square of Martials)	<b>Konigstag</b> 2-5pm    Pageants & Jousting (Great Park) 7-10pm   Opera "The Barbarian of Seville" (RCoM)
<b>Angestag</b> 2-4pm    Football Cup Final (Bernabau Stadium)	<b>Festag</b> 12-2am   Black Pool Illuminations (Great Park) + DS, RL, AF, KJ, PL	<b>Wellentag</b>

## Siegfried Prunkvoll

Sex/Age    Male, 34  
 Role        Knight Eternal  
 Influence   None

### Key Goals

1. Chivalry
2. Duty to Graf and Middenheim

### Planned Activities During Carnival

<b>Wellentag</b> 11-1pm   Challenges to the Champion (Sq of Martials) 2-4pm    Archery Tournament (Square of Martials) 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +KJ, NS	<b>Aubentag</b> 11-1pm   Challenges to the Champion (Sq of Martials) 4-5pm    Trial of Arms (Bernabau Stadium)	<b>Marktag</b> 2-4pm    Archery Tournament (Square of Martials) 4-5pm    Garden Party (Royal Gardens)
<b>Backertag</b> 11-1pm   Challenges to the Champion (Sq of Martials) 3-6pm    Horse Fair (Great Park) 7-10pm   Opera "The Barbarian of Seville" (RCoM)	<b>Bezahlttag</b> 5-6pm    Exhibition of Heraldic Arts (Square of Martials)	<b>Konigstag</b> 2-5pm    Pageants & Jousting (Great Park) 5-6pm    Exhibition of Heraldic Arts (Square of Martials)
<b>Angestag</b> 2-4pm    Liturgical Choir (Royal College of Music) 6-12pm   Opera "Ring of the Nibble Unger Lied" (RCoM)	<b>Festag</b> 2-5pm    Pageants & Jousting (Great Park) 6-12pm   Opera "Ring of the Nibble Unger Lied" (RCoM) 12-2am   Black Pool Illuminations (Great Park)	<b>Wellentag</b>

# Alex Fenneger

Sex/Age	Male, 32
Role	Master of the Hunt
Influence	Modest

## Key Goals

1. Hedonistic self-indulgence
2. Absolving Ralf of blame for Engineer tax
3. Sense of civic duty

## Planned Activities During Carnival

<b>Wellentag</b> 11-1pm Challenges to the Champion (Sq of Martials) 2-4pm Entering Archery Tournament (Sq of Martials) 3-5pm Matinee of Bards & Poets (Royal College of Music) 7-11pm Real ale festival (Great Park) +DS, RL		<b>Aubentag</b> 2-4pm Entering Archery Tournament (Sq of Martials) 4-5pm Trial of Arms (Bernabau Stadium) 5-6pm Matinee of Bards & Poets (Royal College of Music) 8-11pm Real ale festival (Great Park) +DS, RL, KJ		<b>Marktag</b> 12-1pm Fire-breathers (Bernabau Stadium) 2-4pm Entering Archery Tournament (Sq of Martials) 5-6pm Matinee of Bards & Poets (Royal College of Music) 6-8pm Garden Party (Royal Gardens) 8-11pm Real ale festival (Great Park) +DS	
<b>Backertag</b> 11-1pm Watching Challenges (Sq of Martials) +RL, KJ 2-4pm Horse Fair (Great Park) 4-6pm Football (Bernabau Stadium) 7-10pm Opera "The Barbarian of Seville" (RCoM)		<b>Bezahltag</b> 12-1pm Fire-breathers (Bernabau Stadium) 3-5pm Lightsingers (Royal College of Music) 6-8pm Football (Bernabau Stadium)		<b>Konigstag</b> 11-2pm Wrestling Tournament (Square of Martials) +KJ 2-4pm Football (Bernabau Stadium)	
<b>Angestag</b> 11-1pm Wrestling Tournament (Square of Martials) 2-4pm Football Cup Final (Bernabau Stadium)		<b>Festag</b> Midnight-2am Black Pool Illuminations (Great Park) +DS, RL, KJ, PL, NS		<b>Wellentag</b>	

## Gotthard Goebbels

Sex/Age	Male, 41
Role	Chairman of Merchants' Guild
Influence	None

## Key Goals

1. Protecting his position
2. Acquiring wealth and goods

### Planned Activities During Carnival

<b>Wellentag</b>  1-3pm      Real ale festival (Great Park) 7-10pm      Opera Recitals (Royal College of Music)	<b>Aubentag</b>  4-5pm      Trial of Arms (Bernabau Stadium) 7-10pm      Opera “The Barbarian of Seville” (RCoM)	<b>Marktag</b>  noon-1pm      Fire-breathers (Bernabau Stadium) 4-5pm      Trial of Arms (Bernabau Stadium)
<b>Backertag</b>  2-6pm      Horse Fair (Great Park) 6-8pm      Football (Bernabau Stadium)	<b>Bezahlttag</b>  3-5pm      Football (Bernabau Stadium) 5-6pm      Exhibition of Heraldic Arts (Square of Martials) 6-8pm      Football (Bernabau Stadium)	<b>Konigstag</b>  2-4pm      Football (Bernabau Stadium) 5-7pm      Football (Bernabau Stadium)
<b>Angenstag</b>  2-4pm      Football Cup Final (Bernabau Stadium) 6-12pm      Opera “Ring of the Nibble Unger Lied” (RCoM)	<b>Festag</b>  6-12pm      Opera “Ring of the Nibble Unger Lied” (RCoM) Midnight-2am      Black Pool Illuminations (Great Park)	<b>Wellentag</b>

## Luigi Pavarotti

Sex/Age    Male, 37  
 Role       Physician to Baron Stefan  
 Influence   Modest

### Key Goals

1. Hedonistic self-indulgence
2. Well-being of Baron Stefan
3. Retaining his position

### Planned Activities During Carnival

<b>Wellentag</b> 2-5pm    Matinee of Bards & Poets (RCoM)	<b>Aubentag</b> 5-7pm    Real ale festival (Great Park) 7-10pm   Opera Recitals (Royal College of Music)	<b>Marktag</b> 12-4pm   Real ale festival (Great Park) 4-6pm    Matinee of Bards & Poets (RCoM) 8-10pm   Lightsingers (Royal Gardens) +ES, KJ, PL
<b>Backertag</b> 5-7pm    Elephant Show (Square of Martials) 7-10pm   Opera "The Barbarian of Seville" (RCoM)	<b>Bezahltag</b> 3-5pm    Football (Bernabau Stadium) 6-8pm    Football (Bernabau Stadium)	<b>Konigstag</b> 2-4pm    Liturgical Choir (Royal College of Music) 5-7pm    Football (Bernabau Stadium)
<b>Angestag</b> 2-4pm    Football Cup Final (Bernabau Stadium) 6-12pm   Opera "Ring of the Nibble Unger Lied" (RCoM)	<b>Festag</b> 6-12pm   Opera "Ring of the Nibble Unger Lied" (RCoM) 12-2am   Black Pool Illuminations (Great Park)	<b>Wellentag</b>

## Reiner Erlich

Sex/Age    Male, 40  
 Role       Law Lord  
 Influence   Powerful (with others)

### Key Goals

1. Protect his niece
2. Resolve problems at court

### Planned Activities During Carnival

<b>Wellentag</b>	<b>Aubentag</b>	<b>Marktag</b>
<b>Backertag</b>	<b>Bezahltag</b>	<b>Konigstag</b>
<b>Angestag</b>	<b>Festag</b>	<b>Wellentag</b>

## Joachim Hofflich

Sex/Age    Male, 45  
 Role        Law Lord  
 Influence   Powerful (with others)

### Key Goals

1. Retaining position
2. Replacing Graf Boris

### Planned Activities During Carnival

<b>Wellentag</b> 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +KHW	<b>Aubentag</b> 8-10pm    Lightsingers (Royal Gardens)	<b>Marktag</b> 7-10pm    Opera "The Barbarian of Seville" (RCoM)
<b>Backertag</b>	<b>Bezahltag</b> 5-6pm    Exhibition of Heraldic Arts (Square of Martials) +KHW	<b>Konigstag</b> 2-4pm    Liturgical Choir (Royal College of Music) +KHW
<b>Angestag</b> 6-12pm    Opera "Ring of the Nibble Unger Lied" (RCoM) +KHW	<b>Festag</b> 6-12pm    Opera "Ring of the Nibble Unger Lied" (RCoM) +KHW	<b>Wellentag</b>

## Karl Heinz Wasmeier

Sex/Age    Male, 39  
 Role        Law Lord  
 Influence   Powerful (with others)

### Key Goals

1. Wealth
2. Power
3. Chaos

### Planned Activities During Carnival

<b>Wellentag</b> 7-9pm    Play "A Midsummer Knight's Dream" (Gdns) +JH	<b>Aubentag</b> 7-10pm    Opera "The Barbarian of Seville" (RCoM)	<b>Marktag</b> 4-6pm    Matinee of Bards & Poets (RCoM)
<b>Backertag</b> 11-1pm    Challenges to the Champion (Sq of Martials)	<b>Bezahltag</b> 5-6pm    Exhibition of Heraldic Arts (Square of Martials) +JH	<b>Konigstag</b> 2-4pm    Liturgical Choir (Royal College of Music) +JH
<b>Angestag</b> 6-12pm    Opera "Ring of the Nibble Unger Lied" (RCoM) +JH	<b>Festag</b> 6-12pm    Opera "Ring of the Nibble Unger Lied" (RCoM) +JH	<b>Wellentag</b>

## D Additional Player Handouts

### Handout 5

My Dear Friend,

In response to the requests (for I choose to interpret them in that fashion) in your letter, I will be happy to comply. I am quite content that the organization I lead should take no overt action during the Carnival, as that is already as we planned. We shall, of course, continue our normal activities hidden from the public eye.

Your second request is also easy to grant, as I am all in favour of the new tax laws, which considering their burden does not rest upon my fellows, as is too often the case, is not surprising. I shall speak in favour of the new laws to any who should approach me, and will encourage all those who follow me to do likewise.

I hope this will satisfy you, and may prompt the beginnings of a mutually beneficial relationship.

My very best wishes

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