

THE ENEMY WITHIN CAMPAIGN

Online

Shadows of the Ruinous Powers



Session 1

June 17, 2018 – *The Enemy Within*

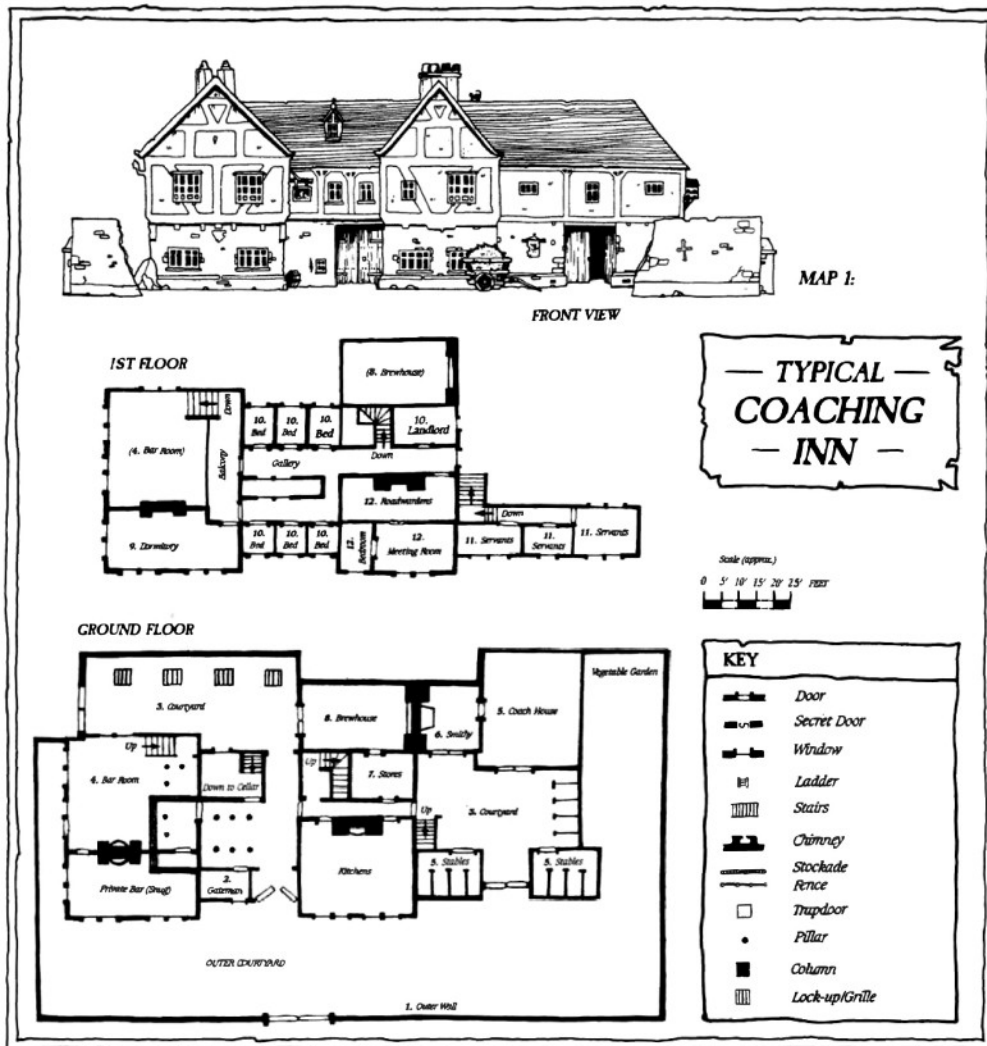
Kazgar [Gunner] - I 28
Larry [Bawd] - I 38
Othmar [Bunko Artist] - I 36
Gottlieb [Hunter] - I 33
Wilfried [Bawd] - I 33
Magnus Gunnar - I 33
Oscar Jager - I 31

The session begins with the adventurers gathering on their way to Altdorf where Crown Prince Hergard von Tasseninck of the Grand Principality of Ostland is hiring adventurers for 20GC or more

per day for "a most perilous mission into unexplored regions of the Grey Mountains." They arrive at the Coach and Horses Inn run by Gustav Fondleburger and hire their way onto a coach from the Ratchett Lines of Altdorf which already has a few people riding it:

- Gunnar (Drunken Coachman)
- Hultz (Also Drunken Coachman)
- Lady Isolde von Strudeldorf (Young Noble)
- Janna (Lady Isolde's servant)
- Marie (Lady Isolde's one-eyed Kislevite bodyguard)
- Ernst Heidelmann (Physician's Apprentice)
- Philippe Descartes (Bretonnian Gambler)

(Essentially all the art in this document has been used without permission from the adventures played)



- The roads are getting worse because the Emperor is not bothering to maintain them anymore - he is too busy spending money on the Imperial Army.
- The weather is going to take a turn for the worse. It's going to rain tomorrow and for a few days after.
- A merchant returning from Grossbad was attacked by a small band of Goblins. He managed to flee but his consignment of ale bound for Regensdorf was stolen. Still, at least the Goblins will be so drunk that they won't pose a threat to anyone else!
- The roadwardens are all corrupt and can't be trusted.
- The Mayor of Grunburg was burnt at the stake a few months ago for being in league with "Cbaos Spawn". He had been overheard talking to his cat and feeding it human blood in its milk. More than one witness proclaimed that he had heard the mayor telling his cat to "Drink your bloody milk!"

They played several games of cards with Philippe (everyone coming close to breaking even in the end) and acquire a few rumours at the Coach and Horses Inn:

- The road to Altdorf is troubled by bandits. Only last week a coach failed to get through. These are troubled times and it's about time that the Emperor started looking after the common folk.
- The village of Teufelfeuer was recently burnt down by Fabergus Heinzdork, the witch-hunter. Fabergus had discovered that the villagers were in league with demons - something to do with them eating raw meat!
- A small village in the Shadow Woods is having some trouble with wolves. Seems their militia can't even handle a few mangy dogs!

- There's a dark rumour going around that children are being sacrificed to foul demons near some wee village in the Forest of Shadows - Regensdorf I think it was.

The trip is a disaster, with hungover coachmen, wheels flying off the coach, and finally a mutant ambush that includes Rolf Hurtsis, a thief who was known to Othmar. The mutants were cut down and all characters received 75XP.

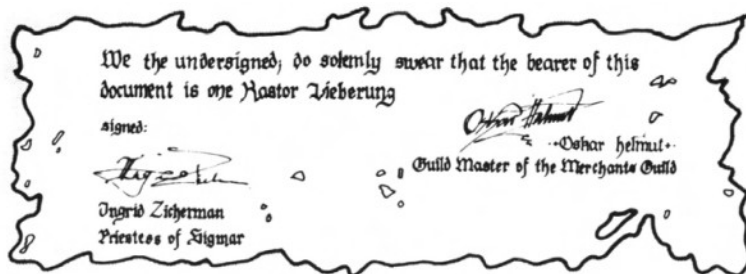
Session 2

July 1, 2018 – *The Enemy Within & The Missing Children of Regensdorf*

Kazgar [Gunner] – I 28
Larry [Bawd] – I 38
Othmar [Bunko Artist] – I 36
Wilfried [Bawd] – I 33
Oscar Jager – I 31
Martin [Muleskinner]
Talbberry Grumble [Scribe]

The party searches the bodies of the mutants and the other coach, discovering a number of small treasures (43GC, a 40GC silver ring, and a small 8GC silver locket with a miniature of one of the dead artisans in it) and armament (including a blunderbuss and two sleeved chain shirts).

Most shockingly, they found a body that seemed to be a striking look-alike of Othmar Krupp. According to the documents found on the body, it is one Kastor Lieberung who is travelling to Bogenhafen to collect an inheritance.



A team of roadwardens with Lieutenant Magnus Athrect arrives along with Martin the muleskinner and Talbberry Grumble, a halfling scribe.

The roadwardens, initially distrustful, accepted the story of the mutant attack and then helped get the wrecked coach on the road and escorted everyone to the next coaching inn, The Inn of the Seven Spokes which is currently quite busy with three coaches in for the night when the party arrives with their two coaches and another trailing behind them.

Here they (and Magnus Athrect) are accosted by Clothilda Lankdorf of Regensdorf who is seeking brave souls (or anyone really) to help her village after the disappearance of her 6 year old son, the latest of 8 children to go missing in the last three weeks. Stolen, supposedly, by "bogeymen" which sound a lot like goblins.

Lady Isolde von Strudeldorf, Janna, and Marie hire a Four Seasons coach to get them to Altdorf the next morning. Philipe and the coachmen promise to wait for the party to return as they plod off in the drizzle and mud towards Regensdorf where they have been promised compensation from Burgomeister Marcus von Schtupp.

En route to Regensdorf they find no signs of goblins or bogeymen, but do run across two highwaymen hung from the neck by Baron Ennum von Regensdorf's men as a warning to others. One of the highwaymen is completely naked, the other clothed.

Regensdorf is a small moated farming town built near a massive church to Taal. As the town grew bigger, the priesthood of Taal abandoned the

Messrs. Lock, Stöck, & Barl
Civil Lawyers, Commissioners for Oaths, etc.
Garten Weg
Bögenhafen

Dear Herr Lieberung,

After many lengthy researches, we have come to believe that you are the only living relative of one Baronet Lieberung, late of the town of Ubersenk. This being the case, and any other, heretofore unknown and pertinent factors notwithstanding, I am herewith charged to inform you that you are the sole beneficiary of the Baronet's last will and testament (heretofore referred to as the document of the first party).

I, the undersigned, acting in my capacity as legal executor of the aforementioned document of the first party, do therefore urge you to make your way with all speed to my offices in the fair town of Bögenhafen. Thereupon, providing that you can produce an affidavit of your identity as Kastor Magnus Lieberung, signed by two witnesses, we shall be pleased to hand over the title deeds to the Baronet's manor house, together with its contents (which include a most tastefully stocked wine cellar, its extensive estates, and the sum of twenty thousand gold crowns).

I remain, your most humble and respectful servant,

Dietrich Barl, K.C., LL.B. (Att)

Signed this day, the 10th of December, in the two thousand, five hundred and twelfth year of the Empire.

temple to find a place further into the wilderness for their seclusion, leaving the Burgomeister to handle minor ceremonial affairs as needed. Aside from a number of farmer's homes, the town also consists of

- The Wayfarer's Rest Tavern & Stables (run by Konrad Leifdich and his wife Annette)
- The Village Meeting Hill
- The Graveyard (outside the moat)
- The Smithy (run by Luc Gascon who has a swell cleft in his chin)
- The Bakery (run by Katarina Kornfed, the spinster and idle gossip)
- The General Store (run by Gustav Rutigar)

Two miles south of town is the estate of Baron Ennum von Regensdorf, who is away on business right now.

What has been learned so far (who knows how much of this is accurate):

- *The children started vanishing around three weeks ago.*
- *The Baron, Lord Ennum, is putting forward the reward (30GC per person, plus room and board at the inn).*
- *According to the Baron's Butler (from Albion, of course), the Baron is off on business today, but will see them tomorrow evening for dinner.*
- *Lord Ennum has taken a shine to the buxom Emmanuelle, and they are to wed. Of course, Luc Gascon (who is roughly the size of a barge) also likes her, and now he's all moody and unpleasant, and not focusing on his work because of this stupidity all because that strumpet can't keep her shirt on.*
- *The bogeymen were summoned here by the Burgomeister, who is really a Chaos worshipper sent to corrupt the villagers.*
- *The Baron is funding the reward. Some say, not me mind you, that it's to cover up the fact that all the missing children are really his offspring.*

- *The Baron and Luc Gascon (who's neck is incredibly thick) knew each other years ago when the Baron was a wizard and Luc Gascon (as a specimen, yes, he's intimidating) was a mercenary posted to Regensdorf.*
- *A wooden pie plate belonging to the spinster baker was stolen (with the pie in it) and then recovered (without the pie) with strange bite marks that appear to be goblin teeth.*

As evening approached, all characters received 80XP.

Session 3

July 15, 2018 – *The Missing Children of Regensdorf*

Talbberry Grumble [Scribe] – I 47
Larry [Bawd] – I 38
Othmar [Bunko Artist] – I 36
Wilfried [Bawd] – I 33
Gottlieb [Hunter] – I 33
Oscar Jager [Bodyguard] – I 31
Kazgar [Dwarven Gunner] – I 28

The sun tries to shine on Regensdorf, but is once again stymied by cloudy skies and drizzling rain. In the night it seems that Clothilda Lankdorf has run off once again to find brave adventurers to rescue her missing child – along the way she met Gottlieb who was following the party having been unsuccessful in finding horses in the woods after the mutant ambush.

Everyone gathers in the common room of the Wayfarer's Rest Tavern & Stables where they receive word that Baron Ennum von Regensdorf will send a coach to pick them up an hour past sunset tonight so they can meet for dinner. With a lunch of pickled eggs and hard cheese packed by the lovely Emmanuelle, the group heads towards the church of Taal and into the woods, seeking the murderous goblins. Along the way they are met by Sieger, a farmer, who was cutting weeds

and wild growth down around the temple. While he hasn't seen any goblins, he does believe that something more dangerous has been watching Regensdorf from the forest – not bogeymen or wolves. But he also confides that he believes the bogeymen were summoned here to punish the villagers of Regensdorf for a past wrongdoing.

In the woods proper, it is only a few hours before the party finds what appears to be a two-week old goblin trail. Following the trail they come to an old woodsman's hut that has been recently broken into and used as a base of operations by the goblins for up to a week. But something more recent and more troubling was found here also – a pile of bones, recently gnawed upon, that definitely belonged to a human child. The bones were left here no more than four days ago – coinciding with the time of the disappearance of young herr Lankdorf. Also found in the cabin was a double handful of blood-soaked straw, now dry.

The trail continued for a few more hours into the woods until it intersected a game trail made by a local wolf pack. Ignoring this side trail, the group continued following the goblin trail until they realized they were being stalked by the wolves. Suddenly panicked, they aimed through the woods straight back towards town (following Gottlieb's

directions). Their noisy run through the forest (still stalked by the wolves) ran them straight into a local druid – a man by the name of Gronwyn with his pet cat. He claimed to be visiting this part of the forest because the aura of the village has been disturbing him, and the newly arrived goblins' wanton destruction has upset him as well as the local wolf pack who are hungry and desperate because the goblins chase off their prey. The party makes a deal with him to distract the wolves while they proceed to where he believes the goblins were last.

Following his directions, they found a clearing with a very recently slain deer. The deer had been beaten to death and torn apart, but not butchered. And it is on the goblin path once again.

The path finally lead to the goblins themselves where the group successfully snuck up on and surprised the little blighters... Six goblins were sitting on logs sharpening their weapons, another two were asleep by some barrels of ale, and the last two (the leader and the shaman) were arguing over a child's shoe. So the party attacked from ambush...

Only to discover that goblins are foul little monsters who fight nearly as well as the better fighters in the group, and immensely better than the weaker members. Two of the party (Gottlieb and Oscar) and are taken out of the fight entirely by the ferocious goblin shaman after he enveloped much of the battlefield in dark green mists. In the end two of the goblins escaped (one missing a forearm) along with the shaman, leaving the rest of their kin bleeding out in the mud as the sun begins to set over the forest.

As the party looked around the small valley and checked out their downed companions, the game ended as they each earn 40 XP.



Session 4

August 12, 2018 – *The Missing Children of Regensdorf*

Wilhelm [Trader] - I 45

Larry [Bawd] - I 38

Wilfried [Bawd] - I 33

Gottlieb [Hunter] - I 33

Limping home in the miserable drizzle from the "bogeyman ambush", the group is met in Regensdorf by Gottlieb's old friend, the trader Wilhelm. They discover they have missed the coach sent by the Baron, Lord Ennum Regensdorf, to fetch them for their dinner date at his estate. However, the townfolk are excited to see them arrive wounded and bloodied and overjoyed to discover they are carrying the heads of slain bogeymen with them.

Claiming they have slain "all" the bogeymen, the party's wounded are cared for, and they are feted as heroes. The young (and buxom) Emmanuelle attaches herself to Gottlieb - the strong silent type.

As Wilfried and Larry started discussing the value of getting the reward money and skipping town ASAP, Gertrude Studabaker runs in sobbing that her son was just taken from the garden as she was doing her washing in the kitchen. She then presented his favourite toy, a wooden soldier, covered in blood.

At the scene of the crime, the party found both footprints (human sized) leading to the fields, and a large leather hat. Asking around, the hat is identified as belonging to old farmer Stefan, and suddenly the townfolk are armed with pitchforks and torches as they rush to the farmer's house. Before they could lynch and hang Stefan (with Wilhelm's gleeful support), Gottlieb managed to talk them down for a few minutes and establish that the hat is indeed Stefan's, but that it had been placed on his scarecrow after he stole a better



one (that he's wearing) from one of the murderous highwaymen hung on the road to Regensdorf.

Sending Larry and 5 townfolk out into the night to collect the scarecrow sounded like a good plan, right?

Doubly so when they found the body of the young Studabaker boy with his throat torn out at the base of the scarecrow. Until it started attacking people - ripping the chest of one young man open and attacking Larry until lit on fire by Wilhelm and chased away by the torch-bearing mob.

The next morning, farmer Stefan's house has been destroyed and it is assumed that some of the townfolk "took care" of the problem in the night.

With a bit of tracking, it is concluded that the scarecrow ran into the woods and then up into the trees where Gottlieb lacked the skills required to keep tracking it. So instead of hunting the child-eating killer scarecrow, they set a trap.

Dressing Talbberry (the party's only halfling) up as a child started the ruse. But they topped it up by designing a fire trap hidden under a picnic blanket and equipped the halfling with a number of delicious pies to eat.

Then they sent a group of brave townfolk (mostly the parents of already-eaten children) into the forest near where the scarecrow had escaped to "hunt for it" as loudly as possible. They set themselves up in clever blinds constructed by Gottlieb and Talbberry began the ruse...

"I have stolen all these pies from Katarina, but now I am lost in the forest and miss my parents! How do I get back to Regensdorf? I am afraid and lonely, but these pies look so delicious..."

And sure enough, the scarecrow clambered through the canopy to the site and jumped down to consume the poor halfling, only to be lit on fire and held to the ground by Wilfried's pitchfork where it expired. In the fighting a few of the party got turned around and noted that they were also about to be ambushed by the remaining goblins (who expected them to have a MUCH harder time killing the scarecrow) - and they too were dispatched with haste, finishing with poor Strength 2 Wilhelm clubbing the goblin shaman's head clean off (flying 4 yards).

So once again, they return to Regensdorf as heroes... only to find out that Luc Gascon has gone mad and has killed three townfolk and is now holed up in his smithy. Burgomeister von Schtupp immediately offers the group that he will increase their pay by 25 crowns each if they can capture Luc without harm.

And they each earned 60 XP.



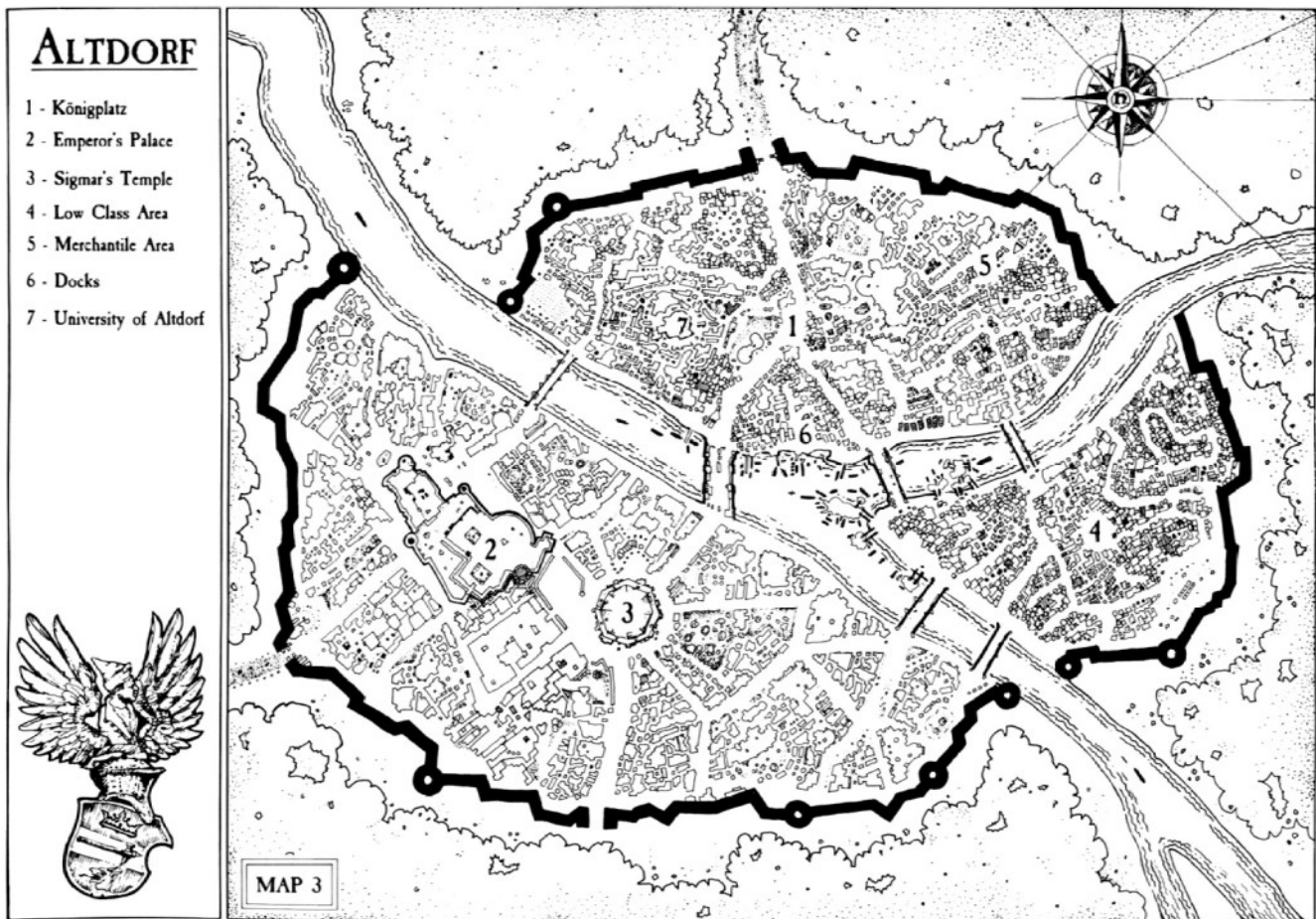
Session 5

*August 26, 2018 – The Children of Regensdorf,
The Enemy Within*

Martin [Muleskinner] - I 48
Talbberry Grumble [Scribe] - I 47
Wilhelm [Trader] - I 45
Wilfried [Bawd] - I 43
Larry [Bawd] - I 38
Othmar [Bunko Artist] - I 36

No one fights like Gascon
With his beard alight like Gascon
In a wrestling match nobody bites like Gascon
Under five men burly and brawny
He was finally knocked out and dragged down!

After capturing the rampaging and incredibly strong Gascon and chaining him up in the basement of The Wayfarer's Rest Tavern & Stables, the group was paid by Burgomeister von Schtupp (who tried to short-change them each 10 crowns, for the continued improvement of town facilities of course) and given the task of getting roadwardens from the Inn of the Seven Spokes in order to properly sentence the blacksmith (likely to be hung by the neck until dead).



Eagerly leaving town (carrying Gascon's old breastplate and sword from his military days and accompanied by Emmanuelle - much to their surprise), the adventurers return to the main road half a day's walk away and discover much to their surprise that Gunner and Hultz of the Ratchett Lines of Altdorf have waited for them.

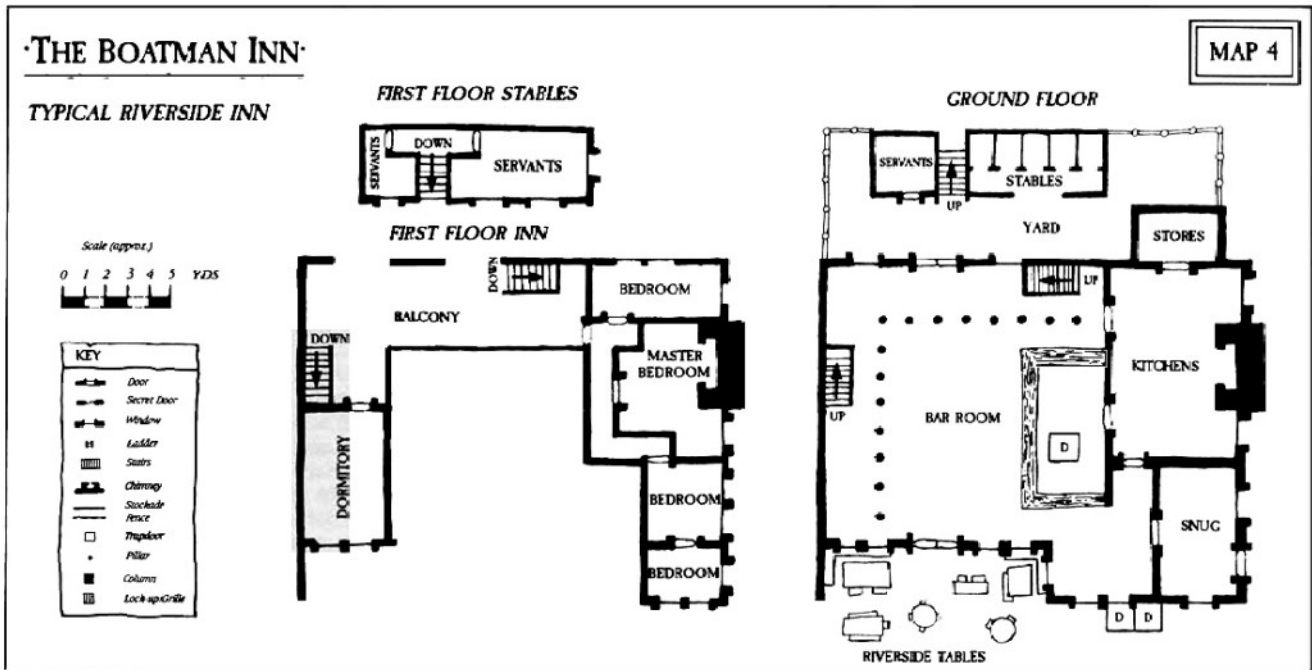
The next morning they head south towards Altdorf after passing the word along to Magnus Athrect of the dangerous madman imprisoned in Regensdorf.

Two days passage (including meeting an imperial cavalry unit heading north) later and they finally find themselves pulling into the King's Square (Königplatz) in the Imperial Capital. As they dismount from the coach, they are approached by agents of many of the "excellent inns" around the city eager for their business. But being a crew of many rogues, they spotted the bad offers (and the potential robberies) right off the bat. About to arrange for someone to bring them down to the

docks district (where accommodations should both be cheap and decent), they were approached by a pair of men - one watching the crowd, the other making a strange but obvious recognition sign of some kind (scratching his left earlobe with the small finger of the right hand). Meanwhile, they are also being watched by a burly man in travelling clothes from another part of the square.

Unable to make the appropriate counter-sign, Larry walks up to the two strangers and manages to gently urge them into a side alley where they explain that things have gone pear-shaped and they shouldn't try to make contact in the open like this and instead to meet Herr Lieberung at the Inn instead. Meanwhile Wilhelm is across the plaza blathering at the man who seems so interested in their meeting - after getting a good look at him, the weathered man leaves the square with the general flow of traffic.

Which is when Martin's old friend Josef Quartjin makes an appearance. A very strong boatman, Josef



is incurably friendly and pleasant and invites the group out for a few bottles of wine (each, of course!) down at the Boatman Inn.

They pick up a few rumours including:

All members of the nobility are mad; they're all inbred and tainted by Chaos.

There's been strange goings on at the university. It's full of Demonologists and Necromancers dabbling in those things that are better left alone. Stories of strangely-robed figures prowling the University cloisters late at night, accompanied by sounds of weird chants and howls.

Mutations can affect you late in life. A boatman who had worked on the river for 20 years suddenly started to develop an oily, yellow skin and bulging eyes. The man is now dead, of course, thrown into the water by his companions.

They also discover that Prince Von Tasseninck departed two days ago (along with the dwarf, Kazgar, who was accompanying the group earlier) in his grand expedition to the Grey Mountains. The expedition is supposedly headed downriver to Schilderheim to gain the advice of an elven seer,

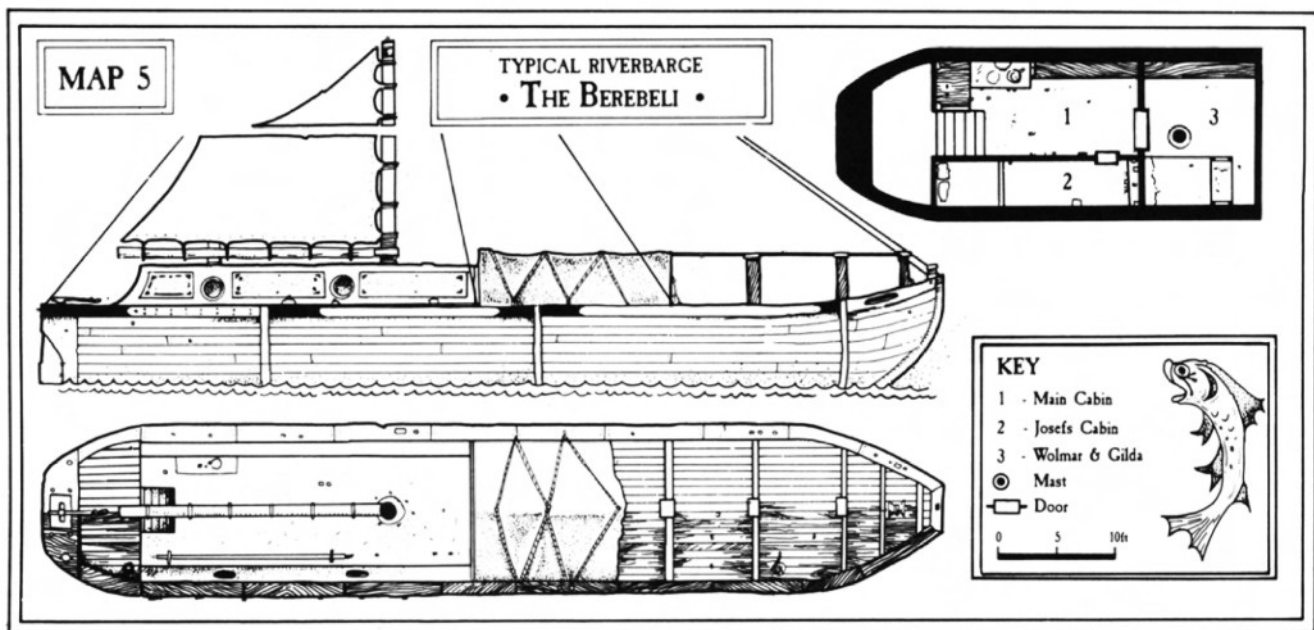
and then up river to Eilhart and eventually (on foot) to Helmgart and Axe Bite Pass.

Josef, on the other hand, is heading up the Weissbruck Canal to Weissbruck and onwards to Bogenhafen in order to sell a shipment of excellent wines at the annual 3-day Schaffenfest. He's looking for some extra crew and is more than willing to take the group along.

With the "easy money" of Prince Von Tasseninck's expedition temporarily out of reach, the plan to impersonate Herr Lieberung and collect his inheritance springs into full gear, and the party decides to accompany Josef down to Bogenhafen.

Back at the Boatman Inn (to tell Josef they are accepting his offer), they nearly get into an obviously set-up fight caused by a pair of drunken young nobles with the support of their bodyguards and a mean hired protagonist. A bit of quick footwork, misdirection, and stealth got them out of the conflict without harm and they proceeded down to the river front to leave town with Josef.

But of course, nothing goes off that easily, and they note that they are being followed by the two men from the King's Square again – this time the men are being furtive and attempting to remain hidden as they shadow the party to their boat.



Setting up an ambush, they do not so much ambush the two men as lure them into yet another ambush where they are both killed by crossbow bolts from an unknown source.

A three day journey down the Weissbruck Canal (with only a single encounter with friendly roadwardens looking out for the party's wellbeing) and the group arrives in Weissbruck where Josef plans to stop for a day of rest before heading up the Bogen river to Bogenhafen.

As they bring the Berebeli into dock, they are unable to miss catching sight of the man from the King's Square again, watching them from the doorway of the Black Gold Inn. He turns and enters the inn when the party catches sight of him. A few bribes and drinks in the Black Gold Inn gets them the word that he is Adolphus, a well-travelled bounty hunter who arrived in Weissbruck last night - probably by horse. And if he came by horse, then he's probably at the Happy Man Inn, which has decent stables.

As the party begins to make plans to hunt the hunter, the session ends for the evening and everyone earns 75 XP.

Emmanuelle - Serving Wench

M	WS	BS	S	T	W	I
5	31	29	3	4	6	30
A	Dex	Ld	Int	Cl	WP	Fel
1	40	32	27	32	27	40

Skills: Charm, Dance, Sing, Heal Wounds

Trappings: Serving Apron, 2 Dresses, Small Pouch with life savings (8 GC, 9 Shillings)



Session 6

September 9, 2018 – *The Enemy Within*
Shadows over Bogenhafen

Martin [Muleskinner] – I 48
Larry [Bawd] – I 38
Gottlieb [Hunter] – I 33

As we begin this episode, Larry has moved on from his career as a bawd to become Othmar's full time bodyguard in order to help his disguise as Herr Lieberung.

While most of the group heads to the inns in order to enjoy spending some of the money they earned in Regensdorf, Martin, Larry and Gottlieb head out to the Happy Man to learn more about this mysterious bounty hunter named Adolphus.

At the Happy Man, they don't find any sign of the man or his hardware, but the owner of the Inn recalls a man of his description coming in this morning, talking to and then leaving with a pair of wharfside labourers – Bengt and Gurt. Asking around, they get good descriptions of the two men (who seem to spend more time here drinking than they do working), and then head for the last Inn in town – the Trumpet Inn.

In the stables of the Trumpet, they Emmanuelle distracts the stable boy so they can inspect the tack room where they find one saddle that is definitely that of a well-equipped road-travelling adventurer-type. Sneaking in the back door of the inn, they see Adolphus talking with two men – Gurt whom they have had described to them in detail, and another labourer who doesn't seem to be Bengt.



The three of them then walk in, introduce themselves to Adolphus, and try to find out why he's interested in them. Adolphus claims to just be travelling through Weissbruck on his



way to Bogenhafen, while the players let him know that they were staying at the boat that night instead of an Inn (which he took particular interest in).



Bengt, Gurt, and Willie

Back at the wharfs that afternoon, they spotted the missing dockworker (Bengt) sitting on a hill in front of the Black Gold Inn slowly eating his lunch while keeping an eye on the Berebeli. Confronting him, they confirm that he is watching the boat for Adolphus but not watching them in particular – just making sure the boat doesn't go anywhere and if it does to immediately inform Adolphus.

With a bit of forceful rhetoric they convince Bengt that he's probably signed up to work for a bounty hunter who is also a serial killer, and that he should sit down, shut up, and just pretend nothing happened.

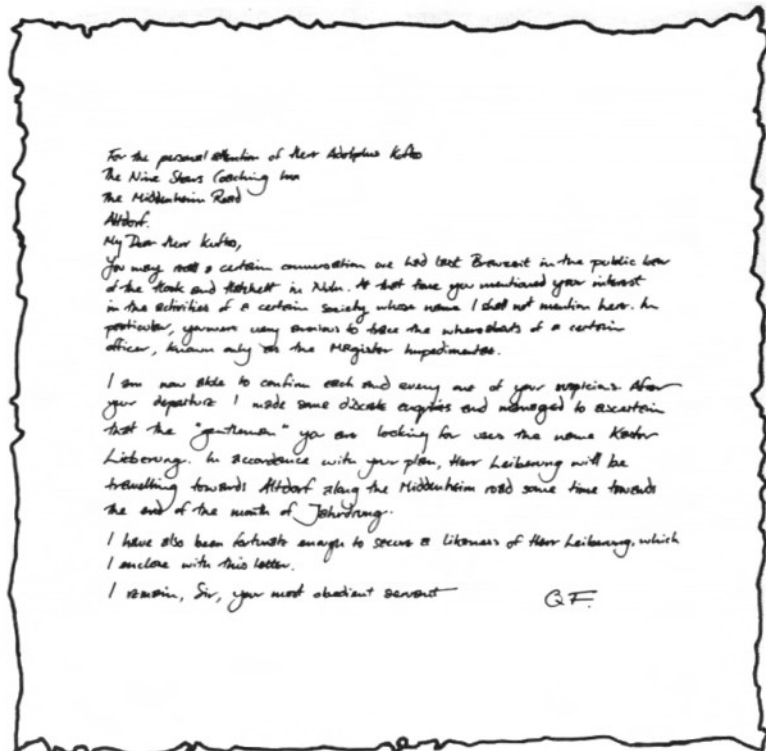
Now knowing that Adolphus seems to be following the Berebeli and not the party, a plan for a clever ambush is concocted – the party would head out in the wee hours of the night and set up an ambush along the road to Bogenhafen. Then at sunrise, the Berebeli would leave Weissbruck, forcing Adolphus to leave town in pursuit and straight into the ambush.

Except of course, that Adolphus set his attack on the boat to occur that very night – with the three dockworkers running towards the boat with pots of burning oil, with Adolphus providing covering fire with his crossbow.

While the attack did result in the boat catching fire, the intimidation on Bengt proved handy as he quickly retreated from the fight. The rest of the party engaged Adolphus, Gurt, and Willie and cut them all down – a failed attempt to knock

Adolphus out resulted instead with Martin's new shield becoming covered in the bounty hunter's grey matter.

Putting the boat out, the group quickly departed on a four-day trip to Bogenhafen. From the bags of Adolphus, they found a letter which made things significantly clearer:



Arriving in Bogenhafen, any remaining doubts were cleared up when they discovered that the lawyers of Lock, Stock, & Barl were a fiction created by none other than Adolphus Kufstos who had the letterhead printed at the print shop of Schultz and Friedman a few months previous.

So now the group is annoyed by having blown both the trip with the prince at 20 GC per day, as well as discovering the inheritance is nothing more than a honey-pot to lure out the (now deceased) Kastor Lieberung. With a purse full of coins, and their only easy means of travel tied up here for the duration of the festival, they look to the Schaffenfest for entertainment and succor from their hardships.

This session saw the end of the titular adventure of "The Enemy Within" and each character received 100 XP as they wander off into the fair...



Session 7

September 23, 2018 — *Shadows over Bogenhafen*

Martin [Scout] - I 48
Wilfried [Bawd] - I 43
Larry [Bodyguard] - I 38
Othmar [Bunko Artist] - I 36
Gottlieb [Bounty Hunter] - I 33

The session begins with the newly-advanced Bounty Hunter Gottlieb finding the magistrate of Bogenhafen, one generally pleasant if slightly soft

Councillor Heinz Richter. He informs them that there are no current active bounties, but if anything comes up, he's glad to know there's a professional in town - and to please enjoy the Schaffenfest.

True to the name, the Schaffenfest involves a lot of sheep trading. And wrestling. And charlatans. In the wrestling ring Larry made short work of the resident "champion" Crusher Braugen, nearly breaking his knee after crushing his more... sensitive parts. Instead of becoming the victims of pickpockets and charlatans, the group successfully busks, outplays, and outfights everyone they encounter, making themselves a fine few crowns in the process.



In all the excitement, they also met Doctor Malthusius, owner of a travelling freakshow featuring a three-legged goblin with a knack for escape. The goblin escaped during the pre-show and after Martin ran screaming from the scene, the party tackled the beast and got it back in captivity.

Then they discovered poor Gottri Gurnisson, a sad and drunken dwarf in the stocks, begging for the solitary gold crown that he needed to pay his fine for being drunk and disorderly so he could leave the stocks and return to his drunk and disorderly ways. With a soft-spot for a suffering dwarf, Gottlieb drove a hard bargain and released him, only to find that the sodden, vomit-covered,

drunken miner was suddenly attached to him at the hip, talking up how great of a bounty hunter he is, how he's his best friend for life, and wow, we really need to check out the beer over at THAT tent!



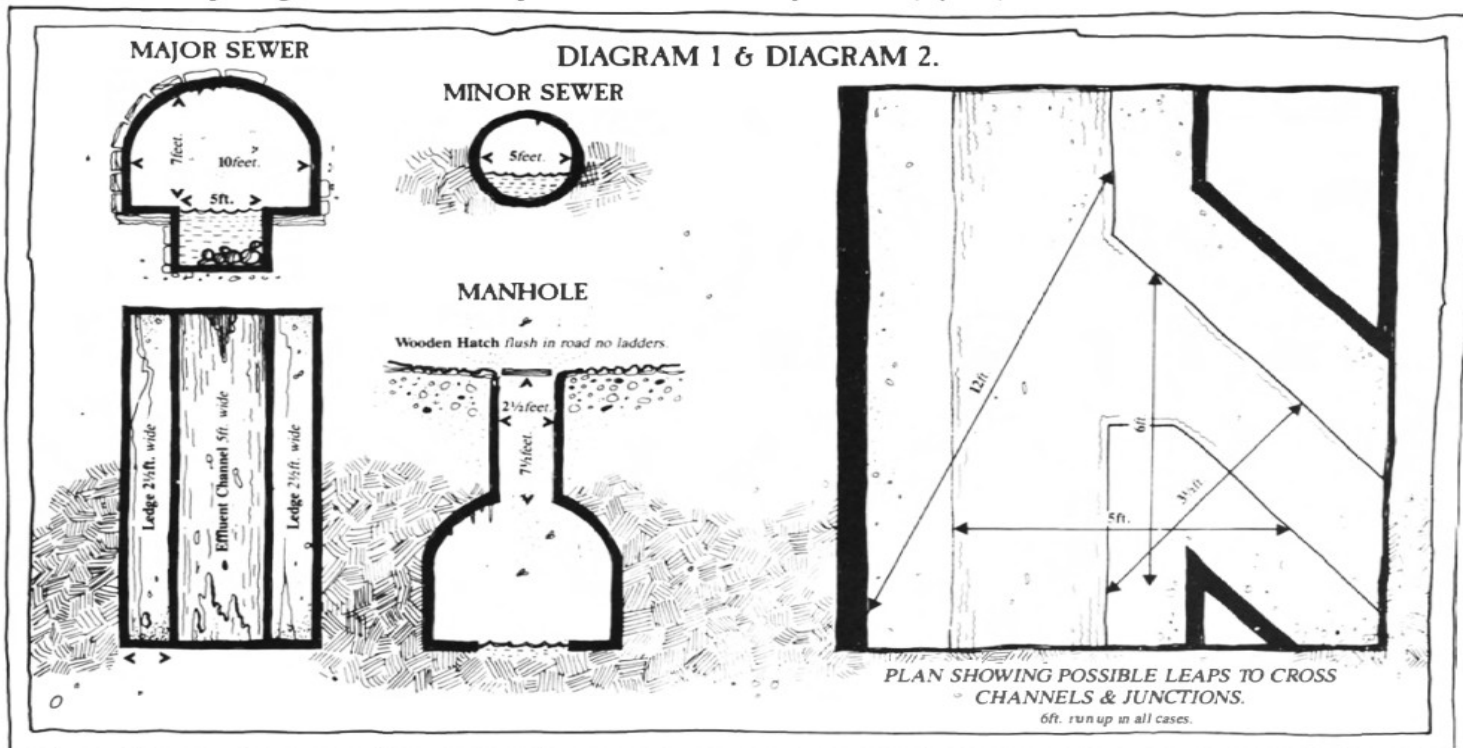
Finally, returning to the freakshow site to see the actual show instead of some escaped three-legged goblin, they are "entertained" by a boy covered in

hair, a one-eyed dog, and of course, the oft-escaping three legged goblin mutant. Who escapes again. This time into a small airshaft into the city sewers.

As the commotion settles, the watch brings Doctor Malthusius before the magistrate - and the good doctor offers the group 50 crowns to return his goblin to him to save his sideshow. The magistrate then turns to the party, since they have the only bounty hunter he knows in town, and offers them 50 crowns if they can get the goblin out of his damned sewer system - as well as room and board at the Journey's End, a nice comfortable inn near the East Gate.

After prepping at the Inn, the group ends up leaving Emmanuelle with their gear at the Inn, and Gottri at the bar (where he is quickly arrested for being unable to pay his bill, and dragged off to the stocks).

In the sewers they ended up tracking one of the local members of the thieves' guild to their safehouse, and negotiating their safety in exchange for not giving away the location. Then they followed the goblin trail to a bound iron door deeper in the sewers that in turn opened into a dark temple of some kind - complete with a pentagram drawn on the floor inside a copper circle, silver candlesticks with black candles, and



of course the bones of a recently slain three-legged goblin.

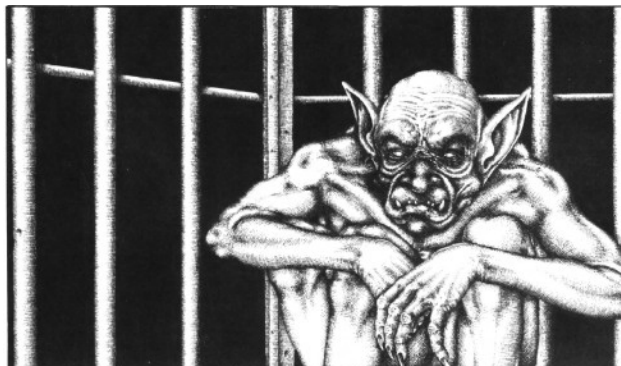
And a demon. A big, black, winged, thing from the pit wreathed in smoke. Who told them to get lost, which they promptly did - and ran almost straight into the corpse of Gottri Gurnisson - horribly mutilated, his arm and heart removed, and dumped here in the sewers just down the way from the demon-guarded temple.

Returning to the surface, they discover they have been kicked out of the Inn because the goblin was found by a warehouse worker in one of the warehouses, and was squashed flat by falling crates - and no other inn will take them for the night because they've obviously been tramping around in the sewers for the last five hours and are covered in the foulest of effluent.

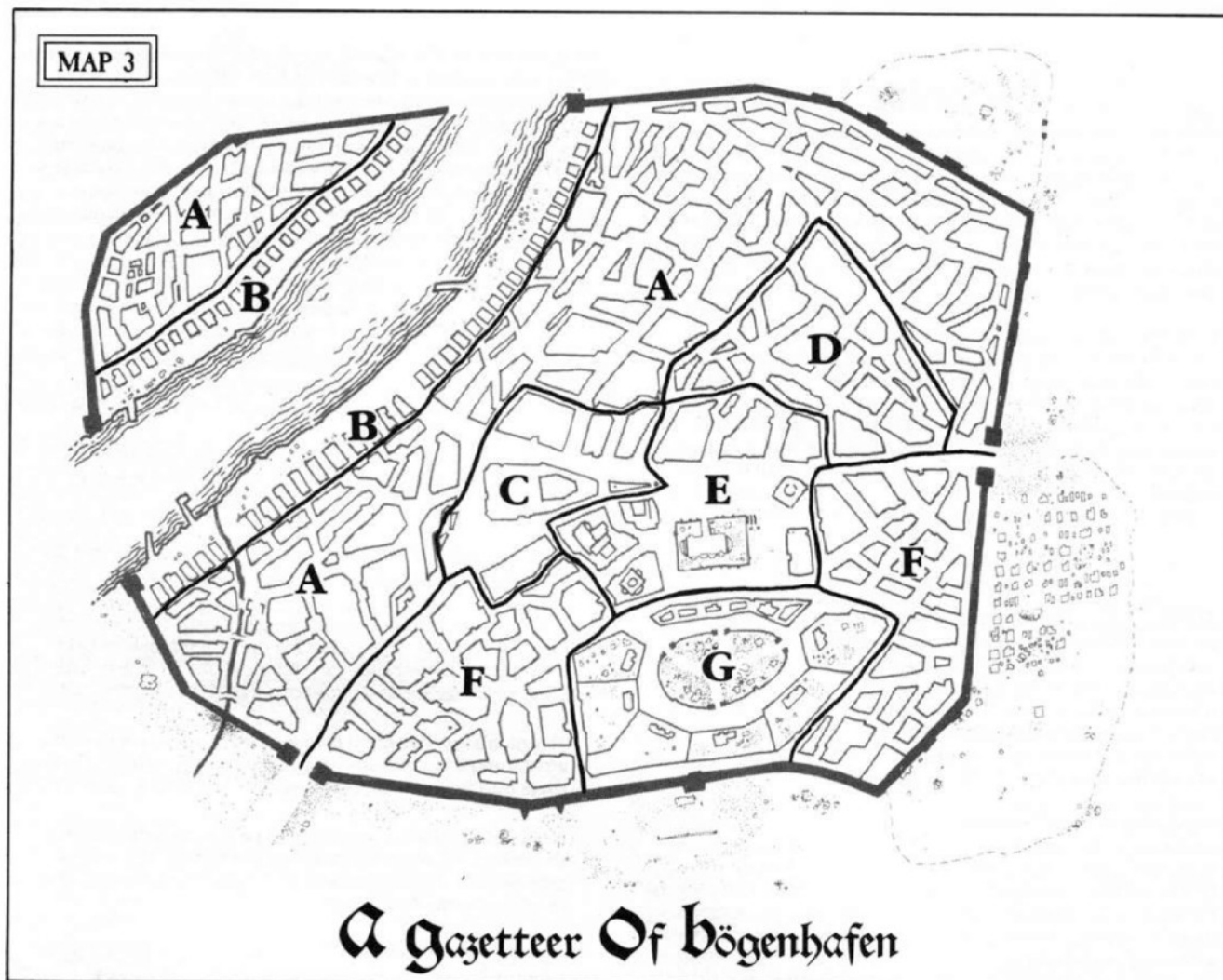
Down at the river Bogen, they take a quick swim to clean off the most offensive of their ooze, and spend the rest of the night on the Berebeli with

plans to head straight to Doctor Malthusius in the morning, probably followed with a visit to Councillor Heinz Richter.

All players present earn 160 XP.



- Area A - Low class residential & commercial
- Area B - Docks
- Area C - The Dreieckeplatz and Town Hall
- Area D - The Artisan Quarter
- Area E - The Gottenplatz
- Area G- The Adel Ring



Session 8

October 7, 2018 – *Shadows over Bogenhafen*

Martin [Scout] - I 48
Wilfried [Bawd] - I 43
Larry [Bodyguard] - I 38
Gottlieb [Bounty Hunter] - I 33

Something Rotten in Bogenhafen!

Foul things are afoot – demons and secret shrines in the sewers, and someone is covering up the death of the goblin down there, claiming it was instead killed in Warehouse No.4 – a warehouse belonging to the Steinhager Family.

This session was mostly spent alternately talking pleasantly and / or shaking people down for information about the goings-on in the town. Instead of detailing the full sequence of events, here is a bullet-point timeline of who was approached, followed by a list of what was learned.

- Meeting with Doctor Malthusius to discuss the dead goblin and find what little information he has about Bogenhafen.
- Second Breakfast at the Crossed Pikes.
- Shaking down the warehouseman of Warehouse No. 4.
- A quick intimidation of the town clerk.
- A visit with Magistrate Heinz Richter.
- A second visit with Doctor Malthusius.
- Late lunch at the Crossed Pikes.

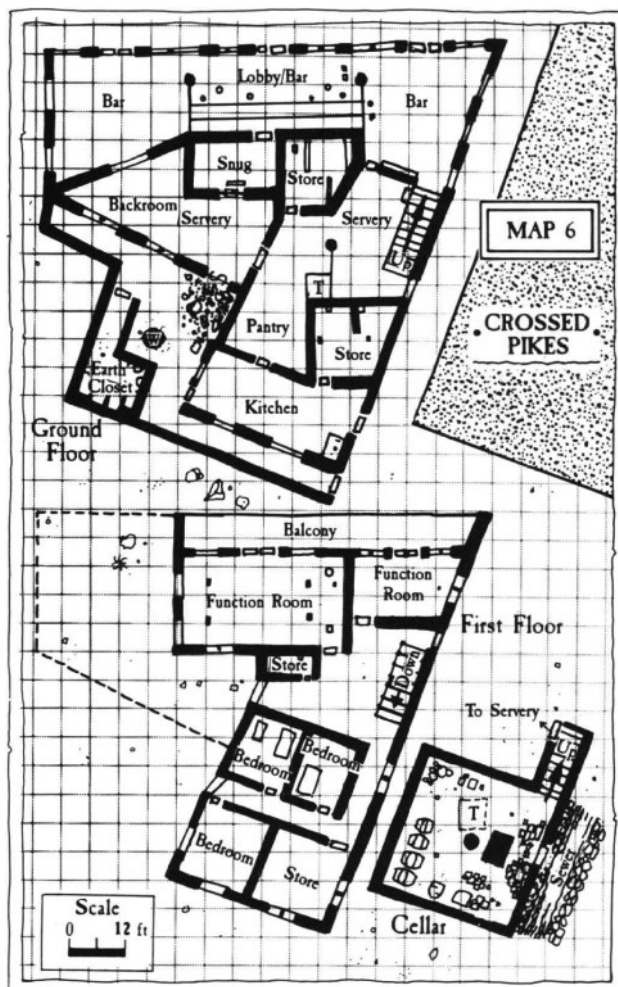
Doctor Malthusius' Zoocopeia – Strange creatures from all corners of the world! The marvellous, the bizarre, the disgusting – brought to you at enormous expense!

Doctor Malthusius has little information about the city itself – he is a travelling showman and only comes to Bogenhafen once a year for the annual Schaffenfest. Given the information about

the demonic shrine under the city, and the coverup involving the dead goblin, he seems a mix of afraid and eager – eager to help the group, but afraid to make potent enemies in what is becoming the trading centre of the Reikland.

Doctor Malthusius' assistant, Grunni, is exceptionally disgruntled and seems feverish, perhaps the goblin bite on his arm has become infected.

On the second visit to the Doctor, he was able to identify that Gottri was let out of the stocks at sunset as is the norm, and was last seen leaving the festgrounds into the city in the company of a man wearing livery with a red cross or flower.



The Crossed Pikes, a veritable hive of scum and villainy.

Franz Baumann seems to be both the bartender and the face of Bogenhafen's thieves' guild. In addition to the following information, he fills the group in on Bogenhafen's power structures over second breakfast.

- The sewer entrance to the temple is under the Steinhager offices. It was installed between 12 and 18 months ago.
- Thieves in neighbouring sewers have heard strange noises coming from that direction. Including chanting in an unfamiliar language, and the occasional scream.
- No one in the guild has seen anyone or anything coming out of that door.
- Gottri was known to the guild - he was an alcoholic itinerant who had been in town for a couple of months.
- Several beggars have died in a similar way to Gottri in the last year - heart cut out, left in the sewers.
- Finally, on their second visit to the Pikes, Baumann suggests they get in touch with Friedrich Magirius - head of a small merchant family who is one of the voting members of the Merchant Guild. He is discreet, may have information, and will keep anything he learns from the party to himself if they come to him from the Thieves' Guild.

Bogenhafen is run by a council of 15 persons, essentially in a stranglehold of the merchant guild's voting block.

The four main merchant families are:



The Haagen Family - with contracts in Marienburg, they are the main dealers in luxury

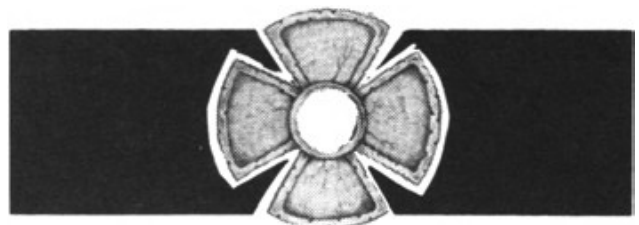
goods. They do trade by river and are allied with the Stevedores' Guild. Headed by Jochen Haagen.



The Ruggbroder Family - deal mostly in grain and farm produce and had near monopoly of trade with Helmgart and Bretonnia until the resurgent Teugen family started breaking into those markets. They have close ties with the Teamsters' Guild. The smallest of the great merchant families, they have close connections with many of the lesser traders in town. Headed by Heironymous Ruggbroder who maintains a firm hold on the reins well into his seventies.



The Steinhager Family - the "blue chip stock" of the city, they have a near monopoly on dwarven and mining contracts along the Grey Mountains. Headed by Franz Steinhager, assisted by his brother Heinrich.



The Teugen Family - one of the oldest families in Bogenhafen. They were in decline until two years ago when Karl Teugen died and his younger brother Johannes Teugen had to return from the University of Nuln. They have expanded rapidly

since, taking advantage of Johannes' Nuln connections, and breaking into trade in Bretonnia and Marienburg.

Steinhager Warehouse No. 4

The warehouseman who lives in Steinhager Warehouse No.4 is a seedy looking man wreathed in the stink of cheap booze and sporting three or more nervous tics. He described sneaking up on the goblin within the warehouse, and beating it to death from behind with his club. A story that doesn't match up with the official story that the goblin was crushed under a crate that the warehouseman pushed on him.

He is reticent to talk, drunk, and even a bit belligerent.

The group has discussed breaking in late tonight to check the story out.

The Town Clerk

It seems the town records are kept under lock and are only available to the voting members of the merchant guilds.

Other records in town are the court records, but the courthouse is closed during Schaffenfest.

Finally, the temple of Verena maintains their own extensive library.

Magistrate Heinz Richter at the Festival Court

After getting past his clerk Andrea, Richter was somewhat cagey when confronted about the goblin. It was implied that the party had the goblin in safekeeping and that Richter had been lied to by the merchant's guild.

He indicated on further pressure that he had received the news about the dead goblin (and the means of its death) in a signed missive from Franz Steinhager.

Once the group left the Festival Court, Richter immediately left to go to the offices of the Teugen family where he remained for about fifteen minutes before returning to the court.

Future Investigations

The following leads still stand:

- The Mourner's Guild – probably have proper information on people who suffered a similar fate to Gottri.
- Investigating Warehouse No.4 for proof of the goblin or the coverup.
- Returning to the sewers & secret shrine.
- Talking to any of the four major merchant families.
- "Deeper" investigations into any of the four major merchant families.
- Coming clean with Magistrate Heinz Richter.
- The libraries & records at the Temple of Verena.
- Meeting with Friedrich Magirius at the Merchant Guild.

Other Potential People & Places

These have come up in conversations during the games, but no leads point to them:

- Temple of Bogenauer, the city's patron god.
- Temple of Shallya
- Stevedores' Guild
- Metalworkers' Guild
- Physicians' Guild

All characters present earned 90XP

Session 9

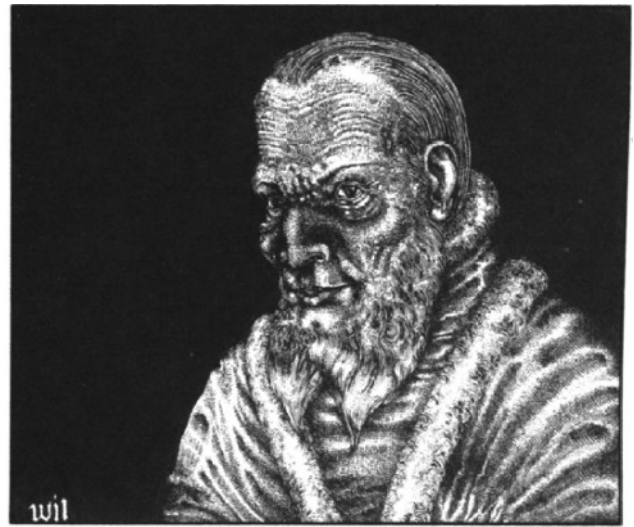
October 21, 2018 – *Shadows over Bogenhafen*

Martin [Scout] - I 48
Wilhelm [Wizard's Apprentice] - I 45
Wilfried [Fence] - I 43
Larry [Bodyguard] - I 38
Othmar [Charlatan] - I 36

(This session's write up is coming a little late, and thus recollections of the game session are not quite as fresh as usual, so there may be some mistakes and missing material.)

Following the lead presented to them by Franz Baumann of the thieves' guild, the group heads to the merchant guild to speak with Friedrich Magirius. Herr Magirius was initially rushed, but quickly changed his mood when he understood that the group was dealing with serious conspiracies and strange evils. Although cordial, he seemed uncomfortable discussing things with the privacy required for Baumann's interests at the guild itself, and suggested they meet for a late dinner an hour later at the Golden Trout Club.

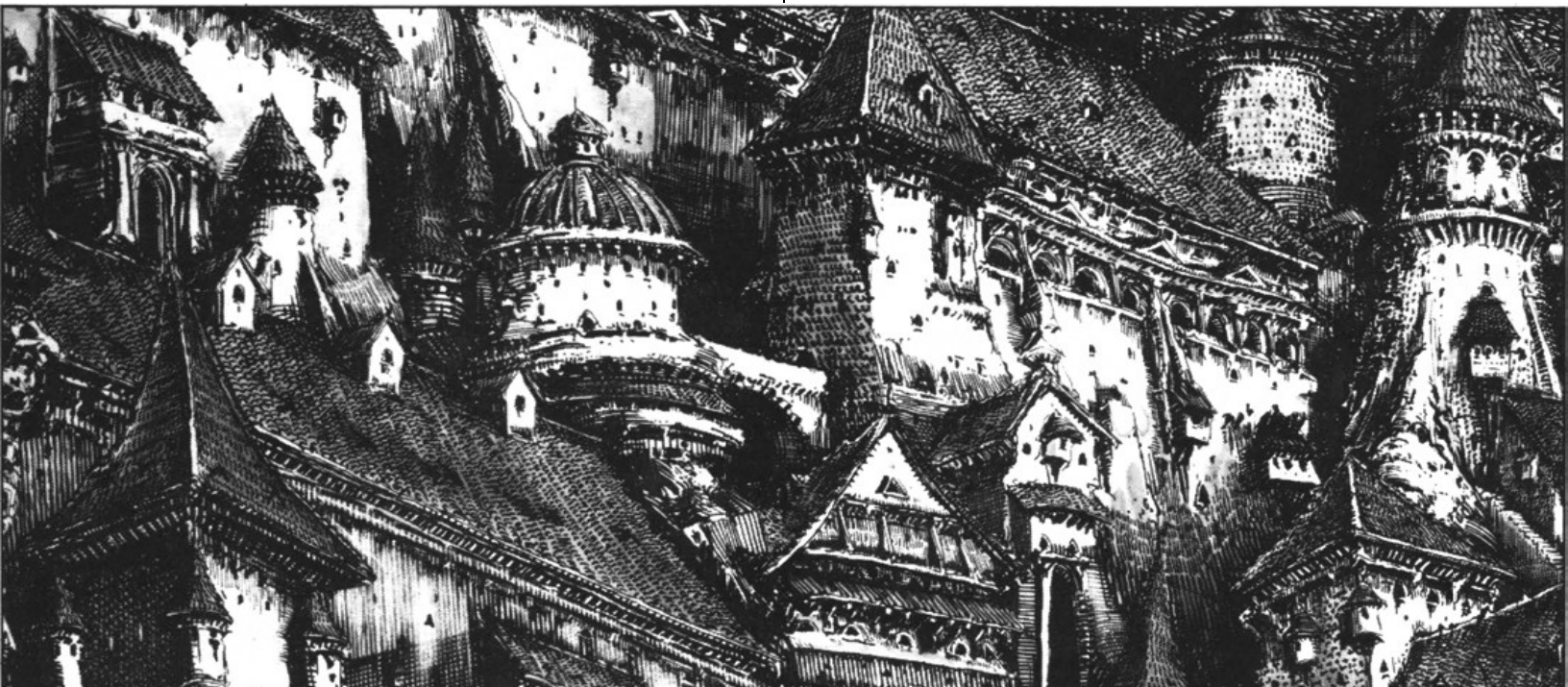
On the streets of Bogenhafen, they hear some discussion about a crazy doomspeaker who has



been freaking out in the main plaza and foretelling the doom and destruction of the city, but there is no such person there when they pass through.

In absolute paranoia, the group watched the guild as well as the club fearing a setup, trap, or other complications. Except for Othmar who went to find a fortune teller (using his own expertise as a bunko artist and charlatan to avoid those who follow those professions).

As the small moon (Morrslieb) rose in the sky that evening, it rose full instead of crescent as it should at that time of the month, and the "face of Morrslieb" (shadows of craters and such, like the "man in the moon") was slightly more pronounced than typical.



Othmar's fortune teller, in addition to pointing out that the eye of evil is upon them (pointing to the moon), pronounced

"I see seven men, and two. One of the two will destroy the others, and many more besides..."

but could provide no deeper meaning or fortunes. Although she did say that perhaps she could provide more when not under the light of the small moon.

At the Golden Trout, Magirius explains the presence of a small secret society in town called the Ordo Septinarius – a group of philanthropists who remain anonymous because they are most high ranking members of the various merchant families. The organization has quiet meetings once a month, and has a huge collection of fake rites and rituals that it uses to keep junior members interested and invested. The core of the group is 7 inner circle members, with a further 49 in the outer circle. They are the primary benefactors of the church of Shallya and run the soup kitchen in "the Pit", the poorest part of town. Magirius seems eager to help explain things, and sincere in his explanations of the Ordo's actions.

Later that night, at the church of Verena, they introduce themselves to the priestess in

attendance, Greta Harbokka. She was in the middle of doing research about Morrslieb when they arrived. With a bit of help, the following was dug out of a book –

"When the moon BOTH GROW and GRIN unnaturally in the sky, a time of change and flux shall ensue. the great mutator shall then take his pleasure and mortals will feed his hunger."

Int checks were failed attempting to figure out who this "Great Mutator" might be.

She has also had some experiences with the Ordo Septenarius, but also feels that it is a generally positive influence in town. She casually mentioned that she first became aware of it about two years ago.

You can see the groups' eyes light up.

They immediately started quizzing her about the dead beggars and itinerants (also mostly in the last 18 months or so) and about Johannes Teugen, who came back to town when his brother Karl became ill and died... two years ago. She promised



to keep researching (and asked if they could send any literate help over to the temple), and suggested they check in with the Physicians or Mourners' guilds for more information on the deceased beggars.

But it is late, and Morrslieb almost looks like it is making fun of the group as both guilds are closed for the night. The group returns to the boat, the literate characters who missed this session ran off to help at the temple of Verena, and they moved the boat out of town to sleep away the night.

In the morning, en route to the Mourners' guild, they come across a madman in the main plaza. He yells the typical "Doomed! We are all Doomed! Chaos is upon us! The signs are everywhere!" garbage that you expect from a doomspeaker, but then segues into material that feels familiar - "I see seven, and I see nine, all they bad will be mine, mine, mine!" The similarities to Othmar's earlier visit with the fortune teller gets their attention, and Othmar catches the doomspeaker's eye. He points at Othmar and shouts "The Mark is upon you, beware the bringers of Chaos!" and then runs off into the crowd shouting "The star within the circle, is the sign of death!" and "Beware the man who is not a man!". Unable to catch him, they last see him heading towards the west side of Bogenhafen, taking the ferry across the river to the neighbourhood known as The Pit.

When questioned, people in the crowd who recognized him confirmed that he lived somewhere in the Pit, and like most of the poorest of Bogenhafen, could probably be found there once businesses closed for the night.



At the Mourners' Guild, they confirm that the large increase in paupers burials started just about two years ago. Many a beggar or itinerant has been

buried missing various vital organs, almost always including their hearts. When asked about Karl Teugen, the previous head of the house of Teugen, the mortician got vaguely excited reciting what it was like... "A lovely rich purple he was when he came in, and his tongue was deep 'n' red and stuck right out of his mouth. And his eyes were huge, like eggs there were. It took us two days to make him respectable; we were lucky 'cause we had a dead beggar at the time so we weren't short of bits to pretty 'im up." Unable to offer anything further (whether it was poison, or some strange and rare disease), they proceeded to the Physicians' Guild to speak to their head, Reinhold, who is also the physician to several of the rich families of the city.

Reinhold was initially very dismissive and about to send them back to the street when they brought up the case of Karl Teugen. This freaked him out a bit as he had never seen those symptoms before Herr Teugen died... and never since. Until last night.

Because Magistrate Heinz Richter is dying of that same disease, even as we speak!

All characters present received 110 XP for this session.

Session 10

November 4, 2018 – Shadows over Bogenhafen

Martin [Scout] - I 48
Larry [Bodyguard] - I 48
Wilhelm [Wizard's Apprentice] - I 45
Othmar [Bunko Artist] - I 36
Gottlieb [Bounty Hunter] - I 33

Gottlieb rejoins the group after a long night of research in the libraries of Verena. In a book of Teugen accounts and lineage, he discovered a pair of fairly recent notes written in to the back pages in a wild and shaky hand by persons unknown.

"Karl Teugen is suffering from a strange illness, the physicians have failed to help him and soon he will die. The Demons walk and he has been taken."

and

"Karl Teugen died today, his face was purple and his eyes bulged from his head. His tongue hung from his face like a great bloated snake. The Mark of Chaos is upon him and upon all of Bogenhafen."

Finishing their conversation with Doctor Reinhold Heichtdorn at the physicians' guild, the group choose to check for potential solutions to the plague / curse / poison with the local herbalist and the fortune teller, as well as checking in with Herr Richter to be sure that things are as foul as they sound.



After barely avoiding a stampede of escaped cows from the Schaffenfest livestock exchange, Wilhelm manages to convince the fortune teller (Franziska Lang) to take him on as a 'prentice, at least for a few days until she leaves Bogenhafen. Between her knowledge and that of the Herbalist who is spending time with Talberry, they figure out that the disease in question is purple brain fever, which can be treated with some rare herbs that do not grow in this region and will have to be imported as

quickly as possible to save the life of the poor magistrate.

At the Schaffenfest Court, Magistrate Richter's secretary (Andrea) explained that he had fallen ill the night before and would not be in that day, and all cases were instead being handled by (the much overworked and quite grouchy) Magistrate Gorvintz. Further conversation led to her bringing up that the Captain of the Watch (Reiner Goertrin) had been in to see the Magistrate yesterday evening, and that Magistrate Richter looked pale and was shaking afterwards. Further, the captain seemed somewhat strange that evening - he seemed quite amused, which is very much unlike his usual demeanor.

Followup with Lieutenant Ernst of the watch at the Crossed Pikes over lunch confirmed that the captain of the watch had been stuck in his office the whole previous day, dealing with the various minor troubles piling up at the Schaffenfest (and thank goodness the whole fest thing is done today!).

Bringing everything together, the group managed to get an audience with the Captain to confirm his alibi, and got the good doctor to send couriers out to acquire the herbs that might save the Magistrate's life... and concocted a plan.

Taking advantage of Othmar's disguise and mimicry skills ("*Damnit, I came here to impersonate someone important, and I'll damn well impersonate someone important!*"), he took on the role of the suddenly much healthier Magistrate Richter and made a number of public appearances - first at the Schaffenfest to close out the final night of



the fair and release the men currently in the stocks, then a quick visit to the empty temple of Shallya. Next they were headed to the Pit which took them past Steinhager Warehouse No. 4 - which was surprisingly boarded up. According to a local, the warehouseman (Anton Breugel) drowned the night before after a hard night of drinking, and the Steinhager family had the warehouse emptied this morning until they could find a new warehouseman.

Under the pretense of the Magistrate "investigating", the group broke in to the warehouse and uncovered evidence of a grisly murder - and not that of a goblin either. It certainly appears that someone killed Anton and then threw him in the river afterwards.

While in the warehouse, a group of stevedores assembled outside, and their leader stepped forward to explain that the group would be much safer conducting their business elsewhere... very elsewhere. Like Altdorf. Not giving them time to fully express exactly how threatening they intended to be, Wilhelm distracted them with blather while Larry shoved through their ranks, knocking one painfully to the side inside the office and sword-punching a second so hard that he staggered back into the river. The rest of the stevedores scattered post-haste.

The door to the warehouse office closed with a fade to black as they interrogate the leader of the stevedores who explains he was here doing a job for Gurney Dumkopf - a powerful man within the guild. They are sure Gurney was in turn hired by either the Steinhager or Teugen families, but aren't willing to take on the whole stevedores' guild to find out.

So the group moves across to the Pit, to seek out both the priestess of Shallya to show off the Magistrate's return to good health, and to track down the doomspeaker they had seen that morning.

As sun sets and Morrslieb rises, full again and seeming even bigger than last night, the face more

pronounced, they track down the hovel of "Ulthar the Unstable" as the locals call him, where he is found with his throat torn out. Marlene Rubenstern, priestess of Shallya, confirms his identity, and that he was close friends of Karl Teugen until his death two years ago.

Each character present earned 70 XP.

Session 11

November 18, 2018 - Shadows over Bogenhafen

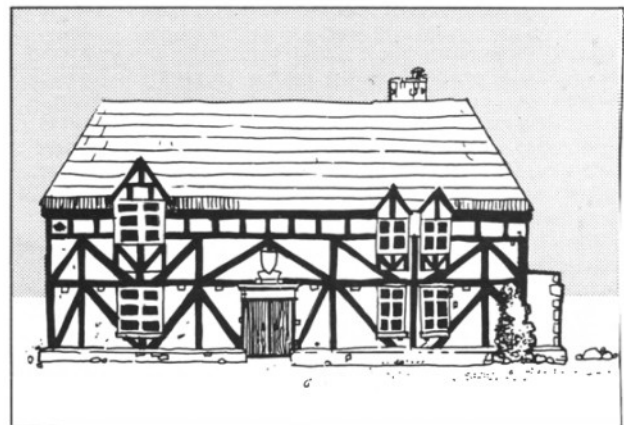
Wilfried [Fence] - I 53

Martin [Scout] - I 48

Larry [Bodyguard] - I 48

Wilhelm [Wizard's Apprentice] - I 45

The session begins still in Ulthar the Unstable's hovel in the pit. Now certain that they are up against the Teugen family, and specifically Johannes Teugen who almost certainly was behind the death of his brother Karl, they ponder who



else in town is against them, and more importantly, who can be on their side.

Focus gets aimed towards the younger of the Steinhager brothers who may be jealous of how his brother runs the company. They choose to stake out the Steinhager estate, and also put a watch on the Teugen estate since it is across the park.

Having managed to entirely skip over the many chances to discover that Johannes Teugen was



hosting a gathering of the Ordo tonight, they instead discovered the same exact thing entirely by accident - and managed to capture one of the Ordo members in the process (a Herr Drucker, whom they are unfamiliar with, probably head of one of the lesser merchant families). They identify the heads of the Steinhager & Haagen merchant families entering the estate, as well as Magirius, Herr Hass, and two others (a total of 7, counting their unconscious prisoner).

In a daring and somewhat foolish raid, they went through the doors of the estate discovering more guards than they expected, but also quickly discovering that the more combat-capable members of the group are significantly more combat-capable than they used to be. Servants and men-at-arms were disarmed and disabled, and the guards still within the house were avoided via the servants' entrance (fortunately the guards hadn't released the hounds onto the property yet, as the guests had not all arrived thanks to the group waylaying Herr Drucker).

After ascertaining that the Ordo is indeed meeting within the house, and surprisingly that

they are meeting in an upstairs meeting room instead of a secret basement tunnel leading to the temple under the Steinhager estate, they overhear Johannes explaining that the ritual would be going ahead tomorrow, although the location had to be changed because someone had defiled the old ritual space. But not to worry, a new location has been found and will be ready by tomorrow night, and a sacrifice has been found to consecrate the space before hand. The location would be divulged to the members of the Ordo at some point tomorrow.

Finally, deciding that immediate action was required, they quietly secured the kitchen, started a small fire, and then proceeded up the servants' stairs to the second floor.

The group opened the door to the meeting room with Wilhelm dressed in the Ordo robes & hood, doing "the Wookiee Gambit" pretending to be captured by the rest of the group.



He immediately started to blather as he came through the door, half explaining how he had been caught and that it was the lizard all along (he recently learned how to cast Produce Small Creature)... Confused, the ordo members stumbled back from them except for Teugen and his tall companion (that the party is assuming to be a demon), and Magirius - who rushed towards them yelling "they are going to sacrifice someone!"

As the session ended, Teugen's head was flying 2d6 feet in a random direction, and his tall friend Gideon is dropping his human disguise to destroy these interlopers.

(Next session begins with Martin still having 1 attack, and Larry & Wilhelm not having acted yet)

Each character present earned 30 XP.

Session 12

December 16, 2018 – Shadows over Bogenhafen

Martin [Scout] - 1 48
Larry [Bodyguard] - 1 48
Wilhelm [Wizard's Apprentice] - 1 45
Gottlieb [Bounty Hunter] - 1 43
Othmar [Charlatan] - 1 36

The foul beast that took the form of "Gideon" unveiled itself to be a demon with a small wizened body, extremely long arms with oversized clawed hands, spindly legs, and a deeply wrinkled, scaly purple hide. The human form of Gideon melted away, starting with the chaos servant's oversized hands, each holding a ball of blue-green fire.

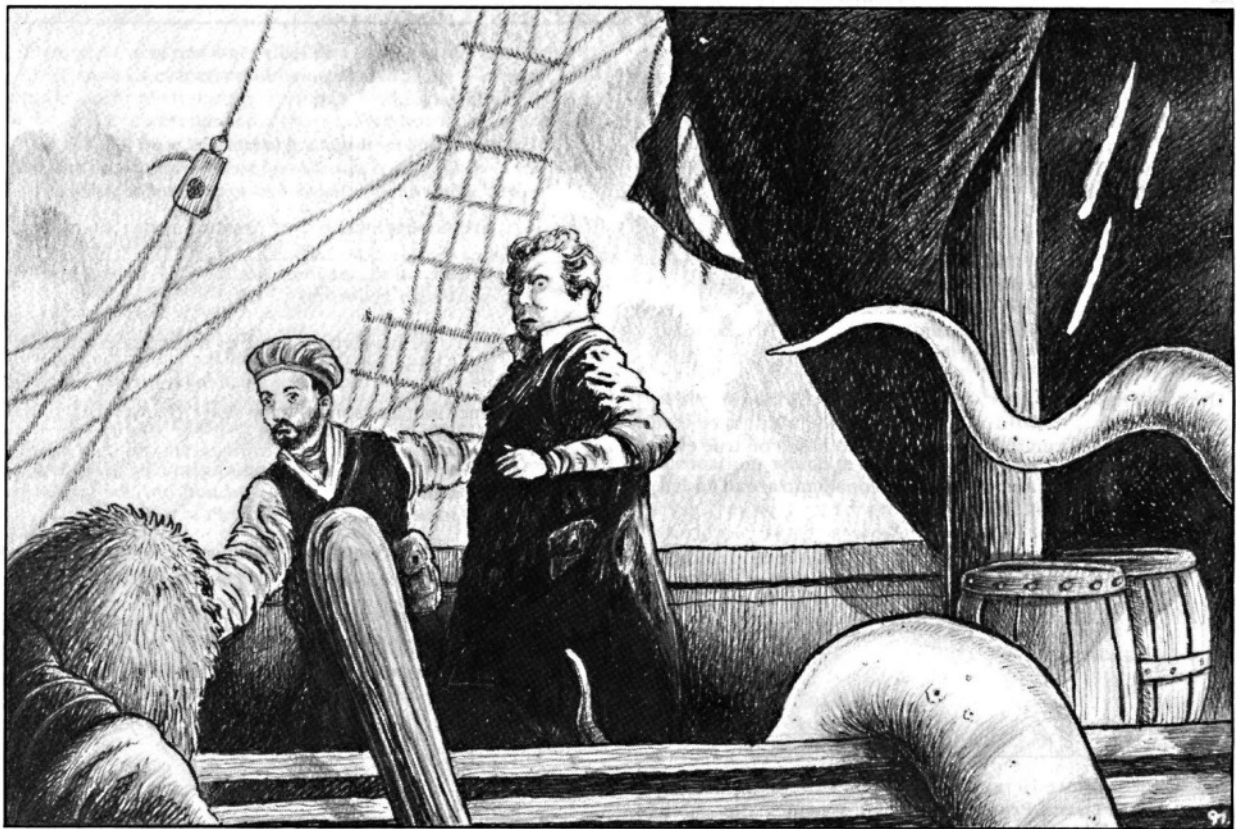
In the ensuing violence and fiery explosions a number of the Ordo burned and exploded (including poor Magirius), people were explosively defenestrated, the guards panicked, and the demon known as Gideon was slain.

On the headless corpse of Johannes Teugen the group found both a demonic ritual scroll and an attached letter from "Etalka Herzen" from Grissenwald. According to the letter, the ritual was to trade the souls of the seven members of the Ordo to get Johannes' soul back (which he seems to have traded to Gideon's patron in exchange for magical and temporal power).

Escaping the burning compound, the group is assisted by the watch and the actual Magistrate Richter to slip out of town on the Berebeli. They are also promised one of the merchant estates once things shake out over the next year in exchange for their help and to fulfill the fake inheritance that lured them into Bogenhafen to begin with.

At this point the group has three leads as they head out of town. Josef is heading northwest, and





can bring the group at least as far as Weissbruck or even to Altdorf (where word is that the group is still wanted for questioning relating to the death of a young nobleman.)

- Talbberry wants to meet up with the apothecary in Weissbruck to begin training as an alchemist.
- Wilhelm's wizardly mentor has returned to Delberz (where most of the group started your adventures) and wants to offer Wilhelm additional training to level 1.
- Searching in Grissenwald for someone named Etalka Herzen who supplied Johannes Teugen with the ritual scroll he was going to use in Bogenhafen.

On the Berelebi, about half way to Weissbruck, they come across a dead man stuck on a branch floating in the slowly running waters of the Bogen. The man has been killed by a number of crossbow bolts. Expecting trouble, they come around a bend in the river and identify both someone hiding in a tree overhead obviously keeping watch, and a riverboat adrift by the shore beneath the watch.

Then the mutants struck. Mutants on the drifting riverboat, flying mutant in the tree, and a tentacled mutant beastman monstrosity dragging Wilhelm and Martin under the boat into the muddy waters of the Bogen.

At the end of the session, all present received 230 XP and 1 Fate point.



Session 13

December 30, 2018 – *Death on the Reik*

Wilfried [Fence] - I 53
Larry [Bodyguard] - I 48
Martin [Scout] - I 48
Talbberry Grumble [Scribe] - I 47
Wilhelm [Wizard's Apprentice] - I 45
Othmar [Charlatan] - I 36
Gottlieb [Bounty Hunter] - I 33
Oscar Jager [Bodyguard] - I 31

Rooting through the riverboat (now covered in both dead river merchants as well as dead mutants - although the tentacled monstrosity and the winged mutant both ran off rather than continue to fight the highly skilled adventurers), they discover that the boat contains a large load of wool that they were shipping from the Schaffenfest.

They also found a single survivor hiding within the hold of the boat. Renate Hausler is a pedlar from Grunburg who paid her way on the boat from Herzald (a small town outside of Bogenhafen) to Weissbruck and hopefully to Altdorf.

She identified the bodies on the deck as being the owner of the boat (Fritz Segel) and his son (Albrecht) and daughter in law (Heidi). With the owner and his immediate next of kin so violently deceased, river salvage laws would make the party the rightful caretakers of the boat (and the cargo - 75 sacks each containing 250 Encumbrance Points of wool). Renate and Josef both encourage the group to take the boat to continue on their travels (and to help Renate get to where she's going).

Arriving in Weissbruck (see page II of this document for a map of the town), they are almost immediately accosted by a pair of pedlars who start engaging them with weird hand signs while trying to sell them pots and pans. One does all the

talking while the other just stood there scratching the side of his nose with the little finger of his left hand, while inserting the thumb of his right hand into his right ear, fingers full extended.



In town, they report on the boat they salvaged (and acquire the ownership over it, pending one year of stewardship and returning to the local magistrate at the end of the year) and the mutants (where they discover that Emperor Karl-Franz has issued an edict declaring that there are no mutants in the Empire and the exile and slaughter of those with physical deformities is illegal and punishable by death).

They also discover the following:

- While there are still wanted posters for a Martin and Gottlieb around the region, the actual murderer of the noble has been caught and sentenced in Altdorf and they are no longer officially wanted or suspect.
- Crown Prince Hergard von Tesseninck (only son and heir of Grand Prince Hals of Ostland) has been killed during his expedition to the Grey Mountains.
- The Grand Prince of Ostland is blaming Grand Duke Gustav von Krieglitz of Talabecland for the death. An assassin working for the Grand Duke supposedly murdered his son.
- That assassin is said to be a Dwarf that joined the expedition at the last minute.

That evening Talbberry comes into the Inn and explains that the apothecary isn't home, and there are distinct signs of a break inn and possibly kidnapping.

Investigation of the cottage just outside of town uncovers broken glass, fresh bloodstains, and a tattered warning note.



Finally, in a secret basement, they discover a young girl (Liza Sauber) who has been adopted by Elvyra after her parents died. She's been hiding in the basement since yesterday when the men came and hit and kidnapped Elvyra.

In search of the eponymous "red barn", they get seek out information in town and at the inn. Old Otto, the geriatric potman of the inn, recalls that there were three strangers staying at the inn until yesterday, who went outside of town for a short while every day they were in town, possibly towards Elvyra's cottage, and that strangely enough haven't been back since yesterday evening even though they had been saying that their boat out of town wasn't arriving until tomorrow.

With a bit of coin and persuasion, he recalls that they left with a massive trunk in a wheelbarrow, over the Weissbruck Canal locks, and "that way" ... (pointing to a decrepit farm that includes a barn with its doors long ago painted red).

At the end of the session, all players present received 80 XP each.



Session 14

January 13, 2019 – *Death on the Reik*

Wilfried [Fence] - I 53
Larry [Bodyguard] - I 48
Martin [Scout] - I 48
Talbberry Grumble [Scribe] - I 47
Othmar [Charlatan] - I 46
Wilhelm [Wizard's Apprentice] - I 45
Gottlieb [Bounty Hunter] - I 43
Oscar Jager [Bodyguard] - I 31

The raid on the "red barn" went pretty much as expected. The party far outmatches their opposition, and playing themselves off as potent wizards and trained mercenaries they not only rescue Elvyra but shake down the kidnappers to get the root of the story.



It seems Elvyra's previous career as a charlatan has caught up with her a bit, and a dark wizard in Altdorf was trying to blackmail her into preparing materials he requires for a foul incantation to grant himself extended life. When she refused to provide the expert herbal concoctions, his men decided it would just be more expedient to ship her directly to their master.

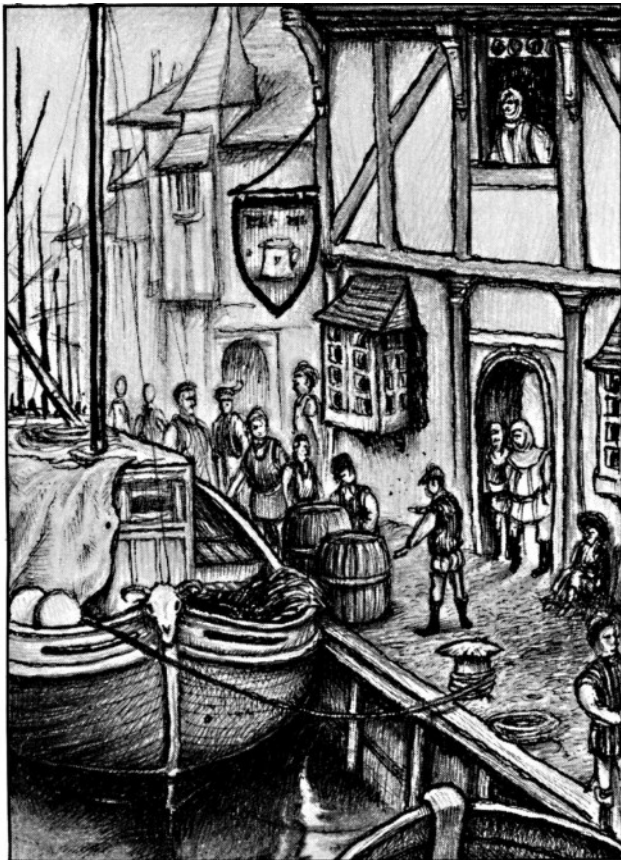
After reuniting her with Liza (and being told in no uncertain terms that Emmanuelle had no interest in babysitting in the future - if she wanted children she could have stayed in Regensdorf), Elvyra assisted in the training of Talbberry.

Before leaving for Altdorf en route to Delberz, the party bought some timber as cargo and was met by one desperate Manegold Samter who was looking for their prior travelling companion Josef. Samter ended up unloading a small cargo of

untaxed imported wines with the group to smuggle off for a profit elsewhere.

Travelling up the Weissbruck Canal, it wasn't much of a surprise when their boat was inspected by river wardens. The wardens were quick and generally friendly, although a few of them initially took note of Gottlieb and Martin who's faces appear on the various wanted posters along this route. Further attention from one river warden was fixed on Othmar, playing the role of Captain Kastor Lieberung from Bogenhafen. However, the inspection itself was pretty cursory, and no notice was made of the untaxed wine hidden behind the wool and timber in the hold.

Arriving in the Imperial capital, they are met by Herr Hohenzoll who is watching for wool shipments up from Bogenhafen and buys their cargo for 950 Crowns. The lumber is also sold for a whopping 7% profit margin. Shopping ensues.



Wilfried tries to find a market to sell the contraband wine at, but his rolls are terrible. He finds a few venues who will buy small quantities, but no major buyers. Finally he is put into contact with Herlinde Leiner, the daughter of a major wine merchant who moves illicit goods through her father's network.

She arrived at the tavern where they were set to meet, along with some (expected) security goons. Reaching across the table she introduces herself and shakes Wilfried's hand – then immediately turns around and walks out.

Somewhat at a loss for what just happened, Wilfried looks down at his hand and realizes that it is now stained or dyed a very vibrant purple colour...

Each character present receives 80 XP.

Session 15

January 27, 2019 – Death on the Reik

Wilfried [Fence] – I 53
Larry [Bodyguard] – I 48
Martin [Scout] – I 58
Othmar [Charlatan] – I 46
Wilhelm [Wizard's Apprentice] – I 45
Gottlieb [Bounty Hunter] – I 43

The group departs from Altdorf, concealing the strange mark on Wilfried's hand. They set sail up the Talabec aiming for the Delb and their destination in Delberz.

Shortly outside of Altdorf they travel past the town of Grossbad, where a showboat is coming to port and seems to have the whole town up in arms. For none other than Philippe Descartes, the Bretonian gambler from the very first act of the campaign is among the showpeople... and he had previously swindled away the life savings, and all landholdings, of herr Volker Hoehmann. And now

a lynch mob is forming to welcome him to Grossbad, and it doesn't seem that the authorities nor the regular show folk on the boat are willing to raise a finger to protect the poor bastard.

And thus the party jumps into action – with stern threats, impersonation of authority, and not a small amount of sheer physical intimidation. In under a minute they've landed, absconded with Monsieur Descartes, and returned to the river – running upstream from Grossbad towards Werder.

Where the Delb meets the Talabec, the group waits for the arrival of the showboat so Philippe can recover what he can from his luggage. An encounter with another river boat coming down the Talabec towards Altdorf gives them some additional information about the area and current political climate.

- *Crown Prince Wolfgang Holswig-Abenauer (heir to the throne) is being held prisoner in his own castle at the orders of the Emperor.*
- *There are multiple stories as to why he is locked away in Castle Reiksguard, but most either*

involve some horrible disease, or that he is being held for his own protection against assassins sent by his brothers... because...

- *Emperor Karl-Franz has fallen ill with some unknown disease. All hell could break loose if he dies, because it's well known that his heir (Prince Wolfgang) is a complete imbecile and the other Electors are unlikely to accept his accession.*
- *Meanwhile, riots have broken out in some towns of Middenland, where followers of Sigmar are rebelling against what they claim to be persecution at the hands of the Knights Panther – Templars of Ulric.*
- *In fact, a former cleric of Sigmar turned Witch Hunter has been lynched in Schoppendorf (home of one of the party members, Martin).*

With all this in mind, the group changes course from Delberz and instead heads further up the Talabec to Schoppendorf to see what's going on first hand and to make sure that Martin's wife



and family haven't been caught up in the recent excitement.

In Schoppendorf they determine that the witch hunter Schmetterling was indeed hastily killed (or as the few locals who are willing to discuss it, he drowned while drunk) and buried in places unknown in revenge for his burning out of the Braunstein farm because the widow Linde Braunstein was hosting the meetings of a local cult of Ulric.

Shaking down the local temple of Morr, they find that Schmetterling was indeed buried at farm once the townfolk had smuggled Linde out of town to Langwiese.

At the Braunstein farm, they found evidence of the cult of Ulric, but no strange chaos cults or similar. In the shallow grave of Schmetterling, they find what you would expect of a Sigmarite witch hunter - holy symbols of Sigmar, dirty and bloodstained liturgical texts, and so on. And a bullet hole.

In the end, everything seems to check out that Schmetterling was an asshole with a chip on his shoulder against the cult of Ulric and who died for pushing it too far.

Unfortunately for the party, the story doesn't end there. As they are leaving Schoppendorf, Gottlieb (who absconded with Schmetterling's breastplate) is struck down by some horrible grave-robbing disease. Instead of returning to Schoppendorf (where people may know exactly why Gottlieb is ill), the party heads to Volgen seeking a doctor or healer.

What they get, instead, is the Sigmarite priest Landrick Steitz who freaks out upon seeing the feverish state of Gottlieb and wants to quarantine the boat (or burn it to the waterline). Some heavy handed intimidation and imitation of the faithful of Sigmar turns things around, and the priest is convinced to bring him to Helmtro, a priest of Shallya, who heals Gottlieb of the grave illness.

As the party leaves Volgen to head once again to Delberz, they each receive 50 XP for the session.

Sessions 16 & 17

Feb 10 & 24, 2019 – A Night at the Three Feathers

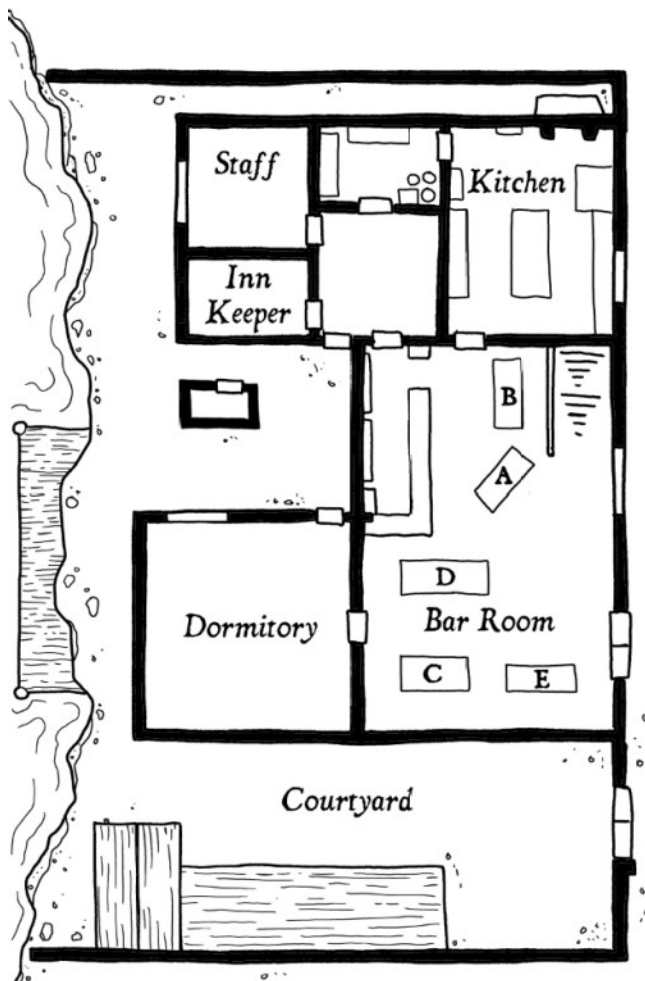
Wilfried [Fence] - I 53
Larry [Bodyguard] - I 48
Martin [Scout] - I 58
Talberry Grumble [Scribe] - I 47
Othmar [Charlatan] - I 46
Wilhelm [Wizard's Apprentice] - I 45
Gottlieb [Bounty Hunter] - I 43
Oscar Jager [Bodyguard] - I 31

After a week on their riverboat, the group was getting smelly and somewhat desperate for decent beds for a night. Unfortunately, circumstances would work together to rob them of any easy comforts on this dark and stormy night.

Arriving at the Three Feathers river inn, they discover that "Gravin Maria-Ulrike von Liebewitz of Ambosstein" (a niece of Countess Emanelle of Nuln) has just come in with her entourage of servants, men-at-arms, lawyers, champions and so on and booked the entire south wing of rooms upstairs.

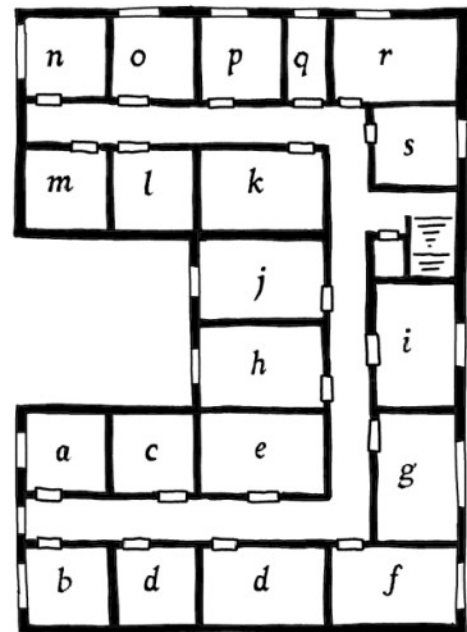
Acquiring rooms for themselves, they find the Gravin's champion boisterously armwrestling in the bar with a collection of men-at-arms and servants, and a halfling sitting at a table with a deck of cards waiting for someone to play against.

In a perfect "opening move", Wilhelm settles in at the arm wrestling table and offers a large purse if the champion can best him. A bit of negotiating later and the champion, Bruno, agrees. When Wilhelm produces a magical flame in his palm, Bruno tests the heat and then laughs and gives Wilhelm his winnings and then joins the party at their table.



It turns out the Gravin is travelling to Kemperbad to deal with a legal matter - it seems that Baron Sigismund von Dammenblatz was found dead headfirst in the punchbowl at a party held by the Gravin's aunt and now his son, Baron Eberhardt von Dammenblatz is accusing her of causing his father's death through poison or witchcraft.

Through the evening, three more travellers arrive in the rain (cultists who are here to blackmail the Gravin's lawyer into returning to the brotherhood that he was part of in college), followed soon thereafter by an odd sight - a gnome named Glimbrin Oddsocks who joins the halfling at a game of cards. A riverboat delivers young newlyweds (Herr and Frau Johann Schmidt - whom the party immediately decide are assassins here to kill the Gravin but who are actually young Graf Friedrich von Pfeifraucher, third son of Count Bruno of Wessenland and Fraulein Hanna Lastkahn, a daughter of one of the boatbuilding families of Grissenwald), then three fake cultists



of Morr arrive and then head upstairs with a coffin (possibly also containing an assassin, but actually containing the not-actually-dead body of Josef Aufwiegler, an agitator from Altdorf), then a Ursula Kopfgeld, a bounty hunter on Aufwiegler's trail...

And then the fun begins with

- Attempted assassination by poisoned beer (nearly killing poor Larry who received the wrong beer by accident)
- Bruno being recalled to his chambers and sneaking back out and then getting caught and going back up
- The cultists begin blackmailing Gustaf (the lawyer). He kills one and hides his body in the linen closet and then hires Gottlieb to take care of the other two.
- One of the Gravin's servants recognizes Graf Friedrich, and begins to threaten him, resulting in said servant's quick demise in the Schmidt room and also

Session 18

March 10th, 2019 – *Death on the Reiks*

- attracting the party's attentions to the trouble upstairs.
- And then the very drunk Thomas Prahmhandler (betrothed to Fraulein Lastkahn aka Mrs Schmidt) shows up, barges his way upstairs and begins to horse whip the young Graf who was desperately trying to hide the body of the Gravin's servant that he murdered.
 - The remaining cultists blackmailing the lawyer are dispatched in the chaos.
 - As things settle down, the smugglers disguised as Morr cultists have their drugged cargo awaken as their boat hasn't yet arrived and they beat him to unconsciousness again while deflecting any questions.
 - And Bruno is found dead, with Martin's mule-skinning knife protruding from his back.

The party is arrested by the Gravin and then surreptitiously hired on to find the actual murderer... by acting as bait.

And sure enough, one of the staff is caught trying to kill the Gravin's "new champion" and he admits that he was hired by none other than Baron Eberhardt von Dammenblatz. Everyone rejoices for the assassin has been caught, the Gravin most likely proven innocent, and the party no longer under arrest.

Then they discover the Bounty Hunter has skipped out in the night, after killing the fake Morr cultists and removing the head of Josef Aufwiegler.

And one last body randomly falls out of the linen closet.

30 XP was earned in session 16, and 75 in session 17.

Wilfried [Fence] - I 53
Larry [Bodyguard] - I 48
Martin [Scout] - I 58
Talbberry Grumble [Scribe] - I 47
Othmar [Charlatan] - I 46
Wilhelm [Wizard] - I 45
Gottlieb [Bounty Hunter] - I 43
Oscar Jager [Bodyguard] - I 31

The party finally arrives in Delberz where they make contact with Franziska Lang, the fortune teller and wizard who is training Wilhelm.

They are introduced to Lang's current apprentice, Hanz-Peter Schiller, a lazy-seeming sort of student who seems more interested in power than learning and hard work. He seems to spend most of his spare time prying into Franziska's secrets.



While Wilhelm was taught the tricks of being a level I wizard, the rest of the group noticed a pair of coachmen from the Three Feathers now just "hanging around" Delberz. They explained that they were no longer employed by the coach line and were just chilling out for a while. The party tried to distract them by sending them off to Marienburg.

Franziska Lang was very interested in what occurred to them in Boggenhafen, and explained that the originator of the ritual is Etelka Herzen of Grissenwald, near Nuln. She is a known dabbler in the dark arts. To aid them in halting her fell activities, she presented them with a Dwarven Ring of Protection and a shirt of magical black mail.

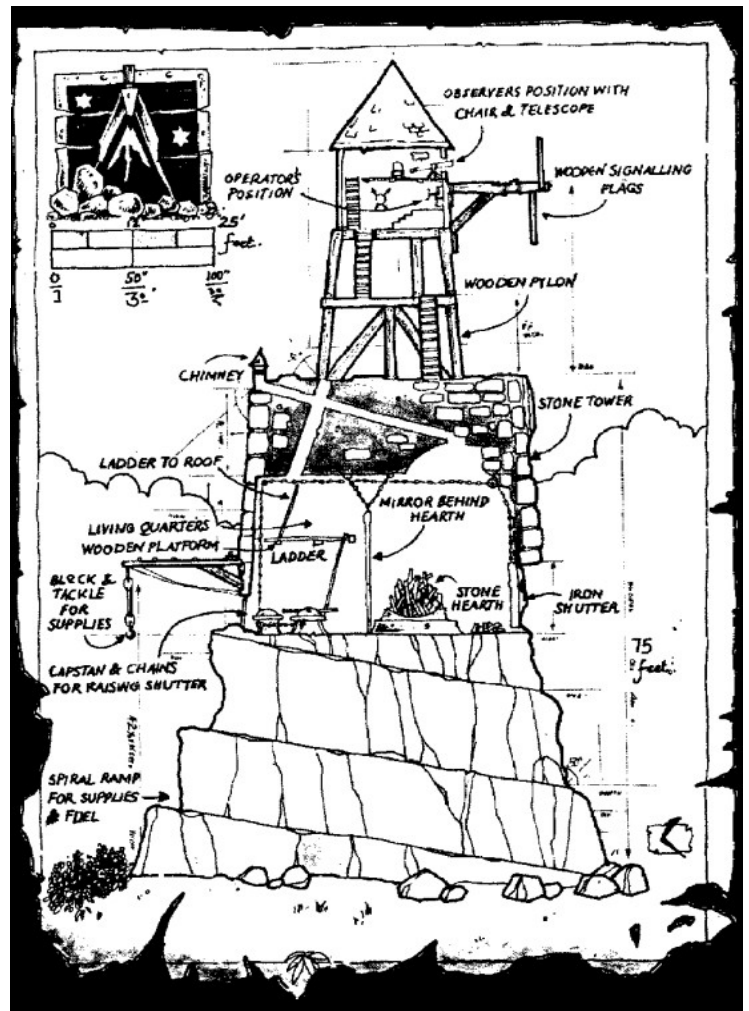
Back on the river to Altdorf (and then on to Grissenwald), they were shaken down by a group of gypsies warning of monsters along the river and offering a charm to protect against them.

Sure enough, a bit further down the river they found a half-sunken riverboat loaded with waterlogged turnips. The boat had definitely been taken down by the same mutants they had encountered down on the Bogen, but the group kept them at bay long enough to rough-patch the boat, bail it out, sell the rotting turnips for spare change (as pig food and alcohol mash), and finally haul the two boats down to Altdorf.

Where they once again ran into the two coachmen "randomly" in the same city as them again.

After a bit of shopping, they proceeded up the Reik towards Nuln. Along the route they passed castle Reiksguard (where the Emperor's son is supposedly locked up either for his own protection, or because he has been touched by chaos, or diseased...) and then a mirror and semaphore signalling tower under construction by a team of dwarves.

Two dwarves attempt to catch a lift from their passing boat but are stopped by their employer / foredwarf, Master Artisan Aynjulls Isembeard.



His team of 12 dwarven engineers have been working on the site for six weeks. They chose this site because it included the foundations of a much older tower on a hilltop, shaving weeks off the project as well as providing a much sturdier overall structure.

The project has been plagued with accidents and paralyzing illness. In spite of this, work continued apace, but 5 days ago workers on watch in the tower began disappearing without trace during the night. Two more vanished only last night. Now the other dwarves are demanding danger pay, claiming that the place is a cursed elven burial mound... or something worse.

With the offer of 1 Crown per person per day and another 50 Crowns per person when the device is complete (in another 7 days, hopefully) or once the mystery is solved...

Each character present received 25 XP.

Session 19

March 24th, 2019 – *Death on the Reik*

Martin [Scout] - I 58
Wilfried [Fence] - I 53
Larry [Bodyguard] - I 48
Talberry Grumble [Scribe] - I 47
Othmar [Charlatan] - I 46
Wilhelm [Wizard] - I 45
Gottlieb [Bounty Hunter] - I 43
Oscar Jager [Bodyguard] - I 31

Concocting a foolproof plan, the group established that dwarves only go missing during the night (*but don't forget the curse! I never fall off scaffolding, and I fell off it on the first day!*) and always the dwarves on watch.

So tonight the group took up watch positions of their own instead. Gottlieb climbed to the highest point of the scaffolding to provide sniper support, Larry took the standard dwarven watch position on the lower scaffolding by the upper entrance into the partially complete tower (along with a fake dwarf made from a sack of potatoes dressed in dwarven clothes), and Martin and Wilfried took up positions inside the tower itself where they could keep an eye on Larry's post.

And then of course it turned out that the cause of the disappearances was coming from inside the tower, and a potent ghoul snuck out of a secret trap door and immediately started wreaking havoc upon Wilfried and Martin. Wilfried immediately fell to the foul beast and Martin put up more of a fight before being paralyzed and incapacitated (and then killed as he was dumped into the secret door covered shaft).

In fact the beast may have managed to get away (and eaten Martin and Wilfried) had it been even a slight bit luckier. But in the end it was slain and both Martin and Wilfried slowly recovered from



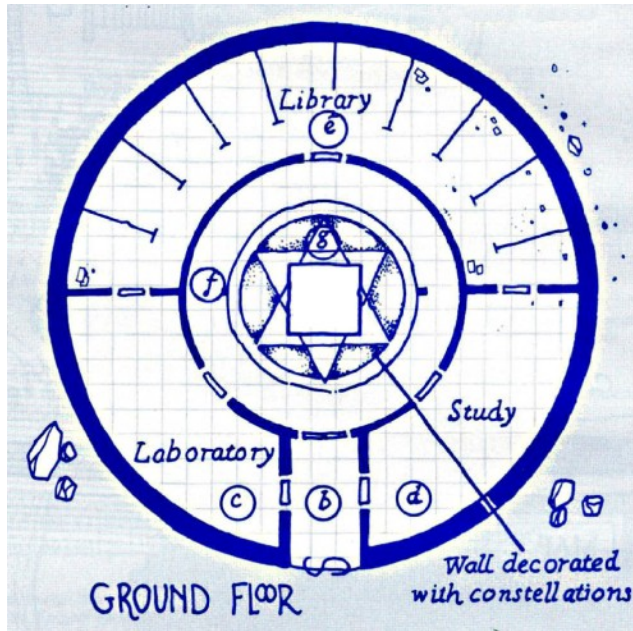
their wounds and the cold feeling of death within them.

The Ghoul wore a strange key around its neck – a six-inch long tubular key with a five-pointed star in cross section at the end. This magical key didn't fit in any lock, but the trap door in the tower floor opened automatically when within a yard of the key.

The secret door opened to a shaft that was directly in the middle of the tower. At the bottom of the shaft is a glowing hexagram with a six-pointed star-shaped hole at each point of the hexagram. There is also a doorframe in the stone, but it seems to have been completely blocked off with a plate of metal.

Testing the key around the tower the next night, they found that it opened a second secret door on the side of the old tower also. Within they were

accosted by terrifying shambling zombies, and all attempts at organized combat against them failed as various party members failed their fear checks whenever it was most important. But even disorganized heavy resistance is heavy resistance, and the zombies were unable to keep the group from plundering the interior of the tower.



Each of the five slain zombies also wore a tubular key around their necks. These keys have six points each, and when tested they mesh perfectly with the keyholes in the hexagram... However there are only five (one on each zombie) and a thorough searching of the structure did not turn up the sixth.

Within they found most of the walls, floors and ceilings were chalked up with various esoteric calculations – mostly astronomical. In the various rooms they found:

- A large, leather-bound book hand-written in the *Magickal Arcane Language*. Once studied and learned (in the same manner as a spell), it enables a wizard to control skeletons, zombies, and ghouls if they are summoned by a necromancer with the wizard's assistance.
- A plethora of alchemical apparatus.

- A battered notebook, whose yellowing pages are covered with complex calculations in a spidery hand – it attempts to predict the orbit of the Chaos moon Morrslieb.
- A collection of maps of the Reikland and the western marches of Talabecland with a number of intersecting lines marking the orbits of Morrslieb. One intersection (roughly over the area listed as "the barren hills" on most Imperial maps) has been circled.
- A number of unlabelled painted portraits – likely of members of the same family based on the commonality of aquiline noses, high foreheads, and bushy eyebrows (unless of course the artist just had a tendency to exaggerate such things).
- An ornately carved *wizard staff* that makes it so the person carrying the staff will not be attacked by zombies within the structure.
- A library of books on a variety of subjects from alchemical treatises to 'novels' of a somewhat dubious literary nature.

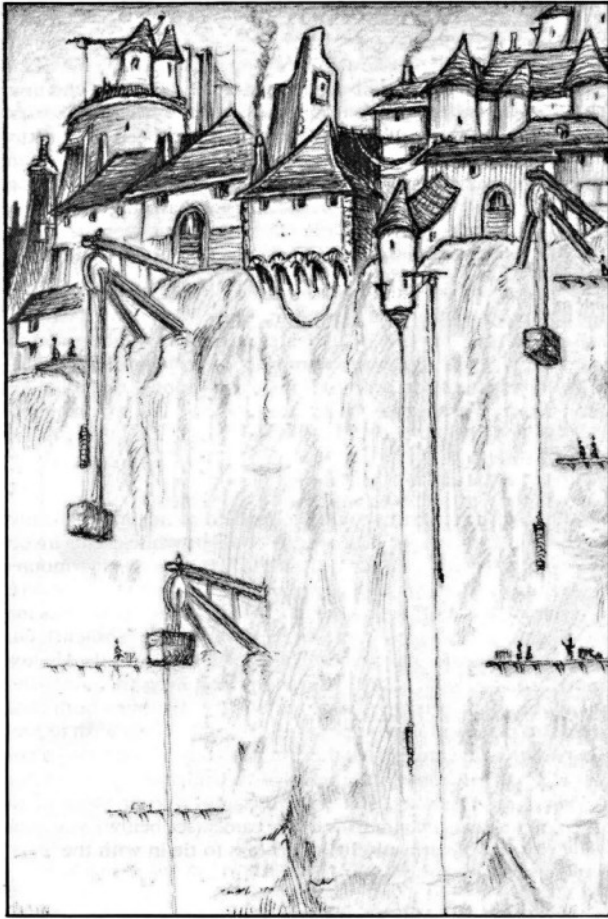
Collecting their pay from Master Artisan Aynjulls Isembeard at the end of the week, they continued down up the Reik towards Kemperbad and eventually Grissenwald.

Each character receives 75XP.

Session 20

April 7th, 2019 – Death on the Reik

Martin [Scout] – I 58
 Wilfried [Fence] – I 53
 Larry [Bodyguard] – I 48
 Talberry Grumble [Scribe] – I 47
 Othmar [Charlatan] – I 46
 Wilhelm [Wizard] – I 45
 Gottlieb [Bounty Hunter] – I 43
 Oscar Jager [Bodyguard] – I 31

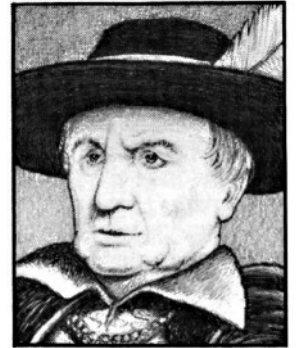


Kemperbad is an odd city – sitting atop the cliff-like eastern bank of the Reik, just north of the confluence with the Stir, and 500 feet above the river itself. Further, Kemperbad is not technically part of the Reikland, but an autonomous trading town (or Freistadt), thanks to an Imperial Charter granted by Emperor Boris the Incompetent.

As the group heads to get an elevator to the clifftop city on the bustling cargo docks, there is a commotion by the passenger lifts. A company of Imperial Infantry are escorting a rotund plenipotentiary up to the city. In the chaos surrounding this event, a young woman is knocked over and smashes her head on a barrel. A doctor pushes through the crowd and assists the group as they try to help her. He introduces himself as Dr. Maximillian Schnippmesser. In the end he takes the young woman back to the group's boat to help her out, escorted by Gottlieb.

Finally on the elevator, they find themselves in the company of a jowly Tilean who introduces himself as Luigi Belladonna...

"I will get right to the point, my name is Luigi, I represent a group of investors from a nearby city-state who wish to acquire some goods from the Kemperbad dwarves. Our prices are fair, but things are going slowly and they are getting very restless. Would you be available to make this collection for us?"



Assuming they were off to collect nothing less than the Loc-Nar itself, the party soon found themselves picking up a small locked casket in the dwarven ghetto and transporting it to Luigi in a private dining room at the Cat and Fiddle Inn. They were each paid 20 Crowns for the job and Luigi is interested in training party members as either Racketeers, or even a spy or two if they will operate as spies for his Miragliano crime family within the Empire.

After a bit of shopping and cargo transfers, they then returned to the river to travel to Grissenwald and hopefully the Black Peaks, home of one Etelka Herzen.

Along the Reik, about half way between Kemperbad and Grissenwald is Castle Wittgenstein and the small town of Wittgendorf. Just short of Wittgendorf they are intercepted by Captain Gertrude Grolsch and her riverboat. In a breathless wastelander accent she warns them to steer clear of Wittgendorf and to remain along the east bank while travelling past. She points to a tarp on her deck under which is the remains of a man they fished out of the river near Wittgendorf. Once human, he resembled a bloated fish with small tentacles growing from his armpits. She is taking the body to the authorities in Kemperbad. Warning them again against



landing, she and her crew continued on their way downriver.

Not half an hour later the river boat pulls up to the village of Wittgendorf where they are immediately accosted by numerous beggars – potentially enough to account for most of the town’s inhabitants. After throwing a few dozen lizards to the crowd, they beat a retreat and continued up river.

Grissenwald (where the Grissen and the Reik meet) is a favourite stopping place for riverfolk and boasts quite a number of wharfside inns. Inquiring at these inns, they learn the following:

- Black Peaks isn't a mountain or mountain range, but a disused coal mine up in the hills about 5 miles south of town.
- The mine used to be run by dwarfs.
- The dwarfs in question are now a bunch of worthless alcoholics.
- They sold the mine to a noblewoman from Nuln about three years ago.



- They used to be one of Grissenwald’s primary suppliers of coal.

In the midst of the inquiries, a group of three drunken dwarfs enter the establishment and begin looking for a fight... *“Hey, do you smell anything strange in here?”* *“Yeab, it’s coming from that dead tallfolk over there.”* *“It moved, it can’t be dead.”* *“Well... we could always fix that.”*

Attempts to talk them down only lead to greater insults and the seemingly inevitable barroom brawl. Due to a number of improbable exploding 6s in damage rolls, two of the dwarfs were killed in the brawl (both actually the targets of *Strike to Stun* attacks that rolled too high). The town watch immediately arrested the third and suggested that the group get out as fast as possible as they were probably looking at a bloodfeud with the entire population of the dwarven shanty town of Khazid Slumbol.

They rushed back to the riverboat and worked their way south to Nuln and took the road back from Nuln to Grissenwald where they disguised themselves and proceeded into the hills to find

Black Peaks. As they slip through town they meet a watchman at the town gate who warns them of the dwarfs again, and mentions that they’ve been rampaging and a number of human farms have been razed recently – it is only a matter of time before the dwarfs find themselves on the wrong side of a squad of Imperial Infantry, or worse...

Along the path they find the burned out remnants of a farm. Martin determines that the attackers were not dwarfs, but the foulest of creatures... goblins.

Session 21

April 21st, 2019 – *Death on the Reik*

The next farm they find locks itself up at their approach. The farmers scream things about the killer dwarfs who are out to kill all the human farmers now. They know it was the dwarfs behind the destruction of the farms because they suddenly have a lot more money than they had before – they haven't had coin enough for this much drink since they sold the coal mine.

Further into the forest they travel and then into the hills where they found the path up to the Black Hills Mine, and a squat dwarven tower at the base... the purported home of one Etelka Herzen.

The open space in front of the tower shows the tracks of many goblins and wolves leading both to the tower and to the mines. The front door of the tower is slightly ajar, but Martin instead slips around the back and climbs to a second-story solarium. The windows of the solarium have been smashed, and any furniture here was evidently used as firewood – the remains of the fire are visible in the centre of the room...

As the sun sets, each character receives 25xp.



Martin [Scout] - I 58
Wilfried [Fence] - I 53
Larry [Bodyguard] - I 48
Talberry Grumble [Scribe] - I 47
Othmar [Charlatan] - I 46
Wilhelm [Wizard] - I 45
Gottlieb [Bounty Hunter] - I 43
Oscar Jager [Bodyguard] - I 31

Seeing a goblin guard in the front hall of the structure on his way back to the party, Martin and the group hide in the bushes at the edge of the forest across from the tower. They formulate a number of plans on how to approach the tower and deal with the unknown number of foes in attendance (12 to 20 perhaps, based on footprints, plus at least a dozen more wolves?).

As the night darkens further and plans are still not agreed upon (walk up to the front door and ask to see Etelka?), the goblins start to show up and mill about in the yard between them and the tower – many from up the hill towards the mines, but also from the tower itself.

Finally, their leader (one Gutbag Stoot Throttler as they would later discover) steps out of the tower and rallies the goblins to raid another farmstead towards Grissenwald. He is an unusual figure of a goblin, dressed in an expensive human-sized red dress, and wearing a gem-encrusted tiara.



With the raiding party's departure, only a few goblins returned to the tower – seemingly those too injured to take part in the attack. However they also were keeping a much better watch... Gottlieb and Martin moved up quickly and silently to the doors to make sure that no one would get a chance to bar them out of the tower and quickly engaged the few recovering goblin guards.

Dispatching the already wounded guards proved fairly simple, and the group quickly ransacked the tower searching for Etelka or whatever happened to her.

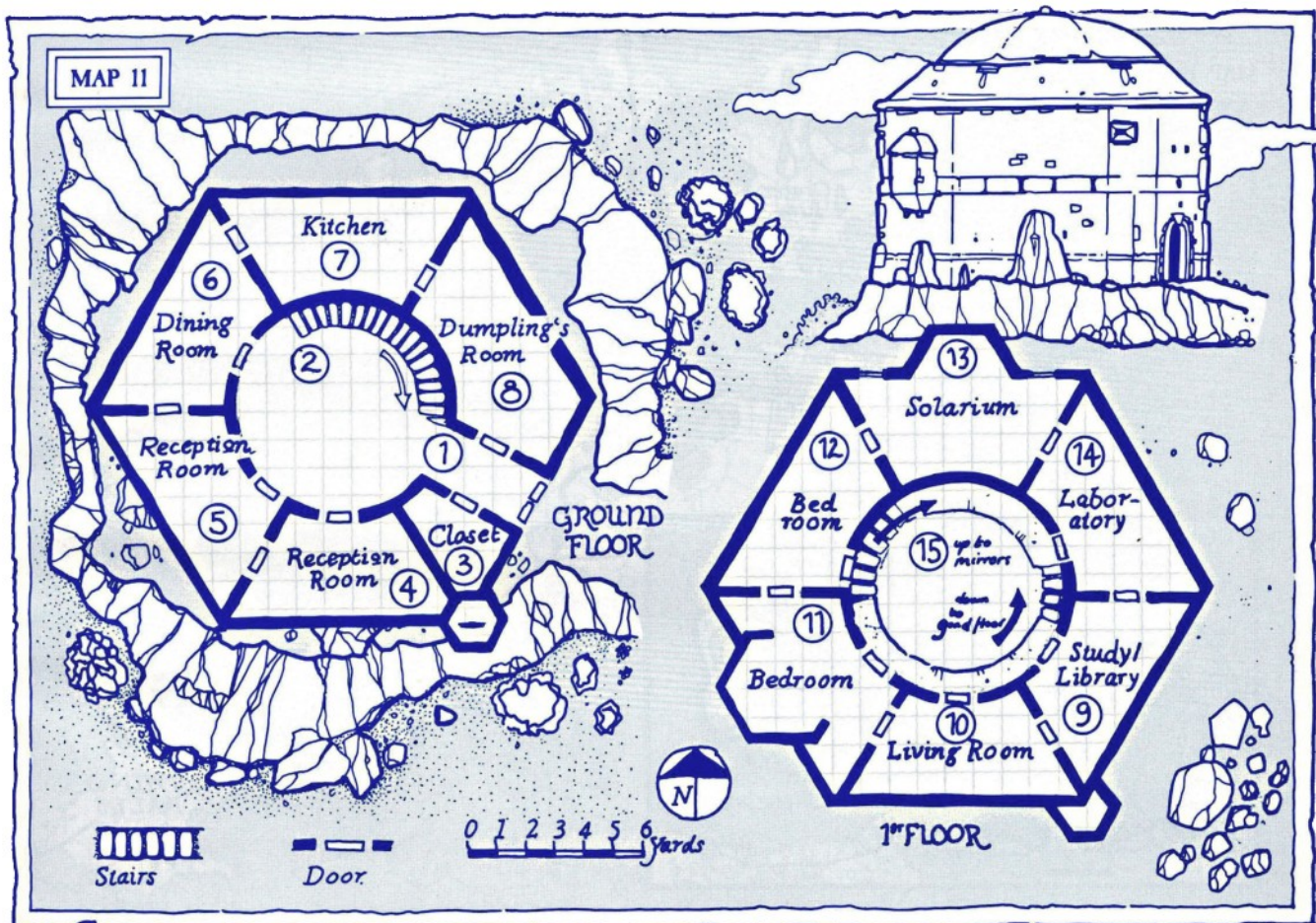
Within the tower there were a few remaining injured goblins, two very freaked out farmers (Gurda and Hanse), and Dumpling Hayfoot, a halfling cook. Dumpling was Etelka's cook, and is some upset that she left and let her "pet goblins" take over the place and left her alone with them. According to her, Etelka had left several days ago (a week, perhaps?). A weaselly looking human had called upon her a day before with a letter. He and Etelka then left to "go up Norn's River to get

some bear pills" (which they properly translated as up the Narn river to the Barren Hills). But first they were going to stop in at Kemperbad en route.

The only room in the whole tower that wasn't completely trashed was the study (the goblins had even managed to break into Etelka's laboratory and Gutbag had taken up residence in her bedroom).

Unfortunately, in the laboratory the goblins had managed to set off some sort of explosion and had also released a sample of purple mould that had then colonized and grew to the spore stage. The spores covered Wilhelm and both drained him of magical energy and took root in his lungs...

In Etelka's bedroom they broke into the goblins' clan treasures (piles of ill-gotten crowns, shillings and pennies, as well as every piece of Etelka's silverware from around the house and her personal jewelry (rings, ear-rings, and perfume bottles). In a secret compartment beneath they found a red cloth bag containing a gold necklace and bracelet,



and a silver signet-style ring bearing the device of a red crown.

In the study they found many books about goblins and their kin, but also a grimoire of magical spells. The locked desk contained a potion of healing, and a letter...

Dear Etelka,

The person bearing this letter is a trusted member of our society. He brings sufficient funds to finance an expedition to the Barren Hills, where lies, according to our researches, that which we seek. The importance of this item to our cause cannot be stressed too highly. You are to leave as soon as possible. Our agents in Kemperbad will provide all the assistance you require. Once you have the item, bring it to us at Middenheim as quickly as possible.

Istak Graksk Tzeentch

At this point figuring that they are running out of time before the goblins return and being pretty sure that Etelka is heading into the Barren Hills (as marked on the map they had found back in the black observatory), they abandoned the tower and made haste for Grissenwald.

At the outskirts of town they attract some dwarven attention in the slums of Khazid Slumbol – but they make it safely through the town gates as the sun rises, and raise the alarm that goblins are attacking the local farmsteads and not the dwarves.

Taking the coach back to Nuln to fetch the Bawdy Countess, they then head back downriver to Kemperbad where their connections don't provide them with any help regarding Etelka and her companion. So they pay the toll and head up the deep ravine of the river Stir.

Under Larry's captainage, four days travel up the Stir brings them to a pair of massive standing stones carved with strange sigils that overlook the river.

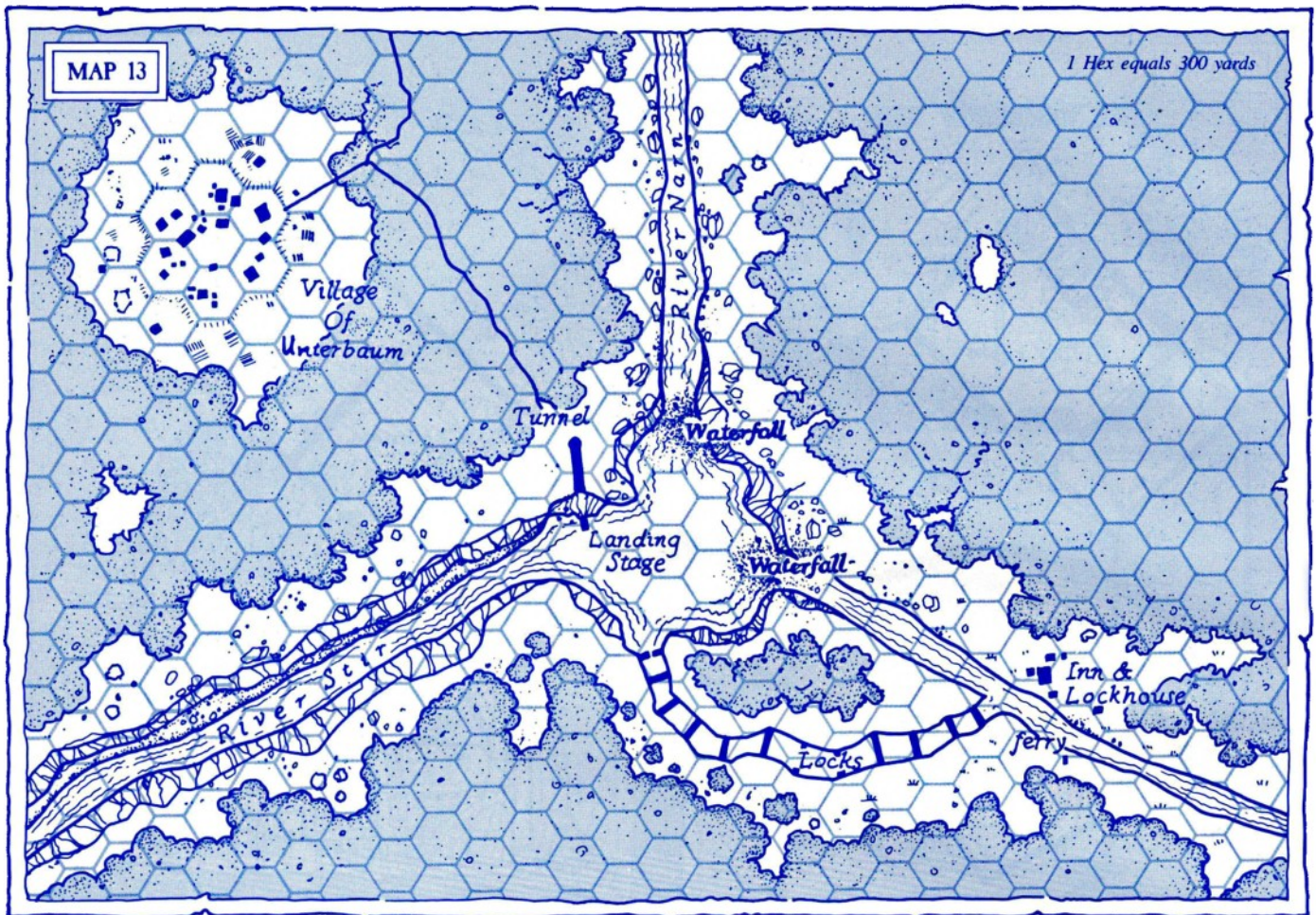
The next day they find the carcass of a horse bobbing downriver. Pulling the body up to the



Countess, they find it still has its packs attached to a pack saddle. Within they find waterlogged iron rations, sodden clothes, and a sealed oilskin package bearing the same red crown device as the silver signet ring found in Etelka's bedroom. The packet contains a rough map of the Empire with two points circled – one being a location in the Barren Hills (appearing to be the same spot as circled on the map they found in the black observatory – although a little more precise), and the other definitely being the black observatory itself.

A further days travel brings them to the twin falls where the Narn joins the Stir. In the pool beneath these two thundering waterfalls is a landing stage and a set of ingenious locks to move boating traffic up and down to continue along the Stir.

At the landing stage they meet a couple of women, who describe the inn at the top of the locks, but when they hear that the group is transporting iron ore, they insist that they come to the village of Unterbaum instead of going up to the inn at the top of the locks. Astrid and Birgit lead the group



into a cave behind the landing (which has the group expecting some foul sorceries, ambush, or other monstrosities). At the back of the cave is a set of stairs that lead all the way up to a small track into the woods and the idyllic village of Unterbaum.

Unterbaum is exactly the kind of village to freak out adventurers in a grimdark environment. Friendly, quiet, without crime or taint of chaos - quick to offer food, drink, and comforts to travellers.

The village buys the group's available iron ore at a premium, and Voster the village Elder along with Corrobreth the Druidic Priest cordially welcome them and offer what they know of the Barren Hills and Etelka Herzen.

It seems that at some point a few hundred years ago during an incursion of chaos the firmament above conspired with the forces of chaos - for days the sky screamed and the chaos moon howled and

spat its evil upon the land. The Druids built a stone circle around the places where the moon's foul excretions landed. But the land was blighted for generations, and around Devil's Bowl, where the largest piece landed, strange unnatural growths now appear.

A week or so ago, another group travelled past here, up the Narn, and into the hills straight towards the Devil's Bowl - led by a fair haired woman and a dark-haired man.

Corrobreth the druid suggests that they travel with him in canoes up the Narn towards the hills. He needs a new supply of the healing herb Gesundheit, which grows in that region, and can guide the group to the Devil's Bowl.

Each character present received 65XP for this session.

Session 22

May 5th, 2019 – *Death on the Reik*

Martin [Scout] - I 58
Wilfried [Fence] - I 53
Larry [Mercenary] - I 48
Talberry Grumble [Scribe] - I 47
Othmar [Charlatan] - I 46
Wilhelm [Wizard] - I 45
Gottlieb [Bounty Hunter] - I 43
Oscar Jager [Bodyguard] - I 31

The trip by canoe up the Narn to the Devil's Bowl takes four days. The lands north of Unterbaum are a strange desolate wilderness with few signs of life other than evil-looking crows. As they travel further into the hills, the oaks begin to appear warped and twisted. The air becomes still and musty. Huge cobwebs span gnarled branches and whole groves of dead and dying trees dot the landscape – from their stricken limbs sprout obscene growths of red and purple fungi.

In the hills proper bare rocky outcrops thrust skywards between sparse clumps of trees, and the river becomes shallower and faster – at some points they need to portage their canoes past rough shallow rapids.

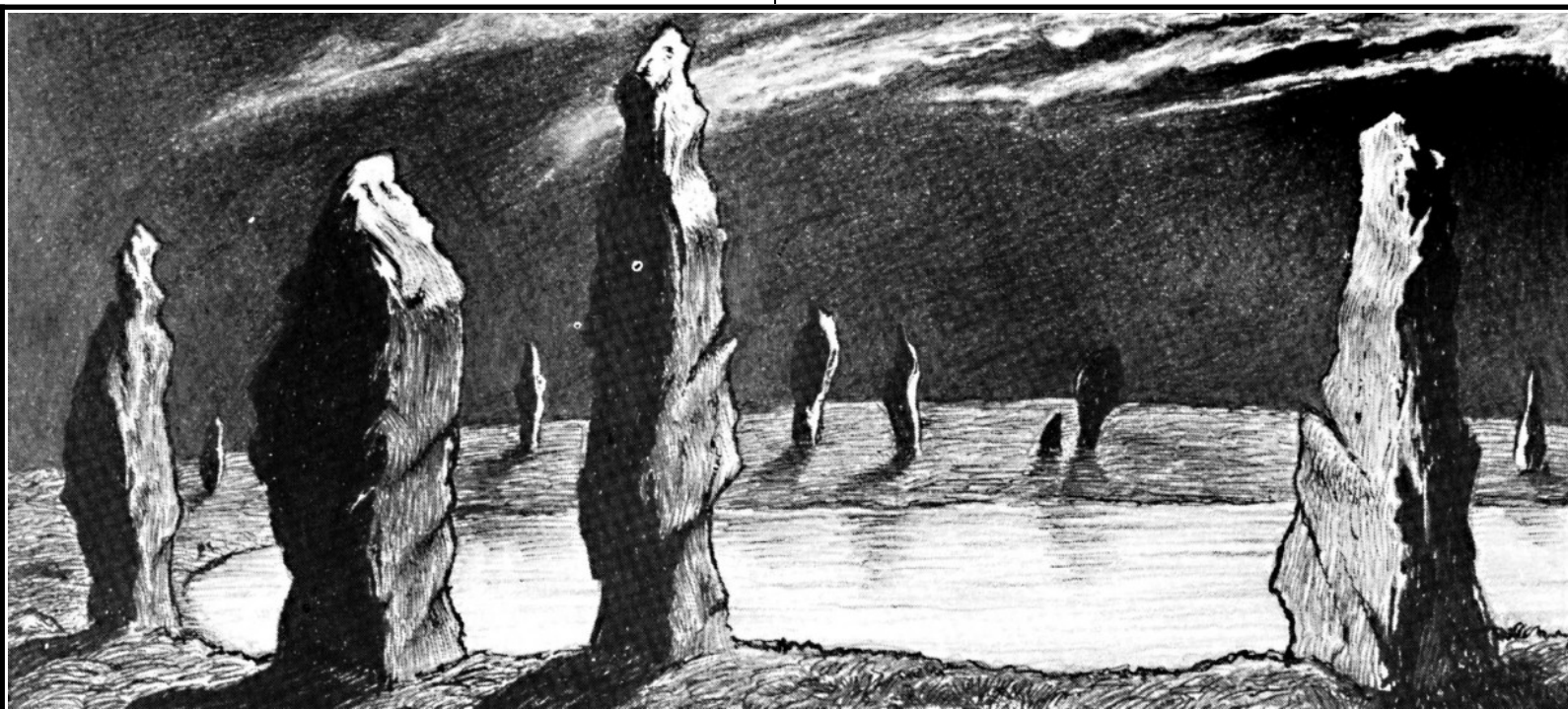
In the Barren Hills there are hardly any trees at all – just stretches of badlands and meadows of moorland grass, thick and coarse, a luminous green in colour that seems to ripple as they pass.

They travel on foot into the hills, leaving their canoes by the river until they find the Devil's Bowl – a meteoric lake nearly a mile across surrounded by massive druidic standing stones.

Following Corrobreth's advice, they make camp in the lee of one of the stones, prepared to explore the area for Etelka's band in the morning.

The chaos moon rises, looking full once again. Around midnight an eerie blue glow plays over the water and a ghost approaches the group limned in blue light with gaping wounds in her side. She begs the group to help her, to lay her bones to rest... follow and see... follow and see...

She leads them to a small box valley cave next to a smaller cave where a stream comes trickling out of the rocks to feed the waters of the Devil's Bowl. Not trusting her, most of the group enter the cave, leaving Martin and Gottlieb behind. Within the low cave they find a shallow grave with bones poking out of it. As they begin to bury the bones properly, she begs Gottlieb and Martin to enter the cave also. Martin steps in to see how the interment is going – but it takes her suggesting that "what they seek" is deeper into the cave and



she can guide Gottlieb to it to convince him to consider entering. As he grills her for information on it, her bones are finally buried, and she disappears without further exposition.

Gottlieb wanders in to the cave to figure out why she disappeared, and is followed in by Crot Scaback, a foul chaos creature that seems to be a walking sword-wielding rat!

"Stand Stand! Not move, not move! Stone, stone. Where, where?"

And Larry leaps forward to attack.

The first time the group had ever engaged in combat was against a small group of goblins (see session 3) and it turned into a horrifying melee where the party won, but only after a very ugly battle of attrition. Since then they have fought smartly and/or with overwhelming force, ending fights in a few rounds with little damage to their own hides.

But it turns out that skaven are much better warriors than the toughs, bodyguards, and scum the group has been engaging of late... and Crot Scaback is a champion among his kin for a reason.

Escape routes were cut off by rear-guard skaven moving up from side passages. Another skaven came up from the back of the cave. Crot single-handedly killed Corrobreth and took two other members of the party out of the fight. Few in the group were not at least lightly injured, and some escaped only by the fates aligning with them that night.

When the grim and nearly silent battle was over they had to dig their own friends out of the mess of bodies and body parts (as a footnote, both Martin and Wilfried failed disease checks, and are probably in for even more pain as the adventure continues).

Following Gottlieb's insistence (and thus the ghost's instructions), they proceeded deeper into the caves. At the back they found a cave-in and

could hear an insistent scratching sound from the other side. After ascertaining that it definitely wasn't a final wave of skaven trying to outflank them, they began the hard work of clearing the rockfall.

As soon as a man-sized hole was cleared, a skeleton dressed in tattered chainmail dragged its way through and attacked - as it fought it begged desperately to be killed.

Dispatching four of these poor undead as they came through the hole, they finally cleared the way into the next cave. Within they found the supplies of an expedition (although the members of that expedition appeared to be the skeletons that they dispatched). Their supplies included money, a silver flask containing a potion of healing, a tattered old map that marks the Devil's Bowl and the black observatory (almost identical



to the one recovered from the dead horse in the river the previous session), and a sixth key identical to the five they had recovered from the zombies in the black observatory – likely the final key needed to open or activate whatever it is in the central room of the structure.

But no sign of the stone that Crot was asking for, nor of Etelka's party.

As a new day dawns in the eerily silent Barren Hills, each character present receives 105 XP.

Session 23

June 2nd, 2019 – Death on the Reik

Martin [Explorer] - I 58
Wilfried [Fence] - I 53
Larry [Mercenary] - I 48
Othmar [Charlatan] - I 46
Wilhelm [Wizard] - I 45
Gottlieb [Bounty Hunter] - I 43

The trip back down to Unterbaum and Kemperbad started somberly as the group assessed their options, the grave state of a few of them, and the death of their guide. Once they were back in their canoes, the fevers began taking hold of Wilfried and Martin – the wounds of the ratmen quickly becoming infected and debilitating.

Early on the second day, with the fevers now dangerously high, the group overtook a solitary huntress walking along the riverbank. Emmaretta joined them in their canoes, seeking the fastest passage she could manage to Kemperbad where she had to bail her brother out of jail before next Festag. She had little else to say during the journey, keeping to herself except to help row.

At least one other (possibly more) things also kept pace with the group on this leg of their journey – followers potentially on both sides of the Narn. At one point the sharp eyes of Gottlieb spotted something large like a mountain lion on the

western bank, but nothing specific was spotted on the eastern side.

Avoiding the town of Unterbaum entirely, they immediately descended to the Bawdy Countess and informed the two townfolk down at the dock of the brave death of Corrobreth, loaded their injured companions aboard, and set off. Larry kept the helm for the full 6 day trip down the Stir, lashed to the helm as his companions slowly recovered from their debilitating wounds.

In Kemperbad, Emmaretta immediately departed to bail out her brother. Convalescing for a few days in town, they made inquiries about Etelka and the weaselly man – and confirmed that she had probably been through town a day before the group, never coming into the town proper, but sticking to the east bank of the stir and the small part of Kemperbad on that side. Where she travelled from there they could not ascertain.

While in town and now recovered from the rat-fever, Wilfried took advantage of the training available from the Miragliano crime family to take on the career of forger.

Based on their clues from the cave where the astronomer Dagmar's expedition members were slain and left behind, they set back down the Reik to the black observatory with the sixth key.

But with several weeks having past since construction was completed on the dwarven signalling tower, the site was now overrun with Imperial infantry and signals corps. Parking the Bawdy Countess a mile upriver of the tower (hidden by the woods), they waited until nightfall and slipped up to the tower, using the five-pointed key to open the secret door at the base of the tower.

Within, nothing had been disturbed since their last visit. Setting all six keys into the central shaft's keyholes in the floor didn't open a magical portal as they expected, but instead the floor just fell open beneath them, sending them tumbling into the secret library below.



IN THIS TWO THOUSANDTH,
THREE HUNDRETH AND
SECOND YEAR OF OUR EMPIRE,
ON THE NIGHT OF THE
ILL-OAEMED HEKENSTAG,
MORRISLIK DID SHINE WITH
A GREENE AND UNATURAL
LIGHTE AND ITS SHAPE WAS AS
IF IT BORE A GRINING
KOUNTENANCE OF MOST
HORRIBLE APPEARANCE.

THE HEAVENS* WERE FILLED WITH
A GREAT NUMBRE OF
SHOOTING STARS AND SOME OF
THESE DID SEEM TO FALL UPON
THE EARTH WHICH GROANED UNDER
THEIR ASSAULT. AGAIN, DURING
THE NIGHT OF KEHEIMNISTAG
MORRISLIK WAS DOMINANT IN
THE SKY, AND THE FIRMAMENT
WAS CRISS-CROSSED WITH A TRACERY
OF SHOOTING STARS,
BEING FOREWARNED BY THE EARLIER
EVENTS OF HEKENSTAG, I WAS
ABLE TO TRACKE THE COURSE OF
A PARTICULARLY LARGE SHOOTING
STAR, WHICH SEEMED
TO ISSUE FROM MORRISLIK ITSELF.
ACCORDING TO MY CALCULATIONS,
THE STAR MUST HAVE FALLEN TO
EARTH IN THE UPLANDE OF
TALARKHLANDE
NEAR THE HEADWATERS
OF THE RIVER NARNK ♦♦



The secret library was stuffed full of books on a variety on topics (mostly in classical, some in the various arcane languages). Hidden among the books (and found after an hour of scouring the shelves) as a false book hiding a green viscous potion smelling of almonds (later determined to be a potion of healing).

A table in the centre of the library bore three large books - each open to pages reproduced in the handouts; "Sternschau's Astronomical Records - Being a Guide of the Mysterious Phenomena of the Nighte Sky" and "Omens and Prophecies of the Seer Unserfrau". The third volume (in the Magickal Arcane Language) is "The Journal of the Wizard Dagmar von Wittgenstein - 2405".

This call for wisdom. The time shall come when
the enemies of Chaos shall relax their guard,
looking out from their fortresses, they shall pay
no heed to the shadow at their backs. Then shall
the Great Mutator cause the warped moon to
awaken, and the beloved of Morr shall clear
his throat and spit upon the Empire. And
where his spittle doth fall, there shall the
weak fear to tread, but the possessor of the
spittle shall wield great power.

The final entry in the Journal indicates that Dagmar von Wittgenstein had prepared a lead-lined case to carry the warpstone from the Barren Hills to a magically-reinforced chamber in "the castle".

Based on his name and their previous experiences at Wittgendorf, it is decided that this means Dagmar was referring to castle Wittgenstein, hereditary home of his family, now fallen on very hard times.

AND SO I, DAGMAR VAN WITTEGENSTEIN SHALL POSSESS THE LARGEST PIECE OF WARPSTONE EVER KNOWN OUTSIDE THE CURSED CITY OF SHAVENBLIGHT! AND STRAIGHT FROM THE CHAOS MOON ITSELF. I SHALL BECOME THE MOST POWERFUL WIZARD THE EMPIRE, DAY, THE OLD WORLD HAS EVER KNOWN. AT LAST MY YEARS OF RESEARCH ARE ABOUT TO BE REWARDED. EVERYTHING IS PREPARED. NOTHING HAS BEEN OVERLOOKED. A TEAM OF EXPERTS HAS BEEN HIRED FOR THE EXPEDITION, A SPECIAL LEAD-LINED RECEPTACLE HAS BEEN BUILT TO GRADSPORG THE METEORITE, AND A MAGICALLY REINFORCED CHAMBER AWAITS BACK IN THE CASTLE. I LEAVE FOR KEMPERBAD TOMORROW



Unfortunately for the group, escaping from the observatory with a whole pile of books wasn't as quick and quiet as sneaking in, and they attracted the attention of Imperial troops who chased them through the forest. In the run back to the Bawdy Countess, Gottlieb was separated from the group and led the troops on a merry run through the woods. He finally caught up with the Countess further upriver, and as Larry pulled in to pick him up, an errant root breached the side of the boat beneath the water line.

Bailing desperately, they continued upriver as far as they could until Larry spotted a sand bar he could beach the Countess on to get the hole above water and allow for them to fix her before she sank.

If anyone had any carpentry or shipbuilding skills.

"Fortunately" another (smaller) craft, the Maria Borger, came up the river an hour later, just after sunrise. The crews of both boats hailed one another - the Bawdy Countess looking for carpenters and assistance unbeaching afterwards, and the Maria Borger seeking medical help - two of the crew have taken ill and are deathly pale with a cold sheen of sweat.

Neither appear to have any known illness or infection, but Larry immediately asked if there was a vampire on board. And sure enough, Hans (one of the two) has puncture marks on his neck that were supposedly not there yesterday when he initially took ill.

With a bit of wrangling and arguing, the group isolated the cargo of the Maria Borger, a sealed wooden crate with the coat of arms of one Graf Orlok. By this point everyone had figured out they were interrupting the whole Dracula storyline, collected hawthorn stakes, and broke the case open in broad daylight, exposing a pair of coffins. Opening the second coffin immediately destroyed the vampire resting within - the last of the dead Orlock family.

Each character present earned 100 XP.

Session 24

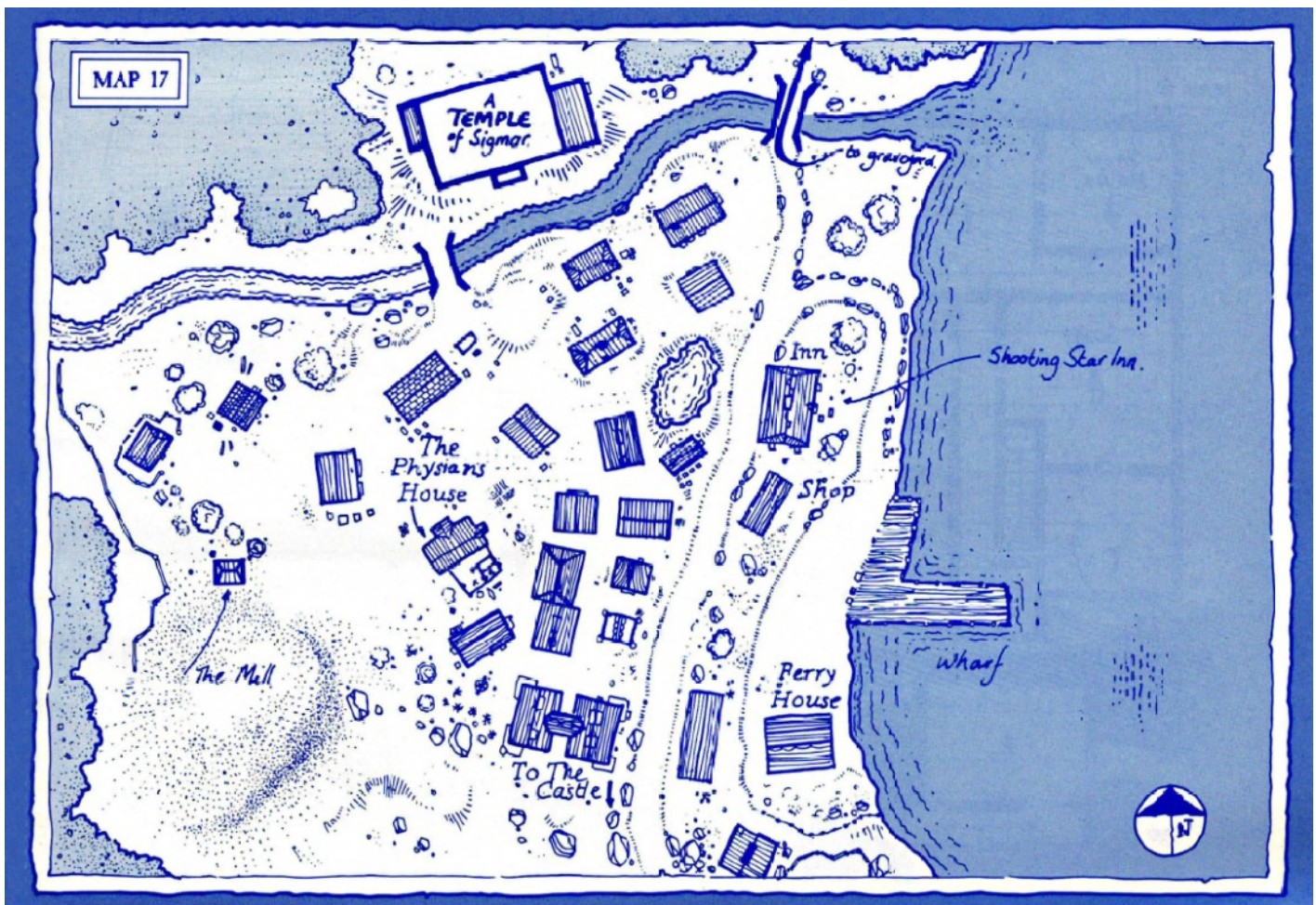
June 16th, 2019 - Death on the Reik

Martin [Explorer] - I 58
 Wilhelm [Wizard] - I 55
 Wilfried [Forger] - I 53
 Larry [Mercenary] - I 48
 Othmar [Charlatan] - I 46
 Gottlieb [Bounty Hunter] - I 43

After using their healing potions on the stricken crew of the Maria Borger, the crew immediately started making repairs to the Bawdy Countess. Back at Kemperbad, the Maria Borger pulled in, and the Bawdy Countess continued on to Wittendorf.

As expected, the rickety wharf was overrun with beggars. Working their way through the crowd (and keeping their distance to avoid the foul lice and other things living upon these dregs of humanity), they climbed into the town proper for the first time.

From the top of the hill they could see the dilapidated town from abandoned church and across a number of collapsing hovels and houses. In the distance on the south side of town there was a commotion as townfolk and beggars gathered around a woman dressed in dark blue on a massive horse surrounded by men in full plate and mail.



As they watched, there was a scream and then an unconscious villager was thrown up behind the woman's saddle and she rode away from town, towards castle Wittgenstein. Left in her wake is a crowd of villagers and beggars – the beggars immediately pulling something red and bloody into one of the houses here.

Investigating the scene finds that the beggars are fighting over the body of a man slain by the guards of "Lady Magritte von Wittgenstein". Another beggar has run off with the man's severed arm. This theme is repeated again later when they encounter a beggar fighting with a dog over a bone – killing the dog allowed the beggar his bone, but also fed another five beggars who immediately grabbed the dog's corpse.

Watching them as they check out the town is a smartly-dressed man – Jean Rousseaux, the village physician. He apologizes for not coming to greet them, but he is busy alleviating the suffering of these poor folk, and asks them to call on him at his home the next evening for dinner.

At the Shooting Star Inn, they get rooms and baths and hire the local girl to clean their gear of lice from their interactions with the beggars. It seems they are the first guests of the inn in the last three years – although a number of locals still drink here. They get stories about the failed harvests and horrible luck of the town – and the sense that the town is at a final crossroads... that this year's failed growth season will spell the end for the town as they have no more livestock nor reserves to return to for future years. Most of the farmers are now among the beggars, and there is a general dislike for the Innkeeper and the Miller because it is assumed they are hoarding the last of the food in town.

They discuss how they will deal with the town, as well as how to get into Castle Wittgenstein. They are told that the castle has no visitors except those "chosen" by Lady Magritte. Then it turns out that the woman cleaning their gear is the granddaughter of the miller, and she informs them as secretly as possible that there is a bandit camp west of town in the woods that can help them if

they are planning to go against the Wittgensteins – and that she can guide them there after dinner that evening.

Waiting for sunset, they head across town (still under the eye of the physician) to the old temple of Sigmar. There are signs of people coming and going here, but no signs of life currently within.

Inside they find a quiet temple lit by magical lanterns. Under the scriptures of the cult of Sigmar they find a parchment written in the Magical Arcane Language. When read aloud by Wilhelm, he hears a voice asking if he will be ready when the forces of chaos battle at the end of the world. When he asks for help or a sign, the voice replies "I shall give you a sign. Go now, and find the source of the chaos which warps my lands." (He also gains a +10 bonus on Fear tests for the next 48 hours).

Other stories in the main temple discuss the founding of the temple by Siegfried von Kesselring who defended it against an assault of beastmen with his sword Barrakul. He was buried together with his sword in the temple crypts by the Grand Theogonist himself.

Heading downstairs, they discover where the people here have been hiding. Ghoul-like and desperate, a number of people hide within the crypts and cry that they "cannot spare any more food". When confronted and convinced, these ghoulish townfolk (who are almost certainly surviving by digging up bodies and eating them) explain how Lady Magritte has been coming here and removing bodies from the graveyard and mausoleum over the last six months since the death of the Sigmarite priest. "She keeps taking our food!... errr... also..."

Through intimidation, they convince the ghouls to break open the still-sealed crypt of Siegfried von Kesselring, and they collect the magical dwarven blade Barrakul from his corpse.

Now evening is upon us, it is time to meet the miller's grand-daughter, and from there find the



bandits who may be a necessary ally to get into the seemingly impenetrable fortress of Castle Wittgenstein.

Each character present receives 65 XP.

Session 25

June 30th, 2019 – Death on the Reik

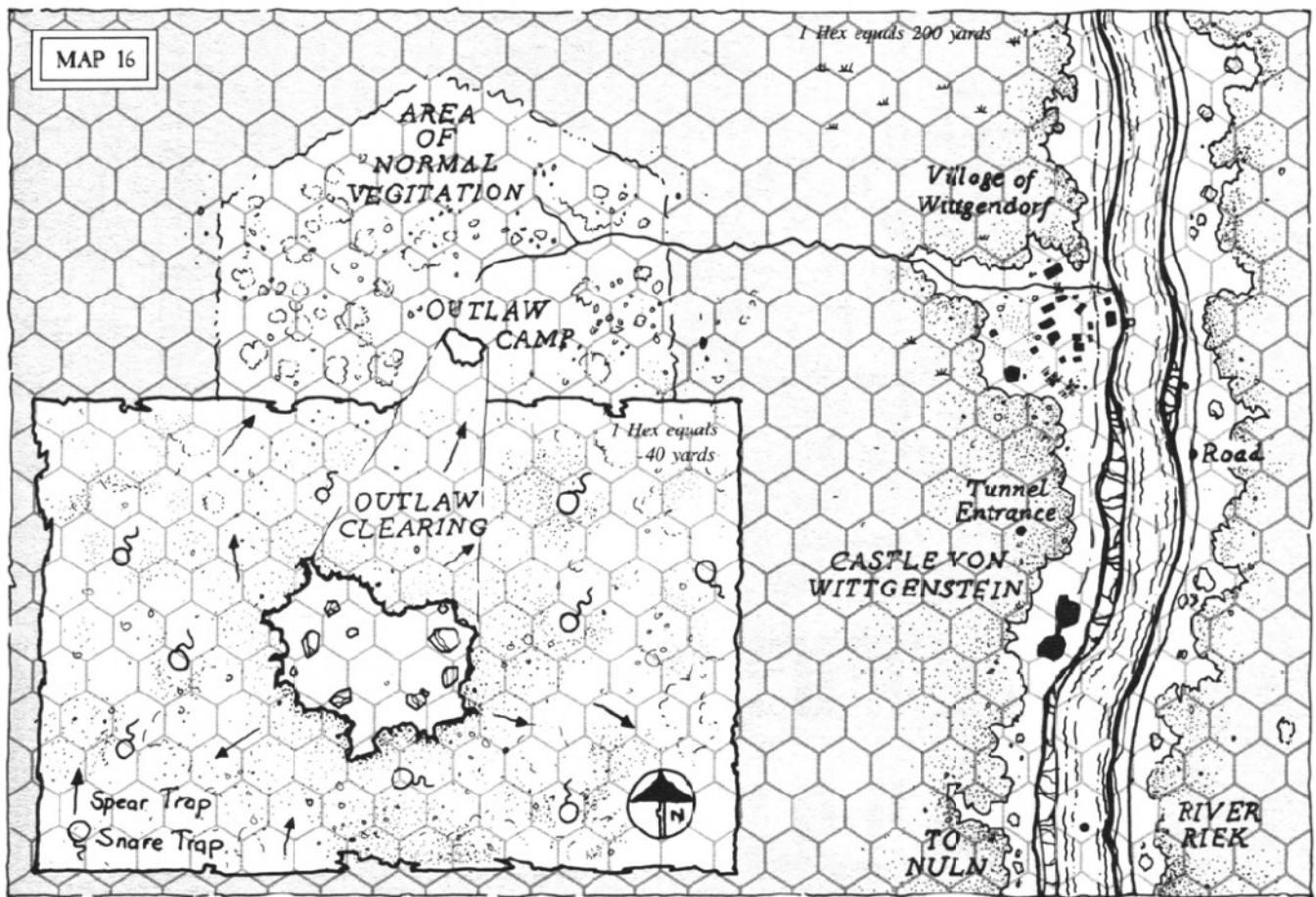
Wilhelm [Wizard] – I 55

Wilfried [Forger] – I 53

Larry [Mercenary] – I 48

Gottlieb [Bounty Hunter] – I 43

The Bawdy Countess has been confiscated by Sergeant Kratz and 20 armed troops from Castle Wittgenstein and is now being kept at the river gate below the castle.



While dressing down the PCs and NPCs who let the boat be taken, Etelka Herzen starts tossing the PCs' goods from their hotel room out the window and then leans out to demand that they turn over the warpstone to her.

In the ensuing battle with both Etelka and her weasel-like companion (none other than Ernst Heidelmann from session I), one mercenary is summarily vapourized by one of Etelka's fireballs, and another is seriously injured.

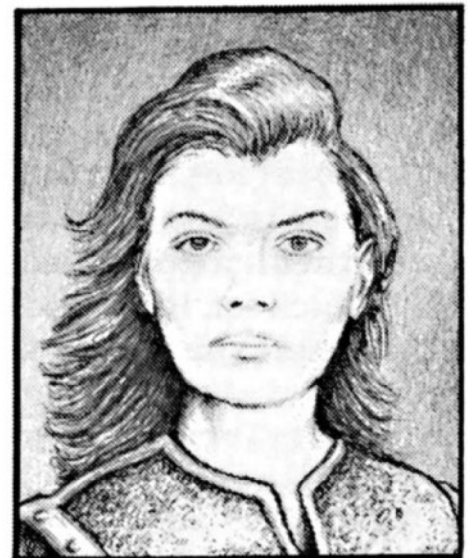
After dealing with this whole menace (ending with the unsurprising deaths of both Etelka and Heidelmann), the party stashes their extra members in the mausoleum in the graveyard so they can recover, while the main group heads into the woods with Hilda Eysenck (the miller's granddaughter).

The woods are obviously twisted and warped, touched by chaos and disease. But an area deep in the woods is untouched and home to Sigrid and

her outlaws. They offer to help the party take on the Wittgensteins, but their "help" is very restricted - they will only actually approach the castle once the walls are clear of guards and/or the front gate is opened for them. They are not the hardy bandits the party was hoping for, but a group of townsfolk who have run away out of fear of the Wittgensteins.

They also have pretty epic 80s hair.

There is much annoyance... plans are half-made, and the party is rewarded with 100 XP each.



Session 26

July 14th, 2019 – *Death on the Reik*

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43

Heading back to town to gather their companions and figure out how to finalize the approach to castle Wittgenstein, the party encounters Sergeant Kratz of the Guard (on horseback) accompanied by six guards and a foul beastman mutant with a porcine head – obviously searching for the outlaw camp.

They setup an ambush to lure them all back to the bandit camp – sending Wilfried along with Hilda to get the camp ready to kill the patrol.

But nothing works as planned – the ambush goes awry, there's a lot of fighting, and eventually Sergeant Kratz ends up moving off in a completely different direction, never finding the camp (and nearly killing Gottlieb).

Stumbling back into town, they gather Emmanuelle and eventually decide it is in their better interest to go to the doctor for Gottlieb's injuries. The doctor helps them out, stitches up Gottlieb's injuries, and reminds them of the dinner plans for that evening. They return to the inn and the mausoleum for the day to recover.

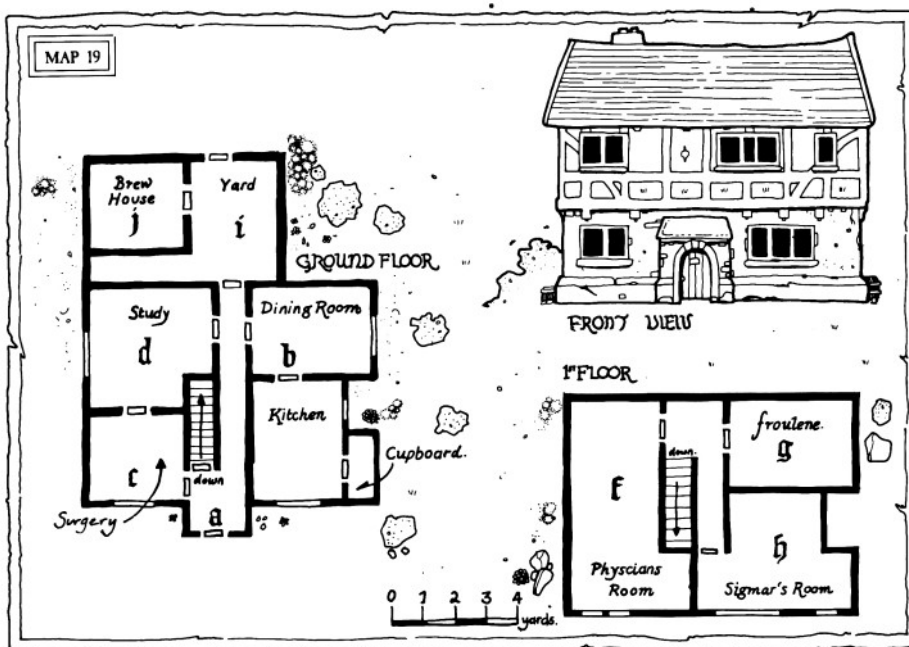
Shortly before dinner time, they witness a coach arrive at the good doctor's house, and then rapidly depart back towards Castle Wittgenstein. Fearing the worst, only Emmanuelle, Gottlieb and Wilfried go to dinner, leaving Larry, Wilhelm, and the mercenaries placed around the building in case of emergency.

Escorted to the study by Frau Blucher (the small, old, hard-of-hearing housekeeper), they are introduced to Doctor Jean Rousseaux and his dinner companion, the Lady Margritte von Wittgenstein. They sip fine Bretonian brandy and puff away on cigars while engaging in the smallest of small talk before finally being summoned to the dining room where dinner is served.

Poisoned dinner.

Down-on-his-luck Gottlieb is paralyzed by the Oxleaf in the squab, and Wilfried staggers to the window where he smashes the glass and calls for help as armed troops rush into the room. Lady Margritte panics and climbs out the window after Wilfried, and carnage ensues in and outside of the house resulting in the deaths of a number of guards as Emmanuelle does her best to assist Larry and keep Gottlieb from getting caught in the crossfire.

While Wilfried pukes out the poison into the bushes, Lady Margritte manages to escape around the back of another building, pursued by both Wilhelm and two of the mercenaries. With a horrible crunching noise the second mercenary is dispatched by what remains of the first – who has



been transformed into something terrible, mutating and growing uncontrollably and consuming all those who wander into the reach of his many tentacles.

Lady Margritte von Wittgenstein is nowhere to be found, and the session ends as the mutated mercenary finally ceases growing and begins to wail and cry as he dies of his chaos-inflicted state.

All characters present receive 25 XP.



Session 27

July 28th, 2019 – Death on the Reik

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43

Collecting themselves after the battle at the doctor's house, they search the place. The guards from the castle are horribly decayed mutants, putrescent and foul.

Both the doctor and lady Margritte appear to have run off towards the castle at this point.

They collect rotgut from the still (10 bottles of which seem mildly magical, the rest are then used to clean the armour from the slain guards), letters between lady Margritte and the doctor regarding a

special powder that she gave him which he uses to heal the citizens of their bizarre affliction, and eventually find themselves in the basement where they find a locked door to the ghoulish tunnels, a human corpse with its four arms cut off, and more rotgut as well as a vial of very magical black powder.

Trying to decide between walking up to the front gates pretending to be guards (appropriately suited up), or trying to use Sigrid's secret tunnel, they decide to make one middle of the night fly-over of the castle using the wizard's fly spell.

While the outer bailey and the central gatehouse appear well defended, he sees no sign of guards in the inner bailey. Dropping a rope over the wall, the group climbs up the cliffs and the inner bailey walls - alerting some of the guards in the central gatehouse but not before Wilfried and Wilhelm manage to secure and bolt the inner bailey gatehouse gates and drop the portcullis.

Five of the bandits join them in defending the inner gatehouse, and the guards quickly give up the assault (it seems they truly believe the castle's defences to be impregnable and are not willing to die to test them).

Within the inner bailey are a number of structures.

- **The Solarium** - whitewashed and filthy, with massive glass pane windows and a cracked dome overhead. Birdsong can be heard from within, and all that can be seen through the filthy windows is massive ferns and other oversized potted plants.
- **The Kitchen Garden** - A walled off plot whose 8 foot walls are covered in strange green tendrils. Each tendril ends in a splayed green hand gripping the wall with sucker-like growths.
- **The Pit** - a 15 x 10 yard pit dug into the middle of the courtyard, the edges are lined with downward-angled spikes and 10

feet down there is a massive caged floor with a single door in the middle of it leading deeper into the pit.

- **The Tower** – a gloomy dark tower looms over the chapel beside it, threatening and ominous.
- **The Chapel** – a two-storey chapel to Sigmar carved with friezes depicting events in Sigmar's life, now defaced. The doors are slightly ajar, allowing a purple haze and discordant music to extend into the courtyard.
- **The Servant's Hall** – a low structure attached to and dominated by the great hall.
- **The Great Hall** – A three or four storey structure dominates this end of the bailey. Mounted to it and the servant's hall is a three-storey tower suspended by these neighbouring structures and not touching the ground floor of the building.

After securing the gatehouse and avoiding the garden, they climb the stairs to the upper portion of the courtyard and the open doors to the Sigmarite chapel. The strange discordant music takes hold and Larry and Wilfried are unable to keep themselves from dancing along with it.

The chapel has been violated, and instead of Sigmarite iconography, a massive wooden statue of some foul chaos being (a portrayal of the Chaos god Slaanesh). The air is full of a lavender smoke, and a dozen or so cultists cavort and frolic below the Sigmarite altar.

Taking full advantage of their excellent dancing skills, Wilhelm and Gottlieb head upstairs where they find a self-playing pipe organ, where the top of each pipe is capped by a human head that "sings" the music.

They promptly cover it in flaming rotgut.

The organ's screams stun them, but also breaks the spell on Larry and Wilfried who come running up just in time as the organ extends its tentacles and begins trying to assimilate Wilhelm and Gottlieb into the pipes before it expires messily from the flames.

The smouldering corpse of the organ is thrown down from the balcony onto the cultists below, and Wilhelm takes Barakul, the sword of Siegfried von Kesselring and begins to slaughter the unresisting (and very high) cultists of slaanesh until he is interrupted by a daemonette of slaanesh – a lithe creature with crab claws for hands and a long lashing tail. As everyone pauses at the appearance of this supernatural demon, two of Larry's mercenaries show remarkable aplomb and step forward to defend the party. Pushing the demon back until the rest of the party breaks free of the *fear* effect, they make short work of this



foul chaos spawn before continuing with the slaughter of the remaining cultists.

Having established a foothold in the inner bailey, and completely skipping the outer bailey, they pause and earn 180 XP each.

Session 28

August 11th, 2019 – Death on the Reik

Martin [Explorer] - I 68
Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43

From the door of the chapel, the party looked around the inner bailey. Martin climbed up the ropes along with one more bandit - the bandit went to join his fellows in the gatehouse, and Martin immediately headed across the bailey to the old glass-walled solarium.

Within they found a dozen or two human-bird "crossbreeds" - Human heads and bodies (although beaked and feathered) with bird wings and legs. The birdfolk were excited about their new visitors, and the boldest of the bunch flapped down from

one of the potted trees in the structure and then over to a locked cabinet at the back of the room. Breaking the lock off (and fearing they would find human body parts used as bird food), they were happily surprised to discover that these bizarre mutants actually subsist on a diet of totally normal bird seed (albeit in significant quantities).

Leaving the mutant bird things for now (figuring that slaughtering them might be loud enough to draw some attention from the residents of the inner bailey, although so far none have made themselves apparent) - they returned to the north side of the bailey and to the black tower there, seeking stairs down to the watergate and their stolen boat.

The black tower contained a nightmarish quantity of cockroaches coating nearly every surface, and evidently being fed to encourage them to gather here. The stairs did not lead down, but instead up to the upper reaches where they could hear harpsichord music. At the top of the tower they met the king of the roaches, the friendly and impeccably polite head of the Wittgenstein household, Ludwig von Wittgenstein. He explained that his headstrong daughter Margritte had been digging into things best left buried

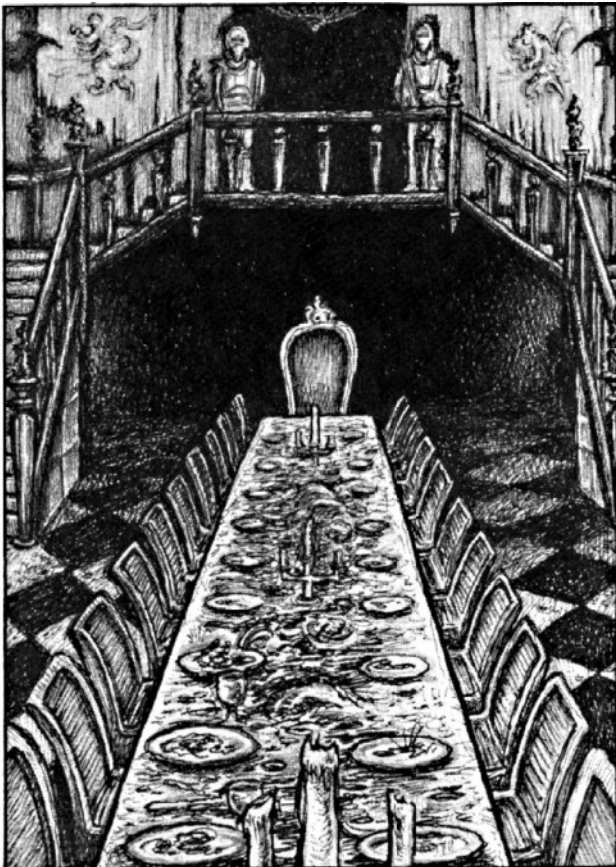


dating back to the time of Dagmar von Wittgenstein. She and her mother had run of the family estates now while Ludwig, in his new form, locked himself up in this tower because he could no longer entertain guests or really commit to his noble duties. His son Gotthard fortunately had escaped this life and had moved to Middenheim.

Ludwig seems to regret the actions carried out by the rest of the family, but he accredits it to the Wittgenstein curse. *"It all started when Dagmar von Wittgenstein - my great-grandfather, built that observatory up near Kemperbad. He became obsessed with a shooting star. Couldn't rest until he found it. Well he did, and things have never quite gone right for us since. Most strange, most strange indeed."*

Ludwig also told them that the watergate stairs lead up to the dungeons beneath the great hall of the castle.

Leaving the old cockroach unmolested, the group beelined for the great hall, avoiding the massive pit in the centre (amid a sequence of Sarlacc



references). At the great hall, they were immediately greeted by a mutated butler who tried to have them sit down for a meal (from a table that was covered in mouldy food with a lovely grey fuzz over it all) and once they were done he would show them to their rooms. The butler then wandered off and fell back to sleep on his chair behind the grand stairs of the hall.

Ignoring the foul feast, they proceeded down the stairs beneath the hall and followed the most used path through the dusty halls - straight into the home of an ogre. The ogre seemed to be the castle's torturer in residence, and he just chatted with the group passing through, helping them along their way to the water gate.

Following the ogre's directions, they found a set of stone stairs spiralling down into the darkness. But beside the stairs was a secret door, slightly ajar - held open by some rocks and debris from the rough tunnel beyond it.

The tunnel lead to a larger space containing the lead case written about in Dagmar's logs - home to the shooting star that had fallen at the Devil's Bowl.

But the chamber also included another passage - one dug in from beneath. And a number of skaven were around the case, obviously figuring out how they would manage to get such an unwieldy and heavy object out of here in their possession.

With numbers on their side, the party rushed the skaven... and discovered that once again, where you see a few skaven, there are many more. Together Gottlieb and Larry pushed the lead case into the tunnel, crushing at least one of the foul ratmen beneath it. But still more kept coming. A foul miasma of warpstone-infused magic came out of the hole and several of the group lost control of their actions in the ensuing battle... Driven to wild acts of violence they attacked the walls, each other, and in the case of Gottlieb, a mad rush down the deeper passage to kill more skaven.

Session 29

August 25th, 2019 – Death on the Reik

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43

With the immediate threat taken care of, but the squeaking of many more skaven coming up the tunnels and the explosions of sapper charges taking out the foundations of the castle, Martin opened the lead case and tried to grab the massive glowing stone within. There was a horrible burning smell and everything was suddenly rimed with greenish frost as Martin's chest was melting beneath the stone, his arms warping and distending, stretching as he held on to the raw warpstone while he pulled his body away from it. For a moment they seemed to be tentacles before returning to almost normal, but the warping continued and writhed up his body until a strange "crown" of thumbs (with thumbnails and everything) grew out of his head. [Fate was spent in large quantities rerolling mutations, but in the end he was stuck with this foul curse.]

Wilfried and Wilhelm bolted for the stairs and made their way down to the watergate as fast as possible while stonework fell down the stairs behind them. Meanwhile, Larry and Gottlieb worked together to pull the lead case up and out of the tunnel.

The sapping of the skaven was taking its toll as huge sections of the castle base came crashing down into the Reik below. The ceiling in the chamber came down, revealing the interior of half of the shrine of Tzeentch above. With an incredible series of feats of strength and control, Larry almost single-handedly hauled the massive casket out of the hole, into the shrine, and then rode it down into the river as the whole place came tumbling down. In the end they did not recover

the case and the warpstone – but they know exactly where it is buried under a few tons of stone in the muddy bottom of the Reik – a place where the skaven's obvious plans to dig it out from beneath will be nigh impossible.

Meanwhile, Wilfried and Wilhelm recovered the Bawdy Countess – now repainted and renamed the Countess Wittgenstein and loaded up with wines and cheeses and a suitable "care package" to be taken to Gotthard von Wittgenstein who is supposedly up to no good with a Slaaneshi cult in Middenheim.

Escaping with the boat and picking up Larry and Gottlieb, they allowed the river to take their damaged but temporarily patched boat downstream to Kemperbad where they put in for repairs and to talk through what had happened and decide what needed to be done next.

In Kemperbad repairs were undertaken, and they are hired on by Matthias Blucher of the Blucher mercantile family – one of the more powerful and influential merchant families in the region. He buys their existing cargo and wants them to deliver a full load of Cathayware to Marienburg – well away from the current excitement.

With a copy of the shipping contract in hand, Wilfried forges an alternate copy with the goal of either destroying or stealing the original copy that the Bluchers keep so they can take the wares north to Middenheim instead of all the way to Marienburg (and also provide themselves with some nice extra coverage along the way).

The next day the Countess is moored in the Blucher docks, is unloaded, and waits empty for the late Cathayware. As they wait for the wares to trickle in they are invited to Herr Blucher's wedding anniversary party. Only a few go to the party, where they hide off to the side and engage in conversation with Rudolf Meier who seems less than happy to be here himself. He complains about the state of the business these days and places the blame for his own failed company on this very marriage.



"Look at them - Herr and Frau Blucher on this bappy occasion, like Bretonnian cheese wouldn't melt in their hands. Cut-throats, both of them. I lost my livelihood because of that marriage; as soon as the rings were on, cheap Bretonnian wine started flowing into Nuln as if a dam had burst. I tell you the Bluchers and the Steinbagers..."

"Yes, Karoline Steinbager, of the Bogenhafen Steinbagers. Probably the best business deal the Bluchers ever did!"

But during the loading of the Countess, someone drops an oil lantern into an improperly closed crate of cheap Cathayware - and the straw packing material is immediately alight and a wild fire starts taking over below deck. Fast thinking and a magical sword (oh, the dwarves and Sigmarites had better never hear of the day Barrakul was used as part of a makeshift sprinkler system) stopped the fire before it spread far, but both the floor and especially the ceiling of the cargo space was severely burned and will need to be replaced before the Countess travels again.

Fortunately, that's all covered as part of the Blucher shipping contract. And in compensation

for the month or two that the Countess will be in dry dock, Blucher has another smaller contract he can offer them - normally a job he'd give to a trusted family aide, but since he felt partly responsible for the party's problems and their financial well-being...

There's a case he needs brought to Middenheim. A small hundred pound crate and a letter (both well-sealed with wax and family seals) to be delivered to Herr Scharlach of Middenheim. And he's willing to pay the party 300 crowns to deliver it, and encourages them to enjoy the festival at the time instead of rushing back, so there is time to finish repairing their poor boat.

Session 30

September 8th, 2019 - *Carrion up the Reik*

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Othmar [Spy] - I46
Brother Nate [Cleric] - I44
Gottlieb [Bounty Hunter] - I 43

The next day the group is loading up their rented carriage and wagon to head up to Altdorf and then to Middenheim. As they pull away from the livery yard, a number of priests rush up to join them. Among them is Brother Nathaniel - a travelling priest of Morr who has a passing connection to several of the group from Delberz, along with three Sigmarite priests who briefly negotiate space on one of the wagons for the trip to Altdorf.

The coachman is excited to be heading to Middenheim for the carnival "Fellows, you haven't lived until you've been to the carnival! Makes the Bogenhafen Schaffenfest look like a sideshow! A whole week of entertainment, drinking, and wenching in the finest city in the Empire! And none of that 'mutants are good citizens' junk neither! Now, don't get me wrong, I'm not much

for northerners, me, they're a dour lot, no sense of humour, but also no putting up with this bullshit."

Along the road, the priest of Morr explained that he was on the trail of the necromancer Ernst Heidelman, and discovered that the party had already dealt with that particular heretic.

On the first evening out, Wilfried carefully unsealed both the letter and box they were carrying:

"Gentlemen, I am sending you the six items which were described some months ago by a member of your society to my brother-in-law Heinrich Steinbager of Bogenhafen, which your society was said to be most desirous of recovering, and which have fallen by chance into my hands.

There is no charge, but please remember this service my family has done you. With most sincere greetings, Mattbias Blucher"

Within the case they found:

- the scabbard of a sword, once ornate, now badly rusted;
- a stuffed magpie;
- a large seashell;
- a pilgrim's robe covered with badges from shrines all over the Empire;
- a dog's skull;
- a plain pewter goblet;
- a handwritten book titled 'The Journal of Hieronymous Prosch, 2487-. 2488' which reveals only that Herr Prosch was a wool-trader. , drank too much and was having an affair with his wife's serving-maid.

To this odd collection of items, they also added a Teugen family crest necklace that they still had with them since Bogenhafen and then resealed the case.

Arriving in Altdorf without incident, the Sigmarite priests left their company asking for a favour – that on their way north they drop by the

Place of Shining Rock (a shrine sacred to both the faiths of Ulric and Sigmar) and return a fragment of the rock that the elder priest had taken with him when he was an acolyte working there decades before. In the conversations they also learned that this priest is a significant figure in the Sigmarite faith, and is travelling to Altdorf to meet with the Grand Theogonist of Sigmar.



While in Altdorf, they registered Larry's mercenary company. With a bit of modified paperwork from Wilfried, they were successfully registered as a legal mercenary force of the Empire specifically of the House of Lieberung of Bogenhafen.

The session ended heading north along the Middenheim – Altdorf road where

- The priest of Morr removed the curse on Wilfried that had turned his hand brilliant purple in session 14.
- They ran across the huntress Emmaretta and her brother travelling north – through the secret language of hunters she let Gottlieb know that he is a werecat and she is seeking a cure for his curse.
- Two ratty-looking men were carrying a box and trying to "hitch" a ride through the Drakwald. Upon seeing the priest of Morr, they ditched the box and ran for the woods. Within the box, to no one's surprise, was a recently dug up body.

40 XP each



Session 31

September 22nd, 2019 – *Carrion up the Reik*

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43
Othmar [Spy] - I 46
Brother Nate [Cleric] - I44

The session begins with the group (under the guidance and watchful eye of Brother Nate), burying the body of the man in the box.

Wilhelm convinced Emmaretta and her brother to seek sanctuary in the secret basement of the herbalist Elvyra in Weissbruck while they continued to Delberz to see about getting the cure for her brother's ailment (and perhaps Elvyra will have a herbal remedy that might help control his transformations).

The Drakwald is a dark and sombre forest and travellers here are guarded and wary – times are changing, and with change comes unrest, bandits, beastmen, and worse.

What they do encounter are a small group of angry dwarves (the Brimbeards) heading south from Middenheim. They complain vociferously about the taxes of the place and the blatant racism in taxing dwarves in particular when most of the city's structures were built by these same dwarves. They had travelled to Middenheim early to meet family before enjoying the carnival, but were so angered by the taxes that they immediately left and are now heading down to the Black Peaks south of Grissenwald to hopefully find work with distant cousins who have a coal mine in those hills.

The next day they caught up with the caravan of Dr Malthusius' Zoocopia. He regaled them with tales of hard times that had him travelling further and further afield from his usual touring

areas in order to earn enough to even just feed his crew. Accompanying him for a part of his route, they found themselves in the small town of Armsdorf – a town beset by troubles where crops were rotting in the fields and the town's sole fisherman had sworn off fishing after an encounter with a talking fish.

The next stop for the good Doctor was Regensdorf, and at that point they parted ways as the party had no interest in returning to that blighted town where their adventures had begun, and they continued north through the Drakwald by two men that they had encountered earlier in the forest travelling northwards also – but now they were definitely tailing them and trying to remain hidden in the process.

Setting up an ambush, they captured one and used him to get the other to surrender. They admit to being members of a cell of the cult of the Purple Hand – a chaos cult dedicated to Tzeentch. They are following Herr Lieberung who is a high ranking member of the cult who had inherited a large sum of money and was believed to have gone rogue instead of delivering the 30,000 crowns to the head of the organization in Middenheim.

Seeing that the party was now heading to Middenheim, they were just following along to make sure that everything was back in order and Lieberung wasn't intending some new deception and hadn't been turned by the aggressive terrorists of a competing Tzeentch cult – the Order of the Red Crown (of which Etelka Herzen was a key agent).

Finally having a name for the organization that's been dogging them since they found the body of Lieberung on the side of the road (and discovering that Lieberung is indeed a real person, and not someone taking on the fake name as they had originally suspected), they each earned 110 XP.

Session 32

October 6th, 2019 – *Carrion up the Reik*

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43
Othmar [Spy] - I 46
Brother Nate [Cleric] - I44

In Delberz they arrange to have their illegally imported wine accessorized with the appropriate (if fake) tax seals to make it easier to sell, and talked to Wilhelm's teacher about cures for the werewolf before moving on towards Middenheim.

On the morning they are to depart, the dwarf servant of Dr Malthusius catches up to them, tired and bedraggled, to report that Regensdorf is no more - burned to the ground. Deciding that it is not their business (yet), they continue north.

Less than a day outside of Middenheim they reach the Place of the Shining Rock. The road is still in dense woodland, but a side road with a large white boulder marks where they must turn off to get to

the shrine proper. The boulder has the markings of Ulric on this side, but the far side bearing the markings of Sigmar has been defaced - smashed repeatedly with a blunt steel weapon.

At the shrine they are met by a team of six men and seven horses in full armour bearing an insignia of a fiery heart - identified by Brother Nate as templars of the Knights of the Order of the Fiery Heart - Sigmarite holy knights who serve both the Empire and the Grand Theogonist.

They are told in no uncertain terms that they cannot enter the shrine at this time, and (guessing correctly who is inside) Wilhelm attempts to pass along his letter and the fragment of stone from Father Marcus instead of delivering them himself. As he is about to hand them over, there is an explosion from within the shrine, blowing all the windows out in a shower of glass.

Then the Sons of Ulric struck.

The Sons of Ulric are a fanatical group of the faith who believe in the Sigmarite Heresy - that Sigmar is a false god and the Grand Theogonist is a demon who walks the world converting innocents to the path of chaos.



Initially, the party tries not to take sides until they realize that the Sons seem intent to not only kill the Grand Theogonist within the shrine, but to also make sure there are no witnesses.

Battling the Sons is a matter of skill at arms as well as magic, as the fanatics also brought a number of clerics of Ulric with them – all are dressed in wolf-skin robes and are covered in camouflaging paints.

When all is done, the Sons of Ulric have been slain to a man, and one of the Knights of the Order of the Fiery Heart also lies dead, another badly injured. The Grand Theogonist, Yorri XV, initially exited the shrine wreathed in a mighty halo of magical protection, leaving the crushed and burned bodies of his assailants behind.

In the priests' house across the clearing from the shrine they found the two resident priests of Sigmar slain, and the two resident priests of Ulric unconscious, gagged, and bound.

The Grand Theogonist thanks the group for their help and prognosticates about the Sons of Ulric – definitely maintaining a distance between them and the actual Church of Ulric – in fact penning a letter to the High Priest of Ulric in Middenheim and tasking the group to deliver it for him.

He also comments on the appearance of Othmar – even bringing the leader of the Templars over and asking him if he resembles anyone they know. With a laugh, the Templar nods his head and returns to his horse. Yorri comments "You bear a striking resemblance to ah, someone we know in Altdorf." He has never heard the name Lieberung before, but explains evasively that he was thinking of a person of higher rank than that...

As the party finally arrives at the gates of Middenheim, we end the session with 75 XP.

Session 33

November 3rd, 2019 – Power Behind the Throne

Wilhelm [Wizard] – I 55

Larry [Mercenary] – I 48

Brother Nate [Cleric] – I44

All the good inns are of course full for the celebrations, and the group find themselves in a somewhat overstuffed inn called the Templar's Arms. Although it has no stabling, the group's horses are stabled at Staller's Livery Stables, just down the street.

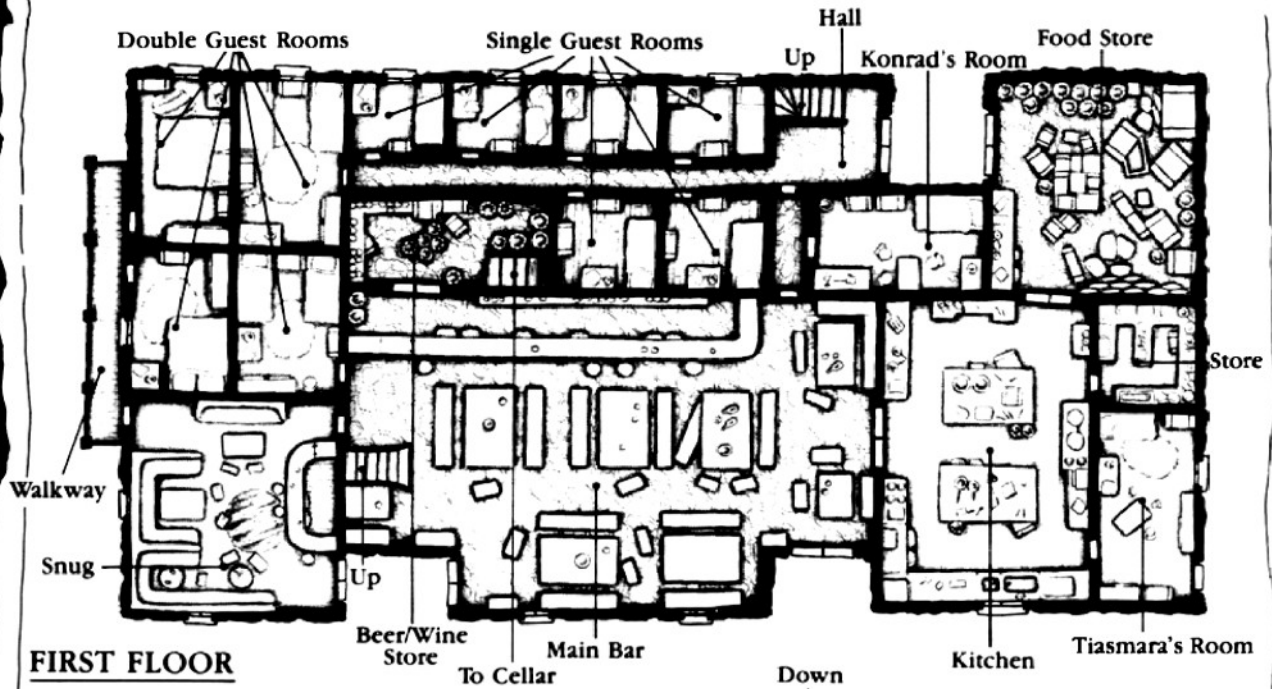
The landlord is Uli Breitner, a cheerful and welcoming man who keeps a peaceful and happy establishment with his staff; Kurt Gruber, his barman; Konrad Alpigei; a barman/handyman; Renata Hoeflehner, the maid/barmaid; and a Halfling cook, Tiasmara Flarett.

It is three days until the beginnings of the Middenheim Carnival, so the party splits up. Wilhelm, Larry, and Brother Nate go to find out about the delivery of the strange box of goods from herr Blucher. Meanwhile, Othmar and the other members of the group are working social contacts in order to get invitations to some of the more exclusive events in town.

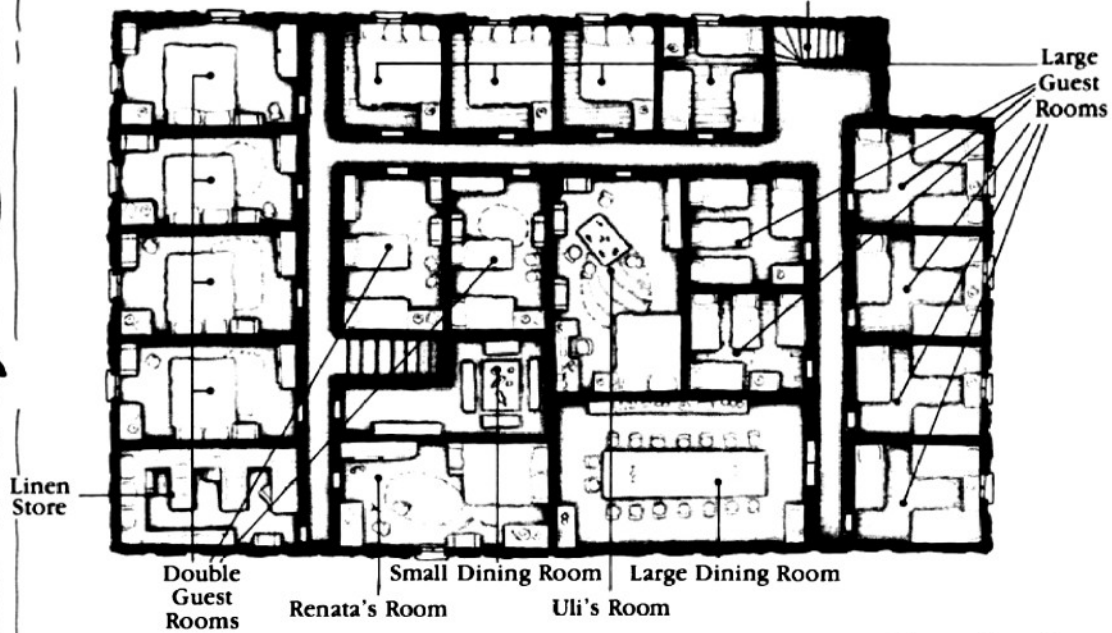
Following the instructions to the destination (Hoffen Strasse at the sign of the Crossed Keys) they find themselves on the Hoffen Strasse essentially on the border between the commercial Kaufseit district and the dirty and tight alleys of the Ostwald slums.

The Crossed Keys lies almost exactly on the border between the two. It is a four storey house, with a locksmith's shop on the ground floor. However, house and shop are boarded up: the shutters are fastened and planks have been nailed across the doors, with symbols of Ulric painted on them. The house appears empty.

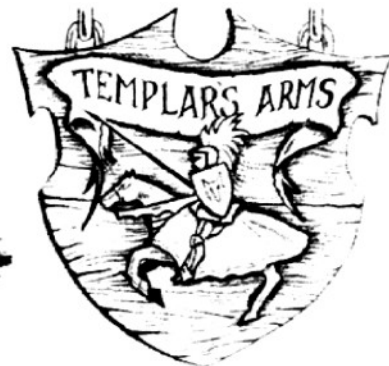
GROUND FLOOR



FIRST FLOOR



MAP 1
The Templar's Arms



0 1 2 3 4 yds



According to Arnold Schlessinger, the local cobbler, two Imperial witch-hunters, members of the Reiksguard, came up from Altdorf, arrested everybody in the house and had them burnt as worshippers of Chaos. The house has been searched (ransacked more accurately), emptied and boarded up.

Checking the back alley behind the building, they ran into a pair of young slum-dwellers to whom they sold the box of goods (since it was "stolen from the boarded up building) who in turn ran it down to a local fence. Through this they become aware of Pfandleiher's - a pawnbroker in the Southgate-Ostwald district who uses his pawnbroking as a cover for his fencing operations.

They then visited the Temple of Ulric where they managed to get an audience with the Ar-Ulric himself to deliver the letter from the Grand Theogonist.

Their meeting with the Ar-Ulric found him quite distracted and anxious. They quickly got themselves away from the meeting, worried that the Ar-Ulric was planning their elimination after witnessing the Sons of Ulric attack on the Grand Theogonist.

Talking to staff at the other temples, it seems that the other temples are upset with the Ar-Ulric because he's been championing the new temple tax instead of representing their interests - although others place the blame at the feet of the Merchants Guild (who are not subject to any new taxes) and the master of the Guild, herr Goebbels.

That night they are introduced to Luigi Pavarotti - physician to the court, and larger-than-life playboy extraordinaire. They learn of the Graf's two sons during the ensuing consumption of gross quantities of food and wine. The heir to the title is Baron Stefan Todbringer, a drooling and palsied invalid subject to unpredictable fits (although



much fewer now under the assistance of Luigi Pavarotti). A year older, but born to a Lady-at-Court instead of the Graf's wife is Baron Heinrich Todbringer, a giant of a man and a great champion of the realm. While not in line for the title, he handles a lot of the diplomacy for the aging Graf Boris Todbringer, especially now as he seems struck by the loss of his second wife, the lady Anika-Elise Nikse.

In addition, he has a daughter - the "Princess" Katarina, born to a Lady-at-Court between his two marriages.

The next day they look into signing Larry up for the Challenges to the Graf's Champion which occurs on each of the first four days of Carnival at 11 am at the Square of Martials. To do battle for the title of Graf's Champion (and take it from Dieter Schmiedehammer, the current champion), they need some non-magical armour for Larry to wear. At

the armourers, they also discover the existence of the Minotaur Fights, at 4pm on the first three days of the Carnival - which look like the perfect opportunity to earn a bit of Lucre, as the purse is usually between 200 and 300 crowns, and there is often betting at 2 or 3 to 1 odds.

Tomorrow, the group has been warned, most shops are closed and everything becomes quiet on the eve of the Carnival as the city takes part in a strange fast or feast commemorating the end of the great siege of Middenheim.

While posters are made by the scribes guild to show off their best calligraphy with the schedule of events for the Carnival, this year the printers have also made flyers for the event listings for the first time, and are selling them for a shilling each - thus the group acquires the event schedule.

Wellentag Events

PLACE	EVENT	TIME
Square of Martials	Challenges to the Champion	11am-1pm
Great Park	Festival of Fine Ales	Noon-11pm
Royal Gardens	Elven Gymnasts	2-4pm
Square of Martials	Archery Tourney	2-4pm
Royal College of Music	Matinee of Bards and Poets	2-5pm
Bernabau Stadium	Minotaur Fights	4-5pm
Royal Gardens	Play: "A Midsummer Knight's Dream"	7-9pm
Royal College of Music	Opera Recitals	7-10pm

Aubentag Events

PLACE	EVENT	TIME
Square of Martials	Challenges to the Champion	11am-1pm
Great Park	Festival of Fine Ales	Noon-11pm
Royal Gardens	Elven Gymnasts	2-4pm
Square of Martials	Archery Tourney	2-4pm
Bernabau Stadium	Minotaur Fights	4-5pm
Royal College of Music	Matinee of Bards & Poets	4-6pm
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm
Royal Gardens	Elven Lightsingers	8-10pm

Marktag Events

PLACE	EVENT	TIME
Square of Martials	Challenges to the Champion	11am-1pm
Bernabau Stadium	Firebreathers	Noon-1pm
Great Park	Festival of Fine Ales	Noon-11pm
Square of Martials	Archery Tourney	2-4pm
Royal Gardens	Mummers, Theatre, Garden Party	2-8pm

Royal College of Music	Dwarven Valley Choirs	2-4pm
Bernabau Stadium	Minotaur Fights	4-5pm
Royal College of Music	Matinee of Bards & Poets	4-6pm
Square of Martials	Elephant Show	5-7pm
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm

Backertag Events

PLACE	EVENT	TIME
Square of Martials	Challenges to the Champion	11am-1pm
Bernabau Stadium	Firebreathers	Noon-1pm
Royal Gardens	Druidic Life Sculpting	2-4pm
Great Park	Horse Fair	2-6pm
Royal College of Music	Dwarven Valley Choirs	3-5pm
Bernabau Stadium	Snotling Football	3-5pm 6-8pm
Square of Martials	Elephant Show	5-7pm
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm

Bezahltag Events

PLACE	EVENT	TIME
Square of Martials	Ice Dancing	11am-2pm
Bernabau Stadium	Firebreathers	Noon-1pm
Royal Gardens	Druidic Life-Sculpting	2-4pm
Great Park	Red Arrows Flying Displays	3-4pm
Bernabau Stadium	Snotling Football	3-5pm 6-8pm
Royal College of Music	Elven Lightsingers	3-5pm
Square of Martials	Exhibition of Heraldic Arts	5-6pm
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm

Konigstag Events

PLACE	EVENT	TIME
Square of Martials	Ice Dancing	11am-2pm
Royal College of Music	Luccinian Liturgical Choir	2-4pm
Bernabau Stadium	Snotling Football	2-4pm 5-7pm
Great Park	Pageants/Jousting	2-6pm
Square of Martials	Exhibition of Heraldic Arts	5-6pm
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm
Great Park	Black Pool Illuminations	9-11pm

Angestag Events

PLACE	EVENT	TIME
Square of Martials	Water Polo Tourney	11am-12.30 pm
Bernabau Stadium	Snotling Football Cup Final	2-4pm
Royal College of Music	Luccinian Liturgical Choir	2-4pm
Great Park	Pageants/Jousting	2-6pm
Royal College of Music	Opera: "Ring of the Nibble Unger Lied" (Part 1)	6-12pm
Great Park	Black Pool Illuminations	9-11pm

Festag Events

PLACE	EVENT	TIME
Great Park	Pageants/Jousting	2-6pm
Royal College of Music	Opera: "Ring of the Nibble Unger Lied" (Part 2)	6-12pm
Great Park	Black Pool Illuminations (Grand Finale)	Midnight-2am

Session 34

November 17th, 2019 – Power Behind the Throne

Wilhelm [Wizard] - I 55
 Wilfried [Forger] - I 53
 Larry [Mercenary] - I 48
 Gottlieb [Bounty Hunter] - I 43
 Othmar [Spy] - I 46
 Brother Nate [Cleric] - I44

The celebration of the 1812 OverCure.

With most of the city seeming to be "charging up" for the commencement of the festivities on Wellentag, this day is initially quite quiet.

Othmar has managed to talk his way through two young women that arrived in Middenheim at the same time as the group (the Jung sisters) to get the group an invitation to the home of their cousin, Kirsten Jung, one of the ladies at the court of the Graf.

That evening the group gathers at her home and are introduced to both Kirsten as well as her fiance, Dieter Schmiedehammer - the Graf's Champion (who's position Larry has eyes on during the first four days of Carnival when the challenge of the champion occur).

Dieter Schmiedehammer is actually considering retiring in the next year or two, so won't hold it against someone who defeats him - the position of Champion doesn't come with a lot of pay, but fortunately doesn't come with a lot of duties either - but he feels with his engagement to Kirsten Jung, it is time to move on from a job where he needs to fight to keep his job at least four times a year.

Discussions around dinner focused mostly on the history of the 1812 OverCure and gossip from Nuln until at some point it veered into the new taxes in Middenheim. Here, Dieter seemed particularly strange, and his responses were

generally unemotional and rote. In fact, his responses seemed to be restricted to:



"Well, I think they are a good idea. The Priests have been stacking the gold up for years. Look at the Temples!"

"Excellent laws. Everyone knows the Wizards have chests of gold put away, never mind the Alchemists making the stuff"

"Very fair. Dwarfs are thrifty people and can afford to pay."

"The city needs the money, those best able to pay must do so."

"Not the taxes again. Do you mind if we discuss something else? What did you do yesterday?"

This also freaked out Kirsten a bit and she asked the group (well, Wilhelm) to stop the line of inquiry with Dieter, but to also see if they can figure out what it all means. Lack of obvious magical effects or residue initially made the group suspect blackmail or intimidation, but Kirsten's insistence has them considering other angles.

The other main information learned at dinner is that these are the first taxes (or laws, for that matter) the Graf has passed since the death of his second wife, Anika-Elise Nikse, daughter of the Baron of Nordland who died of a strange illness a little over a year ago.

Graf Boris Todbringer has not been fully himself since the death of his beloved Anika-Elise, and has only recently started making appearances again

and retaking the reins of the city from Chancellor Josef Sparsan and the three Law Lords of Middenheim (none of which really had any power, and needed all their decisions rubber-stamped by the Graf).

Now the Graf is back in action, but still doesn't seem as focused as before – before making a decision he passes everything by his trusted advisers, friends, and confidants.

With dinner over, the party heads back to their Inn, where they can hear the roaring laughter of Luigi Pavarotti from the park across the street. The park is now home to five massive pavilion style tents in different colours, and herr Pavarotti is sitting with a group of halflings outside a huge green tent.

The various tents are put up every year for Carnival. This is "The Cousins Tent" - operated by the Halfling Elders Council of Middenheim as an excuse to hire every halfling and their cousin within miles around the city, while allowing the local halflings to keep running their own businesses through the celebrations. Here Pavarotti introduces them to his partying companion, the Graf's court minstrel Rallane Lafarel (an elf with silver-blond hair). After eating a bit of contraband food (since the OverCure fare was very smoked and salted, a few fresh meat pies from the halfling secret stock were well-received) they tried to get Pavarotti alone to ask him about



Dieter Schmiedehammer's eccentricities as well as get a bit more information about the Graf's court.

Rallane interjected that he also found Dieter's support for the taxes odd – Dieter is a kind soul and even likes those toad-like dwarves, so hearing him speak out in support of the dwarf tax seemed quite out of character. Based on their descriptions, Luigi Pavarotti feels that this is definitely a case of hypnosis... and fortunately for them, this is one of many of the doctoring arts that he is quite familiar with and that he could probably use to find out more about Dieter's compulsions, and hopefully break him of them completely (and figure out who hypnotised him originally).

The party then decides to find out what they can about the deceased wife of the Graf – to see if this is part of a plot to destroy the Graf and/or the city, or if whatever that's going on here is merely taking advantage of the death of his beloved.

So they head to Morrpark, the graveyard and shrine of the temple of Morr in the city.

Session 35

December 1st, 2019 – Power Behind the Throne

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43
Othmar [Spy] - I 46
Brother Nate [Cleric] - I44

Wellentag

At the Chapel of Morr in Morrpark we learn that this park is the site where the dwarves first managed to tunnel up to the top of the rock that is now Middenheim and some of the old dwarven tunnels are still used as crypts for the richest families in town.

Unfortunately, according to Albrecht Zimmerman, the senior priest of the unadorned black stone shrine, members of the Todbringer family are not buried here, but are instead placed in crypts under the floor of the church of Ulric – so there is no way to investigate the body of Anika-Elise Nikse without somehow sneaking her body out of the floor of the busiest church in town.

As they leave the shrine, they see two people also leaving the Morrpark with what must be assumed



to be a wrapped body between them. They head into the Westgate-Sudgarten slums and evidently know their way through back alleys as they skirt south and east through Southgate-Oswald until they finish off at a haulage company in the Wynd near the Chapel of Grungni. Along the way they are accosted by a mugger or other slum-dweller whom they pay off and continue on their way.

The mugger (one Alwin Reubke) is browbeaten into admitting that he shook them down for money and is convinced to head to the shrine of Morr tomorrow evening in order to receive his reward for reporting necromancy. Meanwhile, the presumed body is dropped off through the back door of The Windhund Haulage Company where it immediately disappears from sight. Oddly there were workers sweeping and cleaning the loading yard in the middle of the night, but shortly after the delivery, they went inside.

When accosted by the party, the grave robbers (Waldo the Weasel and Manny the Maggot) described a highly volatile market in corpses this year – with extremely high demand and strict supply issues (because of all those nasty Nurgle cults eating the best ones) bringing the price up to 100 crowns a body. Supposedly there are necromancers also buying them up at that rate, but being good civic minded folks, Waldo and Manny have only been dealing with the local doctors who seek bodies for medical tests. The worry is of course that the number of disappearances in the poor quarters will increase as less successful grave robbers than these two take to murder instead; and if the Nurgle cults figure out that bodies are being sold to necromancers, there could be a whole escalation of underworld violence that might overflow into the city proper.

The group keeps tabs on the two robbers, putting them up in their rooms, as they sleep through the early part of the day. They have a plan to have Larry fight in the Minotaur fights today so the betting is good before people see him fight Dieter – which they hope to do on Aubentag morn. They are also hoping to deliver a fairly serious blow to

Dieter during the fight, in order to get him in the same room as Doctor Pavarotti who can then check him for hypnotic controls.

The fight with the Minotaur goes pretty much exactly as expected. With a tiny bit of illicit magical assistance from Wilhelm, Larry is able to beat it to unconsciousness in a stunning flurry of strikes, take home the purse of 300 crowns, and win a much larger sum from the bookies at the event.

That night is unlike any other they've experienced in Middenheim – the city just keeps going as if the sun hadn't set. Parties are being held in all the inns and the five pavilion tents in the park, drunks wander the streets, and they head back to Morrspark to hunt down these Nurgle cultists...



Session 36

December 15th, 2019 – *Power Behind the Throne*

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Gottlieb [Bounty Hunter] - I 43
Othmar [Spy] - I 46
Brother Nate [Cleric] - I44

Wellentag Night / Aubentag Morning

With the grave robbers in tow, the party heads back to Morrspark. Following his directions, they find a crypt where the coffin has been (probably) chewed open at the far end and the contents consumed. Behind the coffin they find a fist-sized hole in the wall leading into deeper chambers.

Feeling that this has confirmed their Nurgle hypothesis, they head up to the shrine and Nathander berates the attending priest, one Archibald Moldenhauer about the lax security and the cult right beneath their feet – expecting Moldenhauer to offer up some weak defense or perhaps try to deflect and defend the presumed cult. Instead, Moldenhauer grabs his raven-topped iron staff and charges down to the crypts, sending a messenger to get another priest to watch over the shrine in his absence.

Agreeing with the group assessment that something foul indeed chewed through the walls to consume the body, he uses his iron staff to pull apart a human-sized opening in the masonry of the crypt walls where the hole was – leading into the many dwarven tunnels that supposedly catacomb beneath the city's sewers that were sealed off by the dwarves during and after the siege of 1812.

Within these passages they find some signs of people having moved through these areas, and many areas have been swept clean. They also find a small alcove containing a ring with some necromantic residue bearing a sigil that

Moldenhauer immediately recognized – the crest of Klaus Gurtelrose, the last necromancer to be unclocked during the "wizard wars" 60 years ago. He had worked with a nurgle cult called The Running Sore who were also exposed and every member of the cult burned as heretics most foul.

Somewhere around this point the grave robbers manage to shake the party off and disappear, which is only noted later...

Further explorations find no trails of the nurgle cult or anyone else alive down here except the fact that everything is swept clean. Finally the party runs into a solitary dwarf coming down a ladder into a dry cistern-like space they had already traveled through. The dwarf (Adeg Branbreaker, not that kind of brain!) demands that they follow him up the ladder. He had heard the group and was investigating the disturbance of the supposedly sealed tunnels.

Upstairs they find themselves (after a few staircases) in the Council Chamber of the Dwarven Engineer's Guild in the Wynd district where they are confronted by the recently awakened guildmaster, Unron Shattershield. Presented with a group of non-dwarves exploring the passages that they discovered via the Morrspark, Unron explains that not all the tunnels are actually sealed, and a couple are kept open to allow secret



travel between the Chapel of Grungni and the Dwarven Engineer's Guild, and that they of course maintain these tunnels and keep guard for others using the tunnel network.

The tunnels are kept open because they fear that one day their above ground dwellings might no longer be safe, especially as the Graf is now moving against them with this ridiculous tax. While many dwarves believe that the elven minstrel Rallane Lafarel is the voice behind the dwarf tax, the elders of the dwarven community don't agree on this, and think this is something that extends much further than simple elf-dwarf racial grudges.

Returning to Morrspark, they meet Mombert Wiederman, the youngest priest of Morr, who is much less about smiting necromancers and seeking out evil chaos cults as he is about comforting the grieving over their loss, and helping people come to terms with death.

He also gets a lot of abuse from the group. Doubly so when it is discovered that Waldo the Weasel and Manny the Maggot had not only come out of the crypts after the group went in, but they left carrying at least a body apiece.

A quick morning run to The Windhund Haulage Company doesn't turn them up, but does turn up the smell of rotting flesh from a number of lockers that contain nothing but a few crawling maggots now, and a secret basement that also contains a number of maggots and the smell of many herbs and botanical unguents - and all the signs that someone had recently departed the

premises along with a number of workstations and whatever was upon them.

Session 37

December 29th, 2019 – Power Behind the Throne

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Bounty Hunter] - I 43
Othmar [Spy] - I 46
Brother Nate [Cleric] - I44

Aubentag, Day 2 of Carnival

The group reconnect with Larry and head to the Square of Martials for Larry's Challenge to the Champion event (as they have been promised by the minstrel Rallane Laffarel that he would work the entries so Larry would be called upon for today's fight).

They hear a cry of 'Stop, thief!', and looking around, they see a street-urchin running towards them. Behind is a Halfling pie-seller, intent on recovering a pie that the lad has just stolen. A few yards from the party, the urchin trips, tumbling into the characters. He bounces to his feet, but by then the Halfling has caught up.

'Wot's the matter wiv you, mister?' says the lad calmly, taking a bite out of the pie to render it unrecoverable, 'My mates 'ere'll pay for the pie.'



Predictably, Wilhelm covered the expense (with a lot of roundabout talk), and hooked the group up with a small squad of potentially useful urchins – Karl (the pie thief), Uli, Gunnar, Carina and Claudia for the low price of a crown a day (in small change please, guv'nor, wouldn't want anyone finking we'd pinched it!).

At the Square of Martials, Larry is the only challenger today for the title of the Graf's Champion. The fight was fairly long, but ended with a heavy blow to Dieter's head that only didn't kill him by sheer luck (exploding 6's on the damage roll, and then a high critical result that was reduced via Luck from beheading to severe concussion).

The unconscious Dieter was then quickly ushered back to Rallane's apartments where his fiancée and Luigi Pavarotti were present to both care for him and try to break through his hypnotic conditioning.

Under Luigi's ministrations he revealed that he had been hypnotized by a red headed top-heavy woman named Charlotte with a Bretonian accent. She joined him at the Show Boat during a good night of drinking about two months ago. Luigi then tried to place a hypnotic block to prevent her from hypnotizing him again, and then broke both trances – both Luigi's and Charlotte's.

A few hours were then burned at the Archery tournament where the group made the acquaintance of the Master of the Hunt, the elf Allavendrel Fanmaris (who often drinks with Dieter and Rallane).

As the sun set over an evening of competitions and festivities, the group made their way to the Show Boat looking for the mysterious Charlotte. While they found no sign of her, they did make the acquaintance of some of the local Wizarding school – specifically Professor Roland Scheidemann who aimed the group towards Professor Wendelgard Scharwenka who teaches Illusions and thus is also skilled in hypnosis. A lot of complaining was heard about the High Wizard

and his Deputy who failed to stop the scroll tax. The deputy high wizard (Janna Eberhauer) is a red-headed young woman who also seems to check off several of the key identifiers for Charlotte... And both will be at tomorrow's Garden Party.

Session 38

January 12th, 2020 – Power Behind the Throne

Wilhelm [Wizard] – I 55
Wilfried [Forger] – I 53
Larry [Mercenary] – I 48
Gottlieb [Assassin] – I 43
Othmar [Spy] – I 46
Brother Nate [Cleric] – I44

Marktag, Day 3 of Carnival

The day begins with Larry defending his title against the dwarven giant slayer who seems to be intent on outdoing him at every turn. Yesterday he was kicked out of the Minotaur fights... completely blood covered and carrying the head of his opponent. Today he wants to take the title of Graf's Champion and challenged to a battle with two handed axes. Larry counter-requested sword and shield. The guardsman in charge decided quarterstaves were the appropriate and potentially less lethal choice. The dwarf also appeared to be quite... high.

Larry knocked the blue-haired drug-addled ball of gristle and hate unconscious. He threatened to return the next day to challenge with a basket of berries instead of bloody sticks.

A short stop at the Festival of Fine Ales was followed by an encounter with Rallane and a man in a robe being chased by a gang of angry dwarves en route to the Garden Party.

The group managed to slow down the dwarves long enough to help Rallane and his companion get away – unharmed except for splattered fruit



over their clothes. Turns out the man in the robes is the Graf's Chancellor, Josef Sparsam.

Sparsam thanks the group and heads to his apartments in the palace, and demands that Larry come with him to get properly dressed to stand in as the Champion for the first time.

Sparsam goes to his apartments, but arriving at the palace Larry finds himself spirited away by the Military Commanders - Watch Commander Ulrich Schutzmann, General Johann Schwermutt, and Martial Maximillian von Genscher. While they claim to be uninvolved in the actual politics of the city, they are concerned that the defenses of the city are being compromised. They also caution Larry to not let the position get to his head as no one needs another prat like

Knight Eternal Siegfried Prunkvoll - a puffed up noble who struts around spouting military history and being nothing more than a drain on the city coffers and everyone's intelligence.

The rest of the group hung out with Sparsam as he got changed for the party. He admitted that while he's in charge of finalizing any laws and implementation, the three new taxes were not his idea and to be frank, he would have tried to have them repealed once the hostile response started coming in from the wizards and dwarves... but he could not... because Frau Kenner demanded that he continue to back the taxes or she would cut him off from his precious drug supply.

Sobbing and obviously broken by his dependency, he gives up his greatest secret... He's been addicted to a "simple tonic" (a

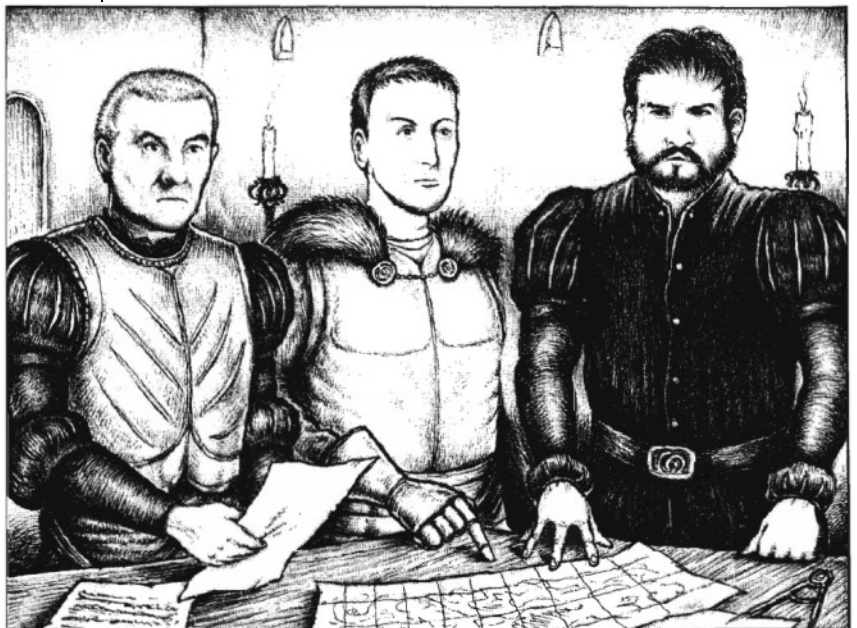
white inhaled powder) for about ten months, and his only supply is one Frau Kenner that he managed to find through the antiquing community. He sees her once a week here in the palace as she's been granted a pass into the inner palace every Festag night.

He describes Frau Kenner as 30, 5'5" with long blonde hair.

He also indicated that the taxes originated with the three Law Lords (although in confidence he knows that Law Lord Karl-Heinz Wasmeier was firmly against the taxes, but the Law Lords always present a united front when they present materials to the court), and were then supported by many of the Graf's confidants.

While the group had the chancellor's attention (and while he was changing), Wilfried pocketed all of the Chancellor's correspondence in order to learn how to forge his writing as well as that of those of import who have been corresponding with him.

It was a bit of a shock to recognize the handwriting on a letter from the City Commission of Trade and Taxation... It appears that Gotthard Goebbels, chairman of the council as well as head of the Merchant's Guild is actually Gotthard von Wittgenstein. The last loose thread of the Wittgensteins.



Session 39

January 26th, 2020 – *Power Behind the Throne*

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Gottlieb [Assassin] - I 43
Othmar [Spy] - I 46
Brother Nate [Cleric] - I44

Marktag Evening – the Garden Party

Originally the group sought invitations to the Garden Party as a chance to meet the movers and shakers of Middenheim. Now that the Garden Party is here, they find that the vast majority of these people are already known to them – and instead of introductions, the Garden Party is more of a means of showing that they at least seem to belong among this crowd.

As the group arrived from their meetings at the palace, they spotted both the high wizard and his deputy arriving at the gardens, where a number of other guests were already present or arriving including:

- Dieter Schmiedehammer (ex-Champion)
- Rallane Lafarel (minstrel)
- Maximillian von Ganscher
- Emmanuelle Schlagen (lady at court)
- Kirsten Jung (lady at court)
- Petra Liebkosen (lady at court)
- Natasha Sinnlich (lady at court)
- Siegfried Prunkvoll (Knight Eternal)
- Allavandrel Fanmaris (master of the hunt)
- Luigi Pavarotti (herr Doktor)

Approaching the wizards immediately, Wilhelm slips out the necromancer's ring and is caught by Albrecht's immediate call for the guards (and by the number of Knights Panther that suddenly erupted from the bushes). Immediately Brother Nathander tries to calm things down by assuring everyone that Wilhelm has already been certified necromancy-free by the church of Morr. Nonetheless they are force-marched back to the palace where the four of them take over a small parlour with the knights panther waiting outside to discuss this ring.

It seems that High Wizard Albrecht Helseher is currently on guard for the necromancer Klaus Gurtelrose. As Gurtelrose was never captured and executed, the High Wizard's predecessor set up a magical device using one of Gurtelrose's hairs to detect should he return to the city – and it began to thrum lightly a week ago.

After a bit of back and forth (including some discussion about the taxes and how Albrecht has made as many appeals as he can to Chancellor Sparsam to revoke them, and how they've lost a few good wizards already over the whole thing, including Lady Emery Schuster who was usually the star of the Blackpool Illuminations), Albrecht seems to believe Wilhelm and Nathander and dismisses the knights panther (which actually increases Wilhelm's worries that they might be getting ready to



dispose of the party members). He sends his deputy back to the party with them, and returns to the Wizard's Guild along with Gurtelrose's ring.

Back at the party, Janna Eberhauer asks to be introduced to the dashing Allavandrel Fanmaris, which is accomplished through Larry.

Larry then decides to show up the three "available" ladies at court (Petra, Natasha and Emmanuelle) and tries to show off a quadrille dance modified to work where one leads and three follow. But the ladies prove to be very proficient dancers and begin to seriously outdance him, putting him into the position of following.

Until the rest of the group steps up. As Nathander stands stunned, the rest of the group (lacking Etiquette, but all knowing Dance) steps in and forms a second ring to the quadrille and an epic dance-off is had - both showing off the groups' dancing prowess, and opening up their opportunities to speak with the ladies at court (certainly an excellent source of courtly gossip!)

As they break away from the dance-off, each works their partner for gossip and information about the court and the taxes - in the midst of this the Ar-Ulric also joins the garden party.

The general feel is that Kirsten Jung is honest and perhaps insightful. Petra is materialistic and hedonistic. Natasha is the classic ice queen, with little warmth for anyone. Emmanuelle is sharp and well connected within the court.

The following information is gleaned from these conversations:

- The Graf is definitely strongly influenced by those he holds close. While he is making the appearance of returning to his old strength, this is mostly to keep confidence and morale high that he is back.
- Petra is the "power gossip" of the court and further conversations with her away

from the party might prove useful. - if the right questions are asked.

- Emmanuel is uncomfortable around the Ar-Ulric, and the same is definitely felt from the Ar-Ulric - although this is initially explained as a general discomfort around women (as the Ulricans of the Middenlands have to swear a vow of chastity), it is quickly sussed out that the Ar-Ulric and Emmanuel have either had or are having an affair.
- All the ladies look down a bit on Kirsten for "settling" for Dieter - who had a nice gig but has now lost it and isn't all that high born to begin with. This doesn't bode well for Larry should he try to leverage his new job title in the court.
- There is a general (to severe) dislike of the Princess' Chaperone who looks down on the ladies at court.
- Emmanuelle is alarmed by Luigi Pavarotti - he is a rapacious beast and a drug fiend and should be nowhere near the Graf nor his poor son.
- Petra believes that Emmanuelle is the Graf's paramour. (Which might be an issue if she is indeed also in an affair with the Ar-Ulric).
- Again, neither elf in the court is behind the dwarf tax, no matter how much the dwarves insist that is the case. Rallane especially doesn't have the pull in court - as the court minstrel he is seen more as an ornament (much like the ladies at court).
- The three ladies at court seem to resent Princess Katarina Todbringer - mostly it seems because they feel she dislikes them. However there is a certain "esprit de corps" among the women of the court, and they try not to put each other down to others.

Two of the expected party goers never arrived however - the Graf sent his respects but would not be leaving his chambers that evening, and Gotthard Goebbels just never showed up at all (to the chagrin of the group who are pretty certain he is in fact Gotthard von Wittgenstein).



Larry joins a few of the notables leaving the party early (Rallane, Maximillian von Genscher, and Kirsten Jung) to go see the Barbarian of Seville. In the lobby of the Royal College of Music he is briefly introduced to Law Lord Joachim Hoflich, an aloof man who was the City Prosecutor before rising to his current position.

Session 40

February 9th, 2020 – Power Behind the Throne

Wilhelm [Wizard] - I 55
 Wilfried [Forger] - I 53
 Larry [Mercenary] - I 48
 Gottlieb [Assassin] - I 43
 Othmar [Spy] - I 46
 Brother Nate [Cleric] - I44

Backertag - Day 4 of the Carnival

Today's scheduled events:

Challenge to the Champion - Square of Martials - 11am to 1pm
 Firebreathers - Bernabau Stadium - Noon to 1pm
 Druidic Life Sculpting - Royal Gardens - 2pm to 4pm
 Horse Fair - Great Park - 2pm to 6pm
 Dwarven Valley Choirs - Royal College of Music - 3pm to 5pm
 Snotling Football - Bernabau Stadium - 3pm to 5pm
 Snotling Football - Bernabau Stadium - 6pm to 8pm
 Elephant Show - Square of Martials - 5pm to 7pm
 The Barbarian Of Seville - Royal College of Music - 7pm to 10pm

The day's events begin of course at the Square of Martials where Larry is to defend his title against a Knight Panther and then in a final rematch against Dieter Schmiedehammer for the title of Graf's Champion. Unlike the first match which went on for many rounds of blows, counterstrikes,

and parries, this was over in a few seconds as Larry delivered a powerful blow to Dieter's head, knocking him out.

Having acquired (expensive) scalped tickets to the Snotling Football matches that afternoon, and with an hour or two to burn, the group heads out to find Gotthard Goebels / von Wittgenstein. Niether the Merchant's Guild nor the Offices of the Komission for Commerce, Trade and Taxation offices know where he is. However, at the Komission offices Gottlieb snuck upstairs to check the offices out to see if Gotthard was just playing "hard to catch". While he didn't find Gotthard, he did come away with a collection of paperwork and stamps of office that can be used to improve Wilfried's forgeries.

At the snotling football matches, the party nearly universally bet on the long odds teams competing, and lost every single bet. However, during the second match Branebreaker the dwarf found them. It seems he was uncomfortable with a few... misconceptions... the dwarves had allowed the party to have upon their late-night meeting under the city.

While the dwarves do indeed maintain a number of undercity passages, these are small in number and link between the various dwarven establishments in town and an escape passage should they need to slip their kin in or out of the city. The extended catacombs where Branebreaker had found them are supposedly sealed and are not actually cleaned and maintained by the dwarves (they don't have nearly the dwarfpower to handle that kind of work, especially with so many leaving the city to avoid the dwarf tax). So it looks like everything the party feared about the undercity is true. But before returning to the catacombs, it might be a good idea to recruit a non-local dwarf to help them... Like Glugnur, the troll-slayer currently sobering up in the watch gaol.



Larry's connection to the commander of the watch easily paves the way to the group buying off Glugnur's bail and getting the angry gristly blue-haired monster back on the streets.

But then the next issue came up. Glugnur is a combat drug junkie. And he's all out Whiz.... But he knows were to score more. A hole in the wall basement tavern known as "the Pit" - obviously an establishment of the highest standards. In order to avoid getting caught in such a compromising place, both Larry and Othmar sit out the attempt to acquire more drugs.

The Pit is by far the foulest bar the group has ever seen - which is impressive. Buried in the Alquartier, the walls and ceiling are covered in grime and filth... the floor is probably worse, but is covered in sawdust (although puddles of stale beer and... second hand beer... are everywhere).

The air is blue with smoke, and everything else is best imagined than described.

Within the Pit they find Bruno, the local drug "pusher" and Glugnur's source of whiz. In a moment of clarity, the group also asks about the "tonic" that Chancellor Sparsam is hooked on. A bit of wheedling, discussion, and money trades hands before they ascertain that it is most likely the drug known as "laughing powder" (or "Ranald's delight"). Bruno sells them some, and arranges that he will bring a week's supply the next day... With some bargaining (as Bruno has figured out that if he gives up this customer to the party, she likely will never buy from him again - not because she'll learn of his treachery, but because he expects she'll be dead) Bruno sells out that this is the same amount of laughing powder a woman buys from him once a week on Festag (which matches up perfectly with Frau Kenner's deliveries to Sparsam scheduled for roughly an hour later, every Festag night).

And that's when the watch breaks down the front door announcing a raid on the establishment.

Session 41

February 23rd, 2020 - Power Behind the Throne

Wilhelm [Wizard] - I 55
Wilfried [Forger] - I 53
Larry [Mercenary] - I 48
Brother Nate [Cleric] - I44

As the session begins in the Pit, there is a mad rush of patrons for the front door (where the watch is) and a few for the stairs up to the ground floor tenement above). Wilhelm helpfully lights the bar on fire to increase the chaos and improve the odds of escaping (and we can only hope that they are able to meet up with Bruno for the rest of the laughing powder tomorrow - if the building is still standing).



Now equipped with whiz for Glugnur, they head to Morrspark to slip in to the catacombs through the dwarven construction that is re-sealing them. Seeing Nathander's zeal for Morr, Archibald Moldenhauer gives him the raven-headed iron staff he took into the catacombs last time - a holy icon of Morr to protect and assist them as they head back underground. The passage that the dwarves are filling in is under rotating guard of the dwarves and the priests of Morr and makes for a simple access point for the group.

Within, they find a fresh trail along the winding passages, and follow it to a secret sewer access point. They also find a piece of paper along the way with the text "Help I am a prisoner of Beastmen". Investigation shows that this access was well secured and hidden on the sewer side, but much easier to access from the catacombs. Following the sewer line, they hear the sounds of fighting and come across a mixed squad of beastmen, goblins, and skaven breaking out of the sewers into a basement beyond.

And Wilhelm takes that moment to demonstrate a bit of minor magical trickery that no one had seen before. A lightning bolt spell. As Wilhelm started blasting numerous goblins and beastmen, Larry and his men pushed into the (now burning) basement where the skaven were trying to break out into the main building beyond, but were finding themselves facing down a massive ogre mercenary - Golthog. This is when they realized they were not just in any burning basement, but

the burning basement of the very inn that they have been staying in - the Templar's Arms!

But their combined strength made incredibly short work of the warband, and Nathander managed to save one goblin to interrogate. It seems the warband was transporting a human child to a hideout in the city from a small town outside of Middenheim. Not trusting their leader to share the loot with them, they all went to the drop-off and of course were spotted by the citizenry (because the streets of Middenheim are never quiet during carnival). Chased into the sewers, their leader slipped them into the side passage to try to get away from the guards and citizens chasing them.

But they were far from their existing route to get back out of the city through the catacombs, and they finally decided to break out of the sewers, grab some hostages at an inn, and negotiate their way out of town.

Just turned out they picked the wrong inn.

Following the trail of the warband back, they confirm the story, but can't trace where the warband had unloaded the human child, as various citizens groups and watchmen had already trampled the whole area looking for the secret door the warband had used.

So they returned to the surface via the Morrspark entrance... and the screaming starts.



Some young couple were trying to have a nice peaceful picnic dinner in the park, between the graves of the rich and famous, when they came upon the bloody body of a murdered child!

But as the party comes rushing over, they recognize that it is no child, but Addic, the gnome they met on a previous evening at the Templar's Arms. He's been killed by a vicious slashing of his

throat from ear to ear. In his effects they find a token of the church of Shallya, and immediately head there for more information.

Leonhard Kipping, the High Priest of Shallya, explains that Addic is the flute player who leads the children during the children's costume parade on the final night of the Middenheim Carnival. He's not a local, but comes in to town each year for this event - so perhaps what befell him is some trouble he picked up since he was last in town and that followed him here.

He indicates that Addic has a room paid for by the temple in the basement of the Red Moon - a cabaret-bar that has been described as "almost, but not quite, like an overpriced whorehouse".

At the Red Moon they run into Janna Eberhauer, the deputy High Wizard, in the company of the owner, the glamorous Eva Dietrich. She mentions that the High Wizard is looking for Wilhelm, but their messenger said that the Templar's Arms was in disarray and he couldn't be found there at the time.

In Addic's room (a repurposed staff room for the halfling cooks), they find few clues or personal effects beyond a few changes of clothes, a very finely hand-crafted flute, and a jester's outfit.



Session 42

March 8th, 2020 – Power Behind the Throne

Larry [Mercenary] - I 58
Wilhelm [Wizard] - I 55
Brother Nate [Cleric] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46
Gottlieb [Assassin] - I 43

Bezahltag – Day 5 of the Carnival

Ice Dancing Competition - Square of Martials - 11am to 2pm
Firebreathers - Bernabau Stadium - Noon to 1pm
Druidic Life-Sculpting - Royal Gardens - 2pm to 4pm
Red Arrows Flying Display - Great Park - 3pm to 4pm
Snotball (Middenheim Carpenters vs Middenheim Eastenders) - 3pm to 5pm
Snotball (Southgate Slammers vs Beeckerhoven Rangers) - 6pm to 8pm
Elven Lightsingers - Royal College of Music - 3pm to 5pm
Exhibition of Heraldic Arts - Square of Martials - 5pm to 6pm
The Barbarian of Seville - Royal College of Music - 7pm to 10pm

Realizing that they weren't getting any more leads on the death of little Addic, and with Janna Eberhauer giving Wilhelm the hairy eyeball to remind him that the High Wizard is looking for him, the group walked around the corner from the Red Moon to the Guild of Wizards and Alchemists.



High Wizard Albrecht Helseher eagerly greets Wilhelm and fills him in on the developments in "the Gurtelrose affair". A rag picker recently turned up with Gurtelrose's

other signet ring (he always wore two – the one that Wilhelm had presented to him at the Garden Party that was found in the catacombs, and now this one).

The rag-picker is familiar to the group – they had encountered her twice before selling rags in front of their own tavern and another during their various outings in the last week. She leaves the city once a week to scour the area where the bodies of those too poor to afford a funeral or even cremation are dumped off the edge of the mount.

She found the ring with a desiccated finger still attached in a bush down there... and with a bit of compensation she showed the group the location.

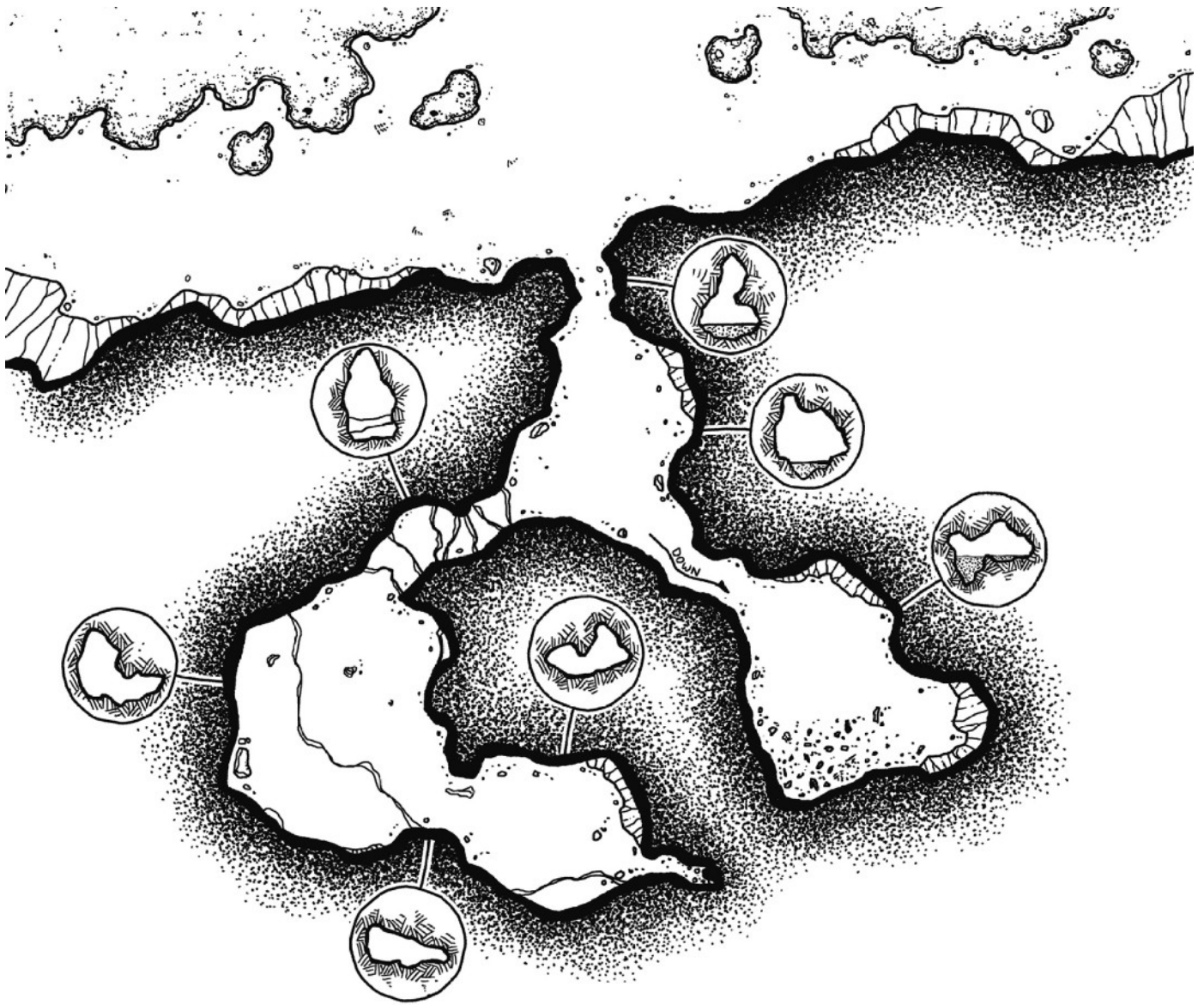
The forest down there was... creepy. Bodies draped down from the trees where they had fallen, skeletons littered the ground, and the sweet smell of decomposition was everywhere, even as a cold breeze blew through keeping the flies down.

A few minutes of focusing

on magical origins and Wilhelm was able to identify a section of the rocky cliff face that was distinctly magical – probably an illusion disguising a cave... but Nathander's warning was just in time. The low shrubs and bushes in front of that space were bloodsedge – quick and hungry plants that grapple and dissolve their... sorry... I mean they used to be bloodsedge until Wilhelm struck them into pieces and lit them on fire with his lightning bolts.

Beyond the smouldering bloodsedge, the wall of the cliff is indeed an illusion and the cave beyond stretches into darkness, lit for the first 20 yards or so by the wan sunlight from the cave entrance, and then only by Wilfried's lantern.

The dirt on the floor of the cave shows the bark-sandaled footprints of a single person who has



travelled in and out of the cave and both down to the left hand cave and up tiered steps to the higher caves on the right.

Climbing into those higher caves, they discovered odd discarded robes and a small makeshift table with a stack of books beside it and some makeshift implements.

As they push through the old clothes, Wilhelm finds a dark blue glass vial containing what turns out to be a healing potion. Then whispering ghostly voices begin circling the cavern and zombies begin to clamber up the tiered steps from behind the group...

Rushing to set up a defensive line to stop the zombies from getting into the cavern proper,

Othmar sweeps the space and his well-adapted eyes spot something foul moving forward from the next cave... something so foul that he collapsed instantly with a wail of terror into a puddle of his own urine.

And everything starts to fall apart.

The defensive line is not well set, and while Larry and Wilfried on the front line manage to kill the first wave of zombies, the second wave breaks through and one zombie nearly tears apart Brother Nathander (who is saved by the expenditure of I Fate). Gottlieb grabs his great sword and rushes whatever terrified Othmar - only to fall to his knees in a cry of fear as it stalked forward towards him.



From there member after member fell to the terror of the fell undead necromancer that stalked into the chamber. It sucked the life out of Gottlieb and tossed him aside as it moved forward, only defeated by the Zone of Life crafted by Nathander. Just before collapsing in fear himself, Wilhelm managed to get off a lightning bolt from within the zone of life which ended the threat of the necromancer and his minions.

As they began to recover from the fright, they found that Gottlieb still had a fragment of life force within him – and they found books, scrolls, and documents about the history of this Klaus Gurtelrose, the Running Sore Nurgle cult, and how he came to be a lich in this cavern.

Session 43

March 22nd, 2020 – *Power Behind the Throne*

Larry [Mercenary] - I 58
Wilhelm [Wizard] - I 55
Brother Nate [Cleric] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46
Gottlieb [Assassin] - I 43

Stumbling back into Middenheim (no one dared to get in their way with the Graf's champion, the shuddering assassin with the thousand-yard stare, and a motley collection smelling like death), the group immediately reported the re-death of herr Gurtelrose and Wilhelm tried to work that into an honorary doctorate from the school.

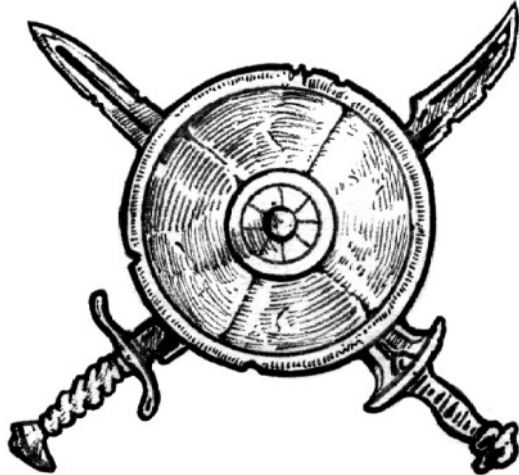
With the severity of Gottlieb's injuries, even the Temple of Shallya was unable to help until he received surgery to remove the pieces of lich bone embedded in his face. Finding a physician, even at the physician's guild, turns out to be somewhat difficult during the height of the Carnival. Finally getting Gottlieb into a surgical "suite" in the top floor of the guildhouse, most of the group then departed to see the snotball semi-finals.

And Gottlieb is almost killed on the table – not by an inept doctor, but by an assassin on a nearby rooftop using a poisoned blowdart fired through the window. Larry and Brother Nathander tried to find the assassin, but with no luck. Fortunately the fates were with Gottlieb and he survived the poisoning, the surgery, and was then treated magically by a priest of Shallya to get him back on his feet.

But the trauma's of the day had gotten to Gottlieb, and we have our first character who has gained enough insanity points to cash them in for a fascinating selection of prizes – in this case a deep and sullen introversion where he has to make a WP check to say anything... he remains curt, quiet, and of course violent.

Session 44

April 19th, 2020 – *Power Behind the Throne*



Heading down to the burned out shell of the Pit to find Bruno (and their supply of drugs for Chancellor Sparsam), they determine that Bruno is now conducting business almost all the way across town at the Drowned Rat... a bar that while a huge step up from the Pit, is notoriously "the worst bar in the city" according to the locals.

En route to the Drowned Rat, they notice a tail – a man with a heavy brown beard following them along the rooftops to stay out of the crowds of midday carnival goers. At a corner where the buildings are only a single story tall, Gottlieb suddenly bursts into action, climbing a food vendor's stall to get to the low-sloping roof where their pursuer looks somewhat surprised to be attacked in broad daylight.

But he proves to be a skilled fighter, drawing a thin curved sword and left-handed dagger to fend off Gottlieb's attacks and then to send Gottlieb back down to the street below, bleeding and badly injured before disappearing across the rooftops.

Finally at the Drowned Rat, those remaining managed to keep from getting "the wrong attention" from the locals and make contact with Bruno who leads them out back and provides them with their week's supply of laughing powder for Sparsam.

Larry [Mercenary] - I 58
Wilhelm [Wizard] - I 55
Brother Nate [Cleric] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46
Gottlieb [Assassin] - I 43

Bringing the supply of Laughing Powder to Sparsam finally has him free of his blackmail by Frau Kenner, and he surprises the group by demonstrating exactly how free he is as he immediately hires Gottlieb to eliminate her for a nominal fee of 500 Crowns. Going through their notes about the mysterious blackmailer, there is a semi-consensus that she is likely a vampire (based on her nighttime activities and assuming that she was also involved in the hypnotism of Dieter Schmiedehammer and of course their recent encounters with Graf Orlock and the half-lich Gurtelrose).



Heading to Morrspark to look for further evidence of assassinations and / or vampires, the group gets caught up in a street scene involving a dancing bear, an urchin with a few too many rocks, and the resulting disarming of the child by the bear. The group was able to calm the bear without killing it, and also saved the child's life (and Wilhelm paid for the surgical amputation of the mauled limb).

At the actual shrine of Morr, Archibald had no information on assassinations or poisonings, but did mention that a few bodies have recently arrived to their ministrations completely drained of blood – as if hung from the ankles and exsanguinated as one would treat a butchered animal. The bodies are unfortunately no longer available, having been thrown over the wall after cursory last rights.

Returning to the Templar's Arms for a well-needed rest, Golthog the ogre mercenary takes up Larry's offer of employment and officially joins his mercenary troop.

Obviously excited by his new employment, Golthog awakens the group at sunrise with a massive breakfast that he dumps on their beds. With no chance of getting back to sleep, the group heads back to Sparsam to learn what he knows about Gotthard von Wittgenstein (or Gotthard Goebbels as he is known in Middenheim).

Sparsam insists that the man is corrupt and conniving, although this seems to mostly be because of a bad deal he had with him last year that he feels swindled over. However, he does know where Gotthard's home is and directs the party to his fenced townhouse in one of the nicer parts of town. He also suggests that herr Pavarotti would be the one to investigate when it comes to poisons, as he is a skilled hypnotist, a madman, and a dabbler in all sorts of bizarre medicines and alchemies.

After several minutes of banging on the door of Gotthard's home, a hunchbacked manservant instructs them that his master is away on business. With some hard convincing that they are delivering something special (tap nose), he finally instructs them to the back door to deliver their package.

When Nathander and Larry start banging at the front door "on Inquisitorial business", and Wilhelm and Othmar plead that they must not be found here, they are instructed by the hunchback Adolf to hide in the pantry (where they should drop off the package also).

Session 45

May 3rd, 2020 – Power Behind the Throne

Wilhelm [Wizard] - I 65
Gottlieb [Assassin] - I 63
Larry [Mercenary] - I 58
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46

The investigation into Gotthard's home quickly went sideways after Nathander & Larry entered via a well-placed "Open" spell to unlock and unbar the door. While they were tossing the house, Adolf went to call for the watch... and was quickly deboned much like a roast chicken.

- Konigstag Events -

Ice Dancing Competition - Square of Martials - 11am to 2pm
Luccinian Liturgical Choir - Royal College of Music - 2 to 4pm
Snotball - 2 to 4pm
Snotball - 5 to 7 pm
Pageants & Jousting - Great Park - 2 to 6pm
Exhibition of Heraldic Arts - Square of Martials - 5 to 6pm
The Barbarian of Seville - Royal College of Music - 7 to 10pm
Black Pool Illuminations - Great Park - 9 to 11pm

The party mostly dispersed, the watch was called in, and Larry and Nathander successfully took over the watch investigation. Searching the house they found almost nothing of note except a framed locket with a note hidden within the frame

My dear Nikki, whatever sbem has chosen for you, we will try to be decadent in your stead.

And a letter in an unused ledger book on Gotthard's table

Dearest D.M.

I wanted to congratulate you on your last 'basb'. It was sensational ! Now I can't wait for this Festag's spectacular. Then the real Carnival can begin

*Your most devoted deviant
L.F.*

Which unfortunately, don't seem to mean anything to the group as it stands.

Part of the afternoon was spent at the Pageants & Jousting - mostly so Larry could see which of the young drunken nobles was a horrible horseman who might be willing to part with their steed for an unreasonably low sum of crowns. In the end he acquired a destrier from a young noble for a quarter of the regular price so the young man (dumped on his ass several times during the day) could get back to drinking.

While out at the events of the day, a round and friendly middle-aged handmaiden hailed Othmar (as Herr Lieberung). She announced that Leopoldine Ritschel sends her regards and her worries about him. While she knew he had to leave the city for a while, she expected him back sooner, and has missed him intensely. She then asked if she should arrange that Markolf not be home that evening...

Asking the urchin squad, she is Huberta Weller, the handmaiden / maid of Leopoldine Ritschel, the wife of Markolf Ritschel - a local ironmonger. It seems that the original Herr Lieberung was involved in an illicit affair with her...

Another return to the palace (and the usual having to deal with the guards checking their credentials and palace pass at several checkpoints), and they went hunting for the rest of the Law Lords to establish the support they feel is needed to stop the new taxes finally.

Only one of the three law lords was available in their apartments/offices within the palace. It seems that Reiner Ehrlich hasn't been around for the entirety of the carnival - perhaps having left the city entirely for the duration (whom they will need to find if they want to get the taxes canceled before the end of carnival as this would require the united front of the three Law Lords). Joachim Hoflich seems a very sharp and observant man, and agreed that he might be convinced to change his position on the taxes (despite his feelings that the dwarves and wizards haven't been doing enough without the taxes, so taxing them would at least get something from them - and the knowledge that the temples would never leave the city as Middenheim is the holy city of the church of Ulrich), conditionally on the group convincing Wasmeier.



While in the palace, Larry discovered that he also has a small "apartment" on site – essentially two very small rooms that house his page who has a collection of event invitations for him, including tickets to both halves of *The Ring of the Nibble Unger Lied*.

Leaving the Palace (past the guard checkpoints again), they arrived at the Great Park where a commotion was being raised over the death by poison of Luigi Pavarotti! Right outside of the red tent! Under hypnosis, all that Kirsten Jung could remember of the servant that brought the drinks from the tent was a shock of red hair and the uniform of one of the servants of the tent... On investigation, one of the serving lads was found drunk to unconsciousness under a table out back, his uniform missing.

Session 46

May 17th, 2020 – *Power Behind the Throne*

Wilhelm [Wizard] - I 65
Larry [Mercenary] - I 58
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46

Mombert is summoned to bring the body of the deceased doktor to the shrine of Morr and to the Mourner's Guild for funerary preparations while the group makes haste to the Palace to speak to the Graf about the death of his son's physician.

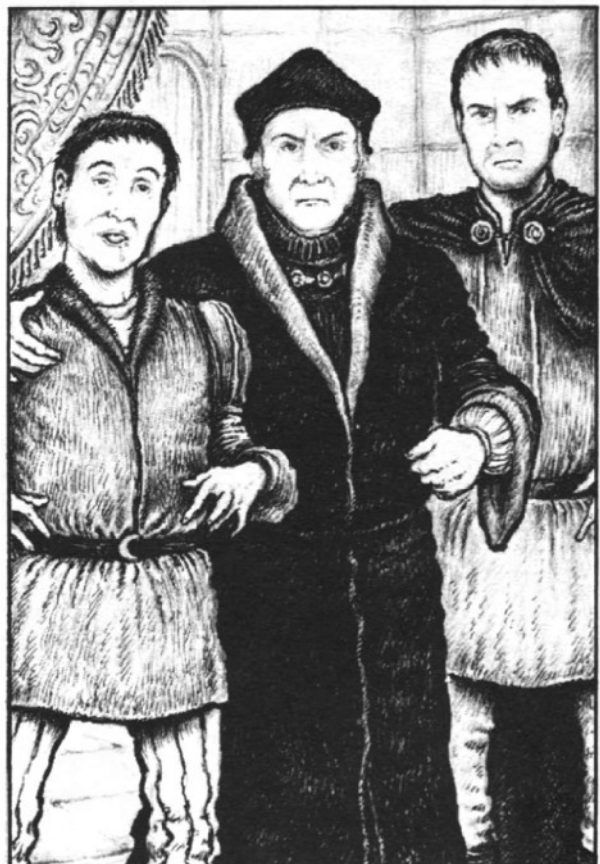
On their way through the various guard checkpoints again Brother Nathander suggests that perhaps all these guards with their checklists and palace passes might know a little more about Frau Kenner since she uses a palace pass to get in and out – but that will wait until this emergency has passed.

They are escorted to Cancellor Sparsam's apartments and he decides that this is indeed

worthy of an audience with the Graf because "that dangerous madman" was also his trusted physician (although Sparsam seems somewhat relieved that Herr Pavarotti is gone, he's alarmed at the assassination of anyone associated with the palace). He takes Larry & Nathander with him to the Graf's chambers, while instructing the others that this is the perfect time to check Luigi's quarters to see what foreign poisons and narcotics he was using to control the graf's son "Shakin' Stefan".

They found the Graf in his son's chambers – already worried over his son's health, he did not take the news of the loss of herr Doktor well. He seemed somewhat at a loss and melancholy most of the time, but became very forceful when stating that Luigi Pavarotti would be given full State Honours and be entombed within the temple of Ulric (as his wives have been).

Nathander's main reason to be in attendance is to determine if the Graf or anyone close to him is undead, but while there are plenty of signs of



illness, there's no indication of the undead or their minions.

In Luigi's chambers they find many drugs and medicines, several of which are specifically for Herr Pavarotti's... dalliances. There's also a selection of poisons, but in very small doses, and they are clearly marked and kept separate from his medicines - but they could be used to slowly kill someone, or to make them seem very ill for a long time. Or they could be used to acclimate one's self to such poisons.

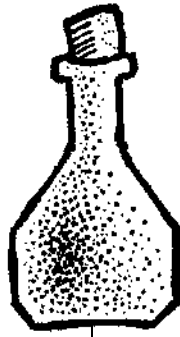
On the way out of the palace, the group paused to interrogate the various guards along the way. They make their way to Josef Gropius, a Palace man-at-arms, who admits he was attracted to Frau Kenner.

In a romantic move (his way of describing stalking), he followed her home one night some four weeks ago. He tracked her to the Altquartier and almost gave up (since this is the most dangerous slum in the city), but out of curiosity he followed her to "the Pit". He concluded that she's obviously a spy working undercover for someone important at the Palace and decided it was safer for himself if he left her alone.

He also described how a few months ago Frau Kenner took to waiting around in the gardens (near the apartments of the women at the court) when she came into the palace. She did this for a few weeks and then stopped.

Once free of Josef, the group began questioning who in the palace would benefit from Frau Kenner's actions and the weakening of the Graf's authority. They began to speculate about the elder Todbringer, Baron Heinrich Todbringer - who is currently out of the city in Salzenburg acting as a diplomat.

Which is when Nastassia Hess introduces herself from the shadows. She asserts that she is Heinrich's agent at the court when he is away. Once she convinces the group that she is legit, they compare a few notes on who controls who within



the Palace walls and who supports the taxes and who doesn't.

She believed that the Ar-Ulric is in favour of the taxes as a political move to squeeze out the smaller temples in the city when the potential of his being blackmailed because of his affair with Emmanuelle Schlagen.

Who she says is the Graf's paramour.

Suddenly we have one woman who is sleeping with the two most powerful men in the city, and should any blackmail about this come forward would both destroy the Graf emotionally as well as upset the balance of power between the city and the church of Ulric...

She also vouches for Luigi as a good man and not someone poisoning Stefan. She met him in Tilea and was the one that planted the idea of travelling



into the heart of the Empire as a "nice vacation" and now feels guilty for his assassination.

Finally, she asserts that Charlotte (the hypnotist) and Frau Kenner are both the same person - an agent of an unknown master who goes by the actual name of Brunhilde Klaglich.

A minor bit of mischief ensues involving Larry's page (who seems more interested in what's going on around Larry than in delivering messages to the Ar-Ulric), and the party double checks on Nastassia Hess, following her into a secret chamber in the Palace that has access to both Heinrich Todbringer's apartments and a niche near the front doors of the Palace for quick egress as needed.

Session 47

May 31st, 2020 - Power Behind the Throne

Wilhelm [Wizard] - I 65
Gottlieb [Assassin] - I 63
Larry [Mercenary] - I 58
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46

On their way back to the Templar's Arms the group stumbled into a hotbed of anti-government action. A puppet show was making fun of Chancellor Sparsam and Guildmaster Goebbels and the new taxes, but it was being put on and used as a recruiting tool by loose collection of

agitators and rebels - the most visible of which were "Red" Knut and his Red Caps, although based on the fliers being passed about, there was at least one other organization involved, the "New Millennialists".

As the play came to an end, Red Knut lead the crowd towards the palace, but first via the Church of Sigmar (where a number of minor Sigmarite priests joined up as well as a few priests from the other non-Ulric cults in town, including of course Mombert from the shrine of Morr...) and then the School of Wizardry where a number of wizards also joined the growing crowd.

While Larry worked with Watch Lieutenant Hubert Tiedemann to assemble the watch and with the urchin Claudia Dietz to assemble his mercenaries, the rest of the group engaged in low-level verbal interventions which kept the protest to a manageable intensity - instead of heading to the Palace in order to burn it down and lynch the people involved in raising the taxes, the party managed to keep it at the "we'll show them how unpopular these taxes are and ask for them to be repealed" level. Once the protest made it to a security force of Knights Panther accompanied by Larry's mercenaries (and Ogre), they kind of petered out and dispersed.

Later that night, Red Knut suffered a strange accident where he tripped and fell on to a very large sword, then got up and did it again a few times. His trademark red hat also seems to have fallen off and slipped into Gottlieb's pack.

After the riot, seeing that things are getting out of hand, the Middenheim Marshals explained to

- Angestag Events -

Water Polo Tourney - Square of Martials - 11am to 12:30pm
Snotball Finals - Eastenders vs Southgate Slammers - 2 to 4pm
Luccinian Liturgical Choir - Royal College of Music - 2 to 4pm
Pageants & Jousting - Great Park - 2 to 6pm
Ring of the Nibble Unger Lied (Part 1) - Royal College of Music - 6 to 12pm
Black Pool Illuminations - Great Park - 9 to 11pm

Larry that to make any changes at this point, they would need the law lords present - which means digging Herr Ehrlich out from his depressive hermitage. Larry is asked to take care of that first thing Angestag morning.

It turns out that Ehrlich isn't actually out of town as most people had guessed, but was hiding in his home, locked away from the city, melancholy and despondent.

Wilfried managed to talk his way in and found that Ehrlich truly was depressed, freaked out, and generally uncommunicative. It took a lot of work to pry out that his niece had been kidnapped and was being used against him which is why he wouldn't talk to anyone and wouldn't come out. And it appears that his niece (Reya Ehrlich) is none other than the blonde child that had been smuggled into the city by the Skaven Warband that the party dealt with in session 4I.

Not knowing how to find Reya, they called back the urchin squad to search for her again, this time looking for a prisoner being held in the general area where the warband was first seen as it slipped into the sewers.

Then it was off to Otto's Printworks, where they believed that the New Millennialist pamphlets were being printed. While Otto wouldn't admit to printing the subversive texts, they are pretty sure he did as he essentially bragged about how excellent the type face used on the fliers is but how it isn't one of the ones used in his shop. Deciding that with Knut out of service, and hopefully the taxes about to be repealed, the group decided that Otto could be spared and would actually be a useful contact to acquire high end papers and printing for future forgeries and counterfeiting.

Session 48

June 28th, 2020 - *Power Behind the Throne*

Wilhelm [Wizard] - I 65
Gottlieb [Assassin] - I 63
Larry [Mercenary] - I 58
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Othmar [Spy] - I 46

It is Festag, the last hoorah of the Middenheim Carnival. Tomorrow the new taxes come due...

The day begins with festivals and pageantry, water polo at the Square of Marshals, and the snoball finals at Bernabau Stadium (the Eastenders won the cup - betting was even odds).

At the pageants, the children's parade is running late because of the changes in flute player and the general confusion of getting a few hundred children dressed in costumes and ready to parade through the city. Quite a number of people have prepared handpies and sweets and apples to give to parading children along the route, and some travel alongside handing out these treats to the children as they walk along the route.



Among them is Markolf Ritschel, the ironmonger who's wife (Leopoldine) has been having a long-term affair with Herr Lieberung. Their maid approaches Othmar indicating that Markolf will be busy with his "D&D group" all evening and it would be a perfect time to see Leopoldine. Curious as to why Markolf's "D&D group" event seems to involve handing out sweet treats to the children, the group follows the parade along, watching as a number of the children seem to start acting drugged or mildly poisoned. Near the end of the route, just around nine at night (when Frau Kenner is supposed to be buying her drugs from Bruno), the piper slips off into a side alley and nearly fifty of the children wander off with him... into a warehouse.

A warehouse full of revelers in strange half-naked costumes.

It seems that Markolf Ritschel's D&D group is a cult of Slaanesh. And leading the cult is none other than Gotthard von Wittgenstein!



Suddenly the note to "Nikki" in Gotthard's home clicked - the previous leader of this cult was none other than the wife of the Graf, Anika-Elise Nikse, daughter of the Baron von Nordland!

Before any further harm can come to the children (and hopefully giving them enough time to catch up with Frau Kenner), Gottlieb jumps down from a second-floor warehouse window on to Gotthard and combat with the cult begins.

Fortunately this cult is mostly comprised of rich decadents instead of wizards and mutants (although there are a couple of wizards in the mix, casting fireballs and zones of silence). Among the cultists are not only Herr Ritschel but also Gudrun Weber, Chancellor Sparsam's personal secretary!

The largest (but least powerful) of the wizards was quickly cut down, but the melee among the children is a messy affair, trying to reach the cultists before they could escape through an iron hatch into the sewers. In the end only three cultists escaped through the hatch, and since one of them seemed to be their most potent caster, no one volunteered to chase them down through the sewers.

Instead a few members of the watch were dragged out here by Larry as the rest of the group made a mad run across town to the Palace in order to intercept Brunhilde Klaglich in her guise as Frau Kenner. Rapidly disguising himself as the now deceased Gudrun Weber, Othmar helps Sparsam keep his cool as he buys his supply of "tonic" from Frau Kenner. The group then shadows her back through town to an abandoned home in the slums between Sudgarten and Ostwald around 11:30 at night.

A cart is in front of the building, loaded up with some furniture and carpets - giving the appearance that whoever is within the building is planning on leaving soon.

Othmar takes up a position on the cart, watching the revelers on the last night of Carnival to make sure none are secretly watching the building. Meanwhile, the rest of the group enters into the building and directly down into the basement which seems much more lived in than the burned out shell above.

In the tight confines of the basement, they find themselves fighting Klaglich as well as a number of her henchmen, including a wizard!

Fireballs explode, some serious fighting is undertaken, and Brunhilde Klaglich surrenders (but only after drinking a potion which seems to render her nearly instantly drunk).

Session 49

July 12th, 2020 – *Power Behind the Throne*

Wilhelm [Wizard] – I 65
Gottlieb [Assassin] – I 63
Larry [Mercenary Captain] – I 58
Othmar [Spy] – I 56
Brother Nate [Witch Hunter] – I 54
Wilfried [Forger] – I 53

Brunhilde Klaglich is nigh impossible to interrogate as the potion she consumed renders her incredibly drunk and immune to pain and generally any considerations of personal safety.

But in her lair some essential keys to the issues at hand were found. First the young girl smuggled into the city by the beastmen turns out to indeed be Reiner Ehrlich's niece Reya who puts on quite the show of indignity and a whole series of demands that she be taken to her uncle and the constabulary and the graff and the... a sleep spell from Wilhelm settled things as they prepare to carry her from the lair to Herr Ehrlich's house.

But also (in addition to a bit of treasure), they found love letters between "The Big Bad Wolf" (who appears to be the Ar-Ulric based on handwriting and... well... tone) and "Em" (almost certainly Emmanuelle Schlagen, the Graff's paramour and Lady-at-Court.

Rushing Reya back to Reiner Ehrlich, his manner changed immediately. A transformation overtook the nervous and anxious man and suddenly a self-assured law lord took his place. He immediately announced (to everyone's surprise) that it was Hoflich who both proposed the new taxes and who was blackmailing him with his niece. But Hofflich is a creature of habit, and of course he would be found at the College of Music attending the second night of the "Ring of the Nibble Unger Lied".

Rushing to the grounds on the last night of the Carnival proved difficult, with various roads packed with people getting ready for the Blackpool Illuminations, one road blocked by

performing bears, and all manner of celebratory annoyances. Arriving at the College of Music just before the opera let out, they discovered by shaking down other coach drivers that Hoflich had boarded his coach a few minutes before their arrival and was heading to the palace.

Turning around and heading back towards the palace (which they had skirted on their way to the College of Music), the group managed to get to the palace about 20 minutes after Hoflich. With Ehrlich & Larry's authority they quickly entered the Inner Palace grounds where a Knight Panther informs them that Joachim Hoflich went to see the Graf



just a few minutes previously. Leaving Reya with the duty officer of the Knights Panther, they rush to the Graf's chambers.

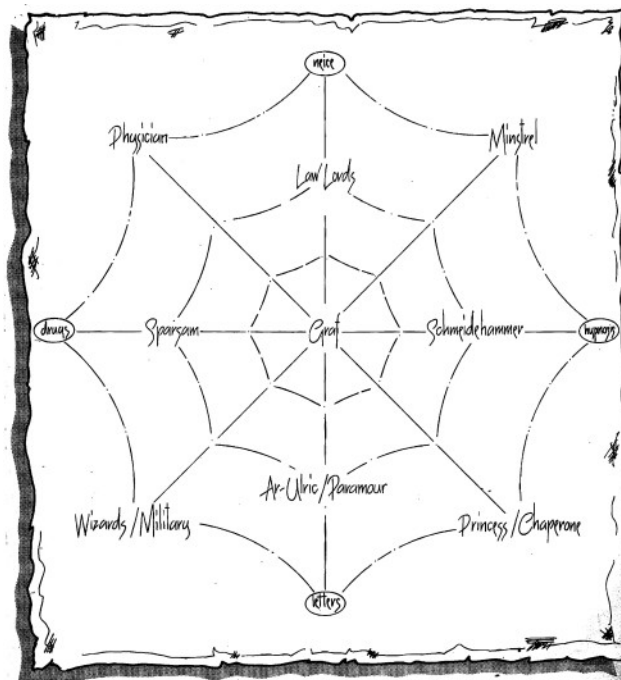
Pulling open the doors they are confronted with Graf-to-Graf combat! Two identical Grafs are locked in combat, with one strangling the other from behind with a length of cord!

Most of the group stood slack-jawed for a round by the surprise of not only seeing the Graf out of bed, but locked in mortal combat with himself. Wilfried jumped in to interpose himself between the Grafs while others rushed in to attempt to subdue either party until Wilhelm's magics stole the mind of the winning Graf, turning him into a gibbering idiot who was then beaten unconscious and transformed into a bizarre doppelganger!



With the Graf's life saved, a call went out for all the Graf's advisors and friends to meet in the Trophy Room / Art Gallery outside his chambers and Knights Panther are sent to search Hoflich's apartments.

Once the MiddenMarshals are on site and have been satisfied by the stories of the group - they then join the search of Hoflich's apartments. Within his apartments they found the body of Joachim Hoflich, dead for a month or two and left in a waxed sack within a large chest. Also found in the trunk are two pieces of paper written in Hoflich's hand...



The first appears to be a diagram of the "web of influence" of those who have a say in the Graf's decisions. The second is the address of Glaglich's lair.

But a third paper is also found behind the chest, not in Joachim's handwriting, but Wilfried immediately determines to be Wasmeier's (the third Law Lord and the one that was supposedly against the tax all along)... It instructs the Hoflich doppelganger to copy the web of influence diagram in its own handwriting and to leave it with Hoflich's body and to destroy the original afterwards.

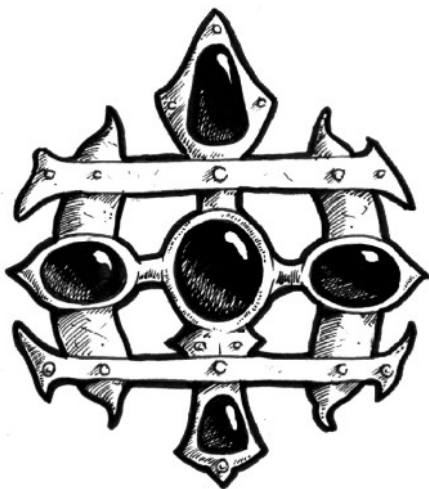
And sure enough, in the crowd of those assembled in the wake of the Graf's near-assassination, Law Lord Karl-Heinz Wasmeier is nowhere to be found.

In Wasmeier's apartments they find a window open, a small vial that once held magical liquid, and the dusty ashes of what might have been a magical scroll.

Under the Graf's orders, the group headed straight to Wasmeier's townhouse to see if he was still there and hadn't fled the city entirely. As the group and a few Knights Panther surrounded the house, Gottlieb broke in through a second story window. Working his way down through the house and running into (and running through) one of the servants, he was in the process of opening the front door when the side of the carriage-house exploded into the street - releasing a battle wagon lead by four warhorses!

As the battle wagon rolled down the street (over several Knights Panther), Wasmeier caught sight of Othmar in the group and yelled out "So this is your game, is it Lieberung? Base betrayal of your Magister Magistri!?" But Othmar jumped upon the wagon shouting that he was trying to escape with Wasmeier and assuring him of his loyalty to the Purple Hand... and then cutting off Wasmeier's hand!

Between Larry, Gottlieb, and the mighty ogre mercenary, the cart was soon forced to a halt and the battle was ended.



Session 50

July 26th, 2020 — *Something Rotten in Kislev*
& *Fimir! A Brief Encounter*

Wilhelm [Wizard] - I 65
Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53

In the aftermath of dismantling two different chaos cults in a single day and saving the Graf (as well as uncovering the affair between the Ar-Ulric and the Graf's paramour... and that the Graf's



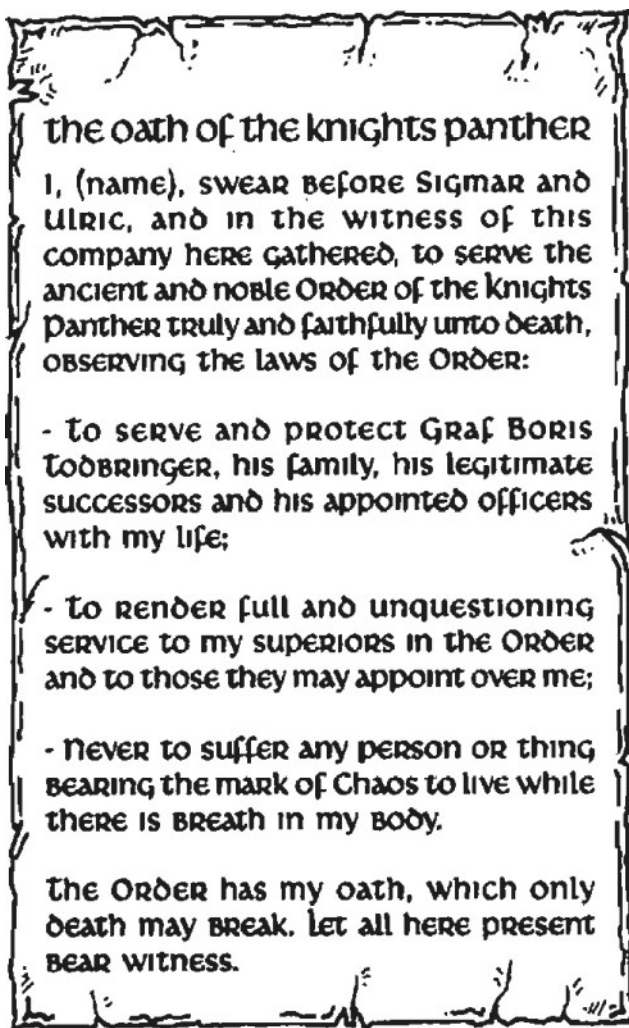
beloved wife was a chaos cultist prior to her untimely death), the party is obviously too knowledgeable about local politics and power plays to be allowed to remain in Middenheim.

But the Graf and his advisors have come upon a quite clever plan to both reward the party for their help, and get rid of them. They are one and all knighted into the order of Templars of the Knights Panther - even Brother Nathander who already serves Morr.

The Knights Panther serve three masters. They are an order of templars dedicated to both Ulric and Sigmar, but above all they serve the Graf of Middenheim. The higher ranked members of the order (including the party who were knighted into the order) are unlanded nobles who serve as cavalry units, while the lesser members of the order serve as the Graf's personal men-at-arms and mercenaries - guarding the Graf and those close to him as well as handling lesser duties required by the Graf around the Palace and the city.

A week of quiet meditation (and healing) is required before the new templars are presented before the order, the Graf, and both Ulric and Sigmar to be knighted. The order also offers the new knights horses and basic equipment (albeit of excellent manufacture).





Being knighted after the Carnival means that there are few in attendance beyond the Midden Marshals and the Graf's entourage - at the ceremony they are knighted and presented with a heavy gold medallion indicating that they are now members of the templar order of the Knights Panther.

And of course, the first order of business is to fulfill some treaty obligations that the Graf has. It seems that the Tsar of Kislev is demanding that the Graf send military aid forthwith - and in the opinion of Joseph Sparsam, a unit of Knights Panther will fulfill these obligations quite nicely.

Arrangements are made (and promptly ignored) for them to travel by road the 250 or so miles to Talabheim, and there to take a boat some 550 miles upriver along the Talabec and the Urskoy to

Kislev itself - the capital of the lands of the same name. They are provided with papers indicating that they are on a diplomatic mission for the Graf that will both serve as letters of introduction to the Tsar as well as prevent any problems with road and river wardens (as well as any taxes and tolls along the way within the Empire at least). The trip, if following this itinerary, will take 3 to 4 weeks.

But also, if they could wrap up a few loose ends... two of the Jade Scepter cultists escaped from the warehouse (and probably know that Anika-Elise Nikse was both the Graf's wife and a member of the cult) and need to be hunted down. Also the Graf is quite put out that his paramour, the Lady Emmanuelle Schlagen, has disappeared from the city. The cultists are believed to have escaped to the west - heading towards Marienburg perhaps. Emmanuelle appears to have headed south or east - perhaps towards Altdorf or Nuln.

Travelling with their new war wagon as well as a full complement of horses, they attempt to follow the last sorcerer of the Jade Scepter and his wife - Lamprecht & Talunda Kaltenback. Talunda is a skilled huntress and knows her way through the Drakwald around Middenheim - but her husband Lamprecht is not. Unfortunately for her, her fame as a local huntress makes her fairly easy to track as the couple travel through small towns to acquire the goods they need to make the trip to Marienburg. Word from a few locals who have hunted with her before is that she has stores and friends who can assist her in the small swamp village of Kammendum in the Schaumfluss.

As they leave the main road to follow the track to Kammendum, the battle wagon bogs down in the swampy dirt road. While trying to pull it free, a heavy fog settles over the area - descending to incredible thickness and reducing visibility to a mere yard or two.

And the fimir step out of the fog, surrounding the wagon. A dozen at least - massive cyclopean creatures with bronze weaponry and green skin.



boat out a few days ago. Maybe to meet the Kaltenbacks at one of the mines he uses as hunting camps?

It seems that a dwarven clan set up a few mines in the region a few decades ago to extract bog iron more efficiently than the local humans do. But the mines were quickly exhausted, and the cost per

Two fimir approach and commence to speak in a hissing Reikspiel. They are seeking to missing members of their clan and ask if the humans have seen a smoothtailed Fimir in their travels. They then suggest that perhaps the human village nearby would know where the missing fimir are, and if they don't at least there will be a good snack for the fimir for their troubles.

Then they slide back into the mist. Monstrous pre-human creatures larger than Golthog, the mercenary ogre.

Leaving the mercenaries with the battle wagon, the rest of the group made haste to Kammendum both to hopefully find their prey as well as to warn the village of the approaching fimir.

In the village there is little help except for a few who recognize the huntress Talunda and who say she is close with Johann Sumpfer, a hunter and miner who keeps tabs on the local mines. But he isn't in the village at the moment - he took his

mine barely covered the revenue, so they were abandoned. Johann Sumpfer worked these mines back in the day and is the villager most knowledgeable about them today.

Once word slips that there is an irritable war party of fimir approaching, there is a general panic and the entire population of the town loads into their boats and heads to the middle of the lake where they hope the fimir cannot get to them. While in the lake they come across Sumpfer's boat... with a horribly injured Sumpfer laying in a puddle of blood and water in the bottom!

Discovering that they lack any first aid skills without Emmanuelle (who parted ways with the group when they were given the Kislev assignment), all they were able to get out of Johannes is that he was attacked by a one-eyed monster in the mine due north of town across the lake.

Session 51

August 9th, 2020 – *Something Rotten in Kislev*
& *Fimir! A Brief Encounter*

Wilhelm [Wizard] - I 65
Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Karl Morgenthau [Artillerist] - I 45

Our team of Knights Panther take Johann Sumpfer's boat and head across the lake to find the old mine. It is a tight space, built to dwarven specifications instead of human. But there are definite signs of recent use and a trail of blood along the rusted tracks leading deeper in.

Within the mines there are large pools of water seeping in from the swamp, exploratory tunnels that twist and turn into the rock, and odd sounds.

And odd lights.

Checking in on the lights and sounds from the deep pool, they are ambushed from behind by the fimir sorcerer (a Dirach) with a fireball. The impact strikes Wilhelm clean in the chest and he explodes into a flash of steaming gold coins and

little roasted chunks leaving only his smoking boots behind!

The fimir ducks back into the twisting caves as the party pursues – using one of Wilhelm's flaming boots as a torch!

They lose track of it at a deep pool – beyond the back wall of the cave they can hear something screaming and howling... the water doesn't quite come up to the back wall, and there is obviously another cave beyond. Holding torches high a few worked their way into the water, where the fimir tried to pull Nathander under with it. But firm in his faith, Brother Nathander kept his head above water and managed to land a powerful kick on the beast, breaking its neck and killing it outright.

Beyond the pool in the secondary cave they found the second missing fimir – a mere infant weighing no more than 30 to 40 pounds. And it bites.

With the tail of the dead fimir, and the infant in a sack, they left the mines and were met immediately outside by the fimir warband. The warband traded for the tail and infant (which they promptly killed) with the bodies of the two cultists the group was hunting for. As additional thanks, they also offered a medallion of thrice-blessed copper.

Back in Middenheim, they recruit a new mercenary to the team, one Karl Morgenthau, an Imperial



Session 52

August 23rd, 2020 – *Wait, this isn't the road to Kislev!*



Artillerist-in-training. He convinces Larry to purchase and attach a massive bolt-thrower to the war wagon – the ornate and oversized crossbow is nearly the size of the wagon itself and launches spears a terrible velocities.

Instead of heading to Talabheim by road, they then head south, back to Altdorf and aiming for Kemperbad where they can recover the now repaired Bawdy Countess from the Blucher shipping family and then sail her all the way to Kislev – probably adding 3 to 6 weeks to their estimated 3 to 4 week travel time.

Along the road to Altdorf they hear of raiding parties of beastmen and worse within the Drakwald. The woodsmen and trappers have left the area, leaving inns without easy access to wood, charcoal, and often food!

Between inns, deep within the Drakwald, they find that they are being watched from the woods. Flushing out the spy, it turns out to be a wild woman who claims that these lands are overwhelmed by beastfolk and worse. She says she can lead them to a ring of standing stones within the forest where the raiders often take their rests or make their sacrifices...

Gottlieb [Assassin] – I 63
Larry [Mercenary Captain] – I 58
Othmar [Spy] – I 56
Brother Nate [Witch Hunter] – I 54
Wilfried [Forger] – I 53
Karl Morgenthau [Artillerist] – I 45

In the woods they warily follow the weird woman to the standing stones and a scene of horror. Human entrails and blood cover much of the stones, and the symbols of chaos on these stones have been damaged and smeared over with new symbols of bloody wolves and red snow.

The remains of a number of humans are dumped in the brush nearby – a couple of itinerant Sigmarite priests and a few other travellers.

Then the screaming starts. Something bestial dying in the woods not that far from the circle. When the group arrives there is a single dead beastman with a wolf's head nearly completely destroyed.

Following a trail from the dead beastman, they come to a camp of a cell of the Sons of Ulric – the extremist Ulrican sect that they met back in session 32 attempting to assassinate the Grand Theogonist, Yorri XV. Living in the woods like a pack of insurgent werewolves, they are trying to reconquer the Drakwald from the beastmen who have seen massive growth both in boldness and in numbers in recent years. Of course, the Sons of Ulric believe that this is because the heart of the Empire is beset by rot as a demon tutors the Emperor in matters of faith while disguised as the Grand Theogonist and promoting the Sigmarite Heresy.



Negotiating a quick (and probably short-lived) peace with the Sons of Ulric, they are brought "up to date" on their activities by the priest Norbert Kassebaum - in addition to dealing with the beastmen problem, they worry that they are being hunted. Another cell of the Sons has gone missing, and all that was left at their campsite were explosives - something that Ulric would never stand for. The local beastmen run in "herds" of twelve to fifty, and they estimate that there are a few dozen herds in the region. The closest herds work together to take advantage of the massive Gor at least ten feet tall that runs with one of the herds on occasion.

The Sons have completed their fighting and hunting for the day and are settling in to wait for the night hunting of the beastmen - the party is far too impatient to sit and wait, but they do partake of a small meal with the sons to keep things friendly.

Gisela Hielscher, the wild woman, tells them about another circle of stones nearby that the beastmen hold as sacred - smaller stones set in a larger circle that they don't use for sacrifices, but as some sort of memorial and sacred space for the herds.



Grabbing a few fetishes from these "herdstones" seems to trigger the beastmen deeper in the woods and they come rushing to the stones. They crash out of the woods full of piss and vinegar, but are quickly repulsed by the combined might of the group. As the fighting slows and the beastmen retreat, a horrific deep bellowing is heard from the east - towards the road.

At the road they find the massive Gor (indeed a mighty ten feet tall with huge horns) pinned to a tree and dead, struck by a massive bolt from the siege engine atop the war wagon.

Session 53

September 6th, 2020 - *The Affair of the Hidden Jewel and 30-50 Feral Hogs*

Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53

Entering Schwarzmarket from the Drakwald, there are many printed posters in the area that are recently posted and that use an expensive type to draw the eye... not to mention a huge reward offer.

"Reward! 300 Crowns to whoever can bring the head of the dastardly brigand known as the Black Arrow to his Grace the Count Amadeus van Drakensberg. His Grace has means of detecting substitutes."

With several of the group being of criminal disposition and native to nearby Delberz, they recognize the Black Arrows as a band of bandits and outlaws who have plagued the area for several years now - they get their name by the black-fletched and painted arrows they use. In a case of extreme originality in naming conventions, the Black Arrow is the leader of the Black Arrows. More interestingly, Count van Drakensberg's holdings are nowhere near this region and are down towards Ludenhof near Kemperbad.



Even more recent notices (locally sourced and less impressive though) call for adventurers and heroes...

"Heroes Wanted to go on quest for Hidden Treasure. Some danger. Great Reward. Contact Wolfgang Kellermann at the Sign of the Crossed Lances."

Arriving at the Crossed Lances (still paranoid about sleeping at an inn after the Three Feathers Incident), the place is moderately busy with the notable presence of a group of hard-looking men-at-arms seated in one corner. Gossip is that they are a mercenary company coming through, possibly heading to Middenheim where one of the Midden Marshals has put out a quiet call for soldiers.

When they inquire about Kellermann, they are instructed to head upstairs to his office where they are met by the lean, scar-faced thug Lauengram who works as Kellermann's "heavy". In

the room are Wolfgang Kellermann, the one-footed inn owner and ex-Black Arrow. Not just "a" Black Arrow, but "the" Black Arrow, now retired and replaced by the younger and meaner Annalisa Kessler; and "Bruno", ex torturer of Count van Drakensberg. It seems that Bruno recently discovered (while torturing one of the Count's enemies) that the man who stole the famous Blue Flame Diamond was Otto Kessler, father of Annalisa Kessler. And he told his daughter where the gem was hidden. Instead of bringing this information to his boss, he slipped away to let Kellermann know about it, as Kellerman used to be the Black Arrow and probably knows how to get to Annalisa.

Which is where the group comes in. Kellerman gives them the location of the Castle of the Black Arrows as well as a secret he never passed down to the new leadership – a secret passage into the castle!

Taking the secret passage into the castle's dungeons, they should be able to sneak up to Black Arrow's chambers at the top of the central tower of the castle and either find where she's hidden the gem, or get her to turn it over. He in turn will pay them 200 crowns each for the gem.

After their meeting with Kellerman, Larry's mercenaries make some headway getting in with the small mercenary squad in the main tavern. This conversation is interrupted when a lieutenant of the squad passes word through Larry's men that



the employer of these mercenaries would like to speak to Larry and his companions.

The employer is none other than Count Amadeus von Drakensberg (he introduces himself with flair and style); travelling incognito. He hires the party to recover the head of the Black Arrow, on a silver platter please and thank-you (and his retainer presents the silver platter). And while he's offering the bounty hunters 300 crowns for the Black Arrow, he's quite happy to raise his offer to 500 crowns for such a skilled group.

Unfortunately, someone in the inn has decided to take matters into their own hands. That night, as the group is asleep someone rolled a pair of bombs down the chimney to their fireplace. That side of the inn exploded, debris rained down, and the party decided this was an opportune time to get some breakfast... in Delberz.

In Delberz the local roadwardens indicated that the Black Arrows aren't much of a concern these days - they've only been hitting big money targets and otherwise generally laying low and not pissing off any of the locals. The real problem in the area are the feral hogs.

From Delberz they entered the woods seeking the castle of the Black Arrows (taking the route that would appear to have the least time trekking through the woods). Unfortunately they are nearly immediately accosted by 30 to 50 feral hogs. The

party beats a hasty retreat, but Gottlieb attempts to keep the hogs away from them by luring them after himself. Or it could just be that he flubbed his check to get clear... either way the hogs killed and devoured his horse and wrecked his crossbows while he took cover in a tall tree.

Once they regrouped, they continued into the woods trying to avoid any boar-trails they came across. But the woods had their own idea it seemed and paths practically forced their hand not to the castle of the Black Arrows, but to a charcoal-burner's hut just outside the woods near the tiny village of Grusligdorf. Both Gottlieb and Brother Nathander caught glimpses of something big and centauroid - Nathander's background raised by druidic cultists gave him insight that this might be one of the secretive Zoats.

But the charcoal-burner was an immense and foul woman, with a poorly maintained pen full of sick looking (but enormously fat) hogs. She nonchalantly gave birth before the group as she approached them and tossed the crying babe into the pig pen where it was immediately consumed by the hogs.

When this seemed to provoke some sort of violent response from the group, her demon hogs climbed out of the charcoal pile to assist her. It was a rough fight that cost the group two more of their horses. They finished by killing the remaining hogs and burning the house, the pig pen, the

bodies of the hogs and charcoal-burner and her massive flail with the wrought-iron head shaped like three screaming babies.

And then headed to town, watched from the woods by the massive Zoaat.

30-50 (IOD3+20) FERAL HOGS

M7 WS33 BSo S3 T3 WII I30 AI

FRENZY IF WOUNDED

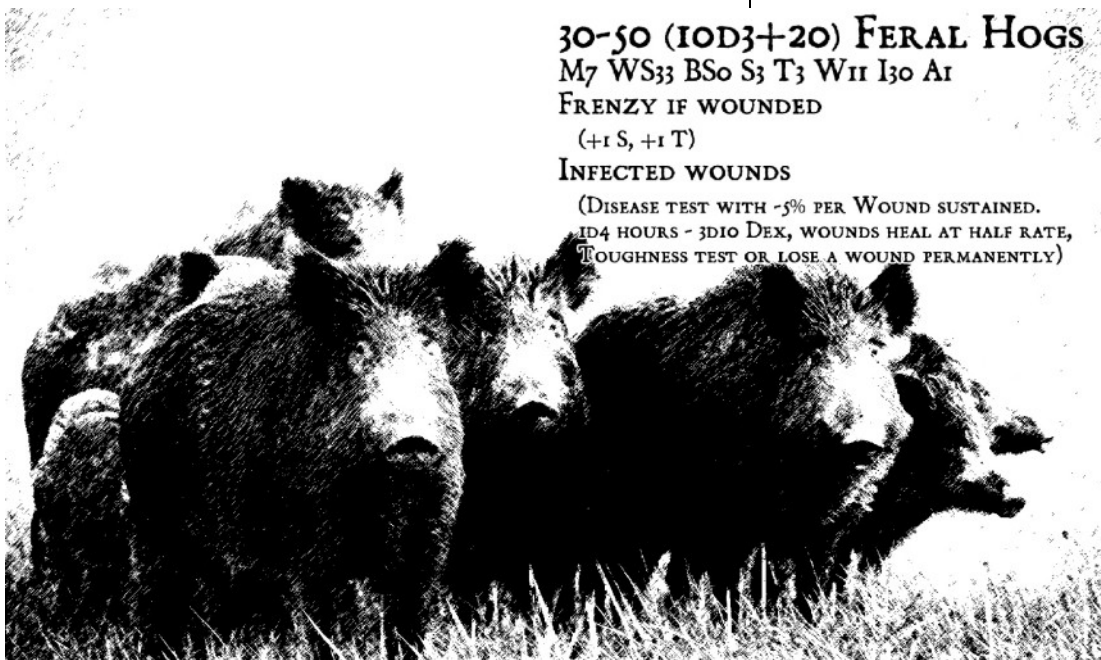
(+1 S, +1 T)

INFECTED WOUNDS

(DISEASE TEST WITH -5% PER WOUND SUSTAINED.

ID4 HOURS - 3DIO DEX, WOUNDS HEAL AT HALF RATE,

TOUGHNESS TEST OR LOSE A WOUND PERMANENTLY)



Session 54

September 20th, 2020 – *The Affair of the Hidden Jewel & 30-50 Feral Hogs*

Gottlieb [Assassin] – I 63
Larry [Mercenary Captain] – I 58
Othmar [Spy] – I 56
Brother Nate [Witch Hunter] – I 54
Wilfried [Forger] – I 53
Karl Morgenthau [Artillerist] – I 45

Stumbling into Grusligdorf covered in ash and the stink of battle, they found a number of high quality horses outside the small common house of the village. Within they met a small team of templars of the order of the Hunters of Sigmar – knights dedicated to hunting Beastmen in the Drakwald region. They were returning to the Drakwald from Altdorf where they had just acquired new mounts and other important gear.

The drink served at the common house is exceptional – a fine light ale that seems to push away one's worries and bring everything into perspective

While discussing how they should arrange to acquire the fine steeds of these templars, a wood elf huntress runs into town exclaiming that the wolves have gone too far this time and have pushed out of the forest and burned down one of the outlying farms.

When the templars, huntress, and group arrive at the farmhouse, it is of course the burned out remnants of the hogmother's home and charcoal-burning operation.

Worse, the templars find the head of the hogmother's flail which is screaming like a lost and hungry baby... and they seem to see it as such (as does Karl, who wasn't present for the razing of the Hogmother's). Managing to talk the templars out of fighting them outright, the group heads

back to Delberz to consult with Franziska Lang about this atrocity. As they approach the town gates, the flail head loses the glamour that was making it appear to be an infant (but it doesn't stop screaming and bawling). Franziska does some magics over the chaos-tainted chunk of metal, but does not have the power to silence it, let alone destroy it.

Bundling it in heavy sacking, they then seal it into a hefty wooden box which in turn is bolted to the floor in the battle wagon for transport to Altdorf where they plan on pulling strings to see the Grand Theogonist himself with this dread iron.

And then it is off into the woods again to find the castle of the Black Arrows (as a little extra money when arriving in Altdorf would be a nice bonus – the shopping there is excellent!)

They find the old castle as well as the secret entrance through the hollow oak.

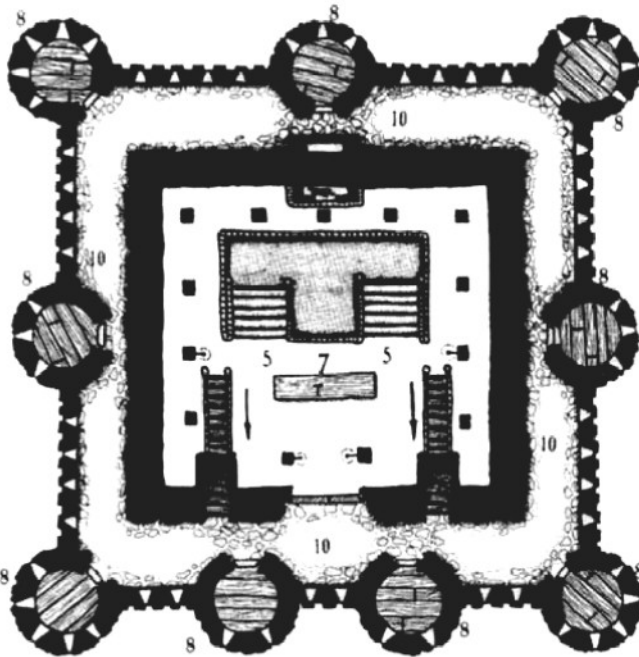




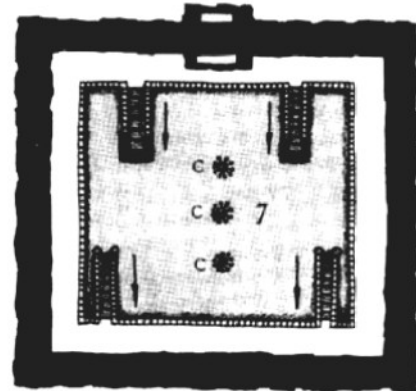
GROUND FLOOR



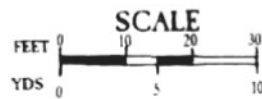
FIRST FLOOR



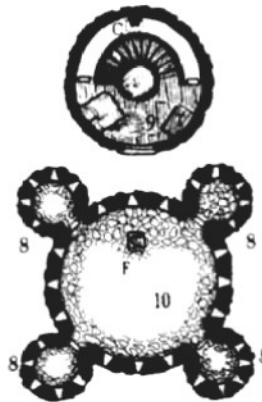
SECOND FLOOR



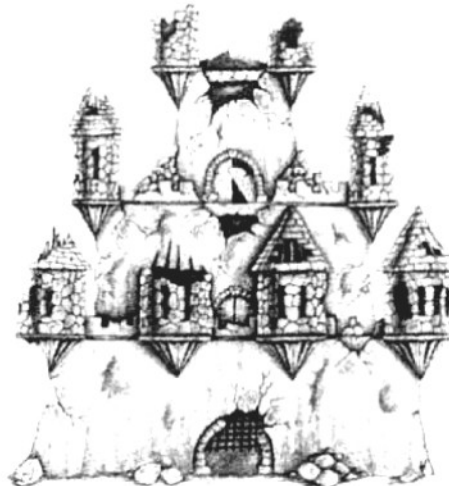
THIRD FLOOR



FOURTH FLOOR



THE UPPER TOWER



THE CASTLE



Unfortunately, the entrance is no secret anymore. As they get to the end of the secret tunnel, someone starts pouring oil under the door at the end while the mad bomber once again starts raining bombs upon them via the hollow oak tree.

Fire, explosions, death and mayhem ensue. It seems that Lauengram wasn't really Kellerman's thug, but a thug planted in Kellerman's employ by the current Black Arrow. After hearing about the secret entrance, he bombed the party's hotel room and then made haste back to the Black Arrow to warn his companions of the coming attack as well as the secret entrance. But his mad bombing ways are brought to a brutal end when he is double teamed by both Gottlieb and Larry - a truly deadly combination of blades.



Session 55

October 4th, 2020 – The Affair of the Hidden Jewel

Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Brother Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Karl Morgenthau [Artillerist] - I 45

Undeterred, the group breaks into the castle dungeons and ends up fighting dozens of bandits. While they don't suffer too badly, the melee is obviously out of control and every round more black arrows come rushing in. Under cover of explosives, they break free of the engagement and retreat back to the hollow oak while the Black Arrows fortify their position.

The Black Arrows weren't expecting that the group had an artillerist and access to some light artillery - the sun rose to a parley between an injured black arrow and the party, and then later to further parleys with the Black Arrow herself from her battlements.

The Black Arrow (and the rest of the arrows) state flat out that they have no idea where the Blue

Flame is. Her father never told her the location and insisted she'd figure it out by using her head. Combining this with the adamant "request" from Count Amadeus von Drakensberg for her head on a platter, Karl correctly deduces that the location of the jewel is tattooed to her scalp.

The map under her heavy red hair leads straight back to Kellerman's tavern at the sign of the Crossed Lances. The tavern itself is abuzz with quiet activity, but Gottlieb successfully slips in and out of the place, now with the jewel that was buried under the dirt cellar floor.

Deciding not to deal with either Drakensberg nor Kellerman, they take the jewel and immediately head out in the night for Altdorf where they plan to pawn the jewel and do some shopping. If they can't pawn one of the most famous jewels in the Empire in Altdorf, they have a backup plan in the form of the Tilean Mafia in Kemperbad where they are also picking up the Bawdy Countess.

Session 56

October 18th, 2020 – *Carrion up the Reik,
The Missing Children of Regendorf*

Gottlieb [Assassin] – I 63
Larry [Mercenary Captain] – I 58
Othmar [Spy] – I 56
Brother Nate [Witch Hunter] – I 54
Wilfried [Forger] – I 53
Karl Morgenthau [Artillerist] – I 45

Selling the Blue Flame proves to be problematic, but the skill and expertise of the party's Fence keeps them from getting shafted or worse, ambushed for the gem while in Altdorf. A number of false leads are discarded and two near-sales are avoided because they appear to be scams.

While in Altdorf, they gain audience with The Grand Theogonist, Yorri XV (whom they met and aided back in Session 32). They almost don't make

it to the meeting when it is discovered that they have brought a relic of chaos into the Grand Temple of Sigmar – a number of official witch hunters, grand templars of the Order of the Fiery Heart, and a few high-ranking priests of Sigmar surround them and have to be talked down about this relic – the very reason they have come to see the Grand Theogonist.

Yori examines the artifact without touching it and inquires as to its source and what attempts have been made to destroy it. Finally he pronounces that it is quite "new" for an artifact of chaos and likely the only way to destroy it is upon the forge where it was wrought – probably within the charcoal-pit of the hogmother.

Continuing with the head of the flail sealed in a waxed sack, in a nailed-shut heavy wooden coffer bolted to the floor of the battle-wagon, the group continues to Kemperbad. En route they find themselves unable to resist the wiles of a tavern for the night (few have the constitution to sleep in a wagon with the chaos flail head screaming like a starving baby).

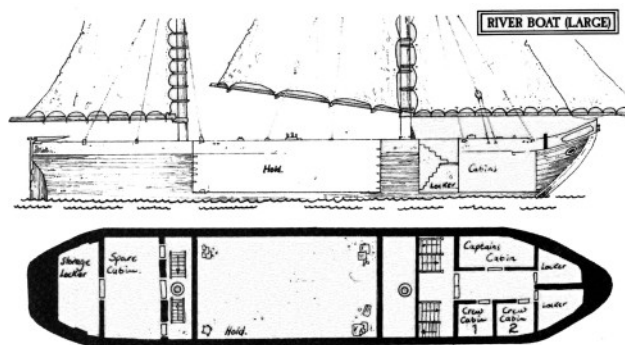
At the inn they run into the Kislevite bounty hunter from the Three Feathers, Ursula. Now heading to Kislev themselves, they travel with her for a short while and get the run down of Kislevite politics & ethnic groups.

Finally arriving in Kemperbad, they again almost run afoul of other criminal groups in their attempts to sell the Blue Flame (including a cult of either fake Shallyans, or Shallyans more interested in acquiring the stone than paying for it). But with the assistance of the Miragliano crime family they get rid of it (with Luigi Miragliano planning



to hang on to it for a while in order to put together a little "museum" in the city where he can show of his might and riches to other visiting criminals).

And then we deal with the Bawdy Countess – which is nowhere to be found within the Blucher company holdings. And herr Blucher is off in Bogenhafen (or elsewhere) on Steinhager business... but the older merchant who worked as his front man when the group was in town last time is eager to appease them when confronted with a veritable wall of templars lead by Larry, Gottlieb, and backed up by Golthog.



And so we are introduced to the Two Bawdy Countesses, a much larger riverboat that stinks of lanolin from years of shipping sheep to and from the spring festivals.

Along with their spare pilot, their battlewagon and the small squad of mercenaries, they haul ass back to Delberz in order to find the hogmother's forge and get rid of this screaming flail head once and for all.

But at the hogmother's burned out home they found someone had dug out the charcoal pit in their absence, and what appeared to be an anvil was pulled out of the pit, loaded onto a wagon, and taken away. The wagon tracks lead back to Grusligdorf before joining the general traffic – but asking around everyone remembered the three recent strange visitors to town – the group itself, the team of templars they had encountered here... and the Baron Lord Enum – the baron of Regensdorf.

Session 57

November 1st, 2020 – Children of Regensdorf

Gottlieb [Assassin] – I 63
Larry [Mercenary Captain] – I 58
Othmar [Spy] – I 56
Brother Nate [Witch Hunter] – I 54
Wilfried [Forger] – I 53
Karl Morgenthau [Artillerist] – I 45

They take the road to Regensdorf, leaving the Two Bawdy Countesses under the care of their pilot in Delberz.

Regensdorf is ruined. Not a building is standing in the village, all burned down. Even Gascon's forge appears to have been burned and then torn down stone-by-stone. All that remains is the temple of Taal almost lost in the woods, and the baron's estate on the far side of town. The crops lie rotting in the fields and the mud sucks at boots and wheels alike.



At the baron's estate, the gate is ajar and the butler (Montgomery from Albion) greets them but offers no food, for he is the last resident of the estate and currently survives on old cheese and millet. You see, the group is dreadfully late for their dinner invitation, and the baron Lord Enum has departed, heading north towards up the Altdorf-Middenheim road. The baron had taken his two men at arms, eight suits of full plate armour, portions of his library, and the skull of his father.

A key finding (in addition to his travel route), is a portrait of the Baron as a young wizard when he went to school in Altdorf (instead of Nuln, where his family expected him to get a good noble education to take up the family "business"). In the portrait is the family heirloom sword, a library of odd tomes, and the black anvil that the party seeks. It is beginning to look like the anvil really is key to this.

Out by the road, where criminals are hung (and it appears the last such man to be hung here was none other than Gascon who's neck was quite thick), they are hailed by Reinhold Homrighausen, Witchhunter. He has been trying to follow the trail of the Black Anvil and has just received word that Baron von Enum is currently in Delberz where he is trying to hire a boat to get to Marienburg, but none of the captains would rent to him who also had large enough boats.

Planning a pincer move on the Baron, Homrighausen takes Othmar with his men and heads up the road to Delberz. The rest of the team makes the two day trip to Altdorf where they hire a boat, load on their battlewagon, and head up the river.

And as they feared / expected, two days out of Delberz they see the Bawdy Countess II coming down the river - no doubt commandeered by Enum and his team of fully-armoured men at arms.

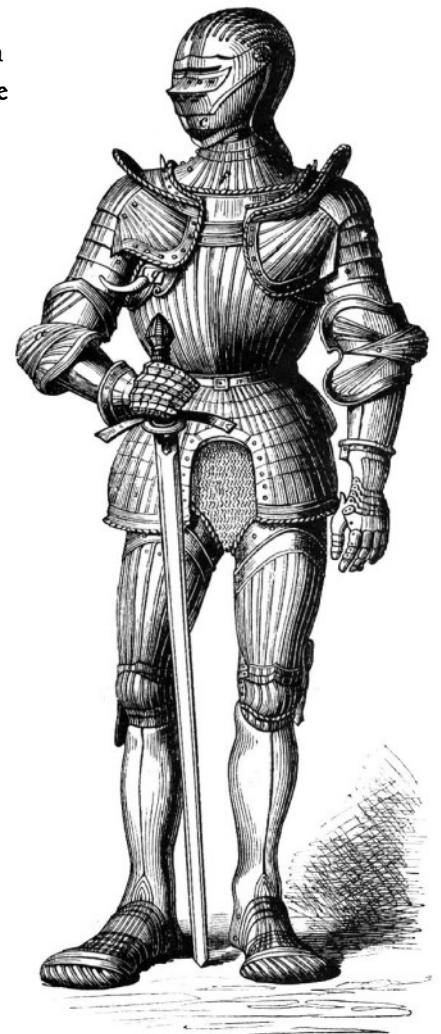
As they prepare to board, they fire the bolt-thrower at a man in full plate in the wheelhouse of the Countess - a perfect hit through the

sternum, the bolt goes straight through both the man and the wheelhouse. Much to everyone's surprise, the man steps out of the wheelhouse at that point and joins the others on the deck of the ship. In total there are ten suits of plate mail, none appearing to have a human within them. Eight are the suits from the Baron's home, and two more are darker, dustier, and bear the markings of Nurgle and the hogmother's rough handicraft.

The second of these walks up on the deck with the Baron himself held by the collar - black-eyed and bleeding. The armour-piercing ability of the bolt thrower appears to be a detriment in this battle instead of a benefit, as the bolts go straight through their targets.

Soundly trashing the suits of animated armour (and throwing a few overboard into the river Delb), they "rescue" the Baron before executing him for withcraft and sorcery most foul. The Black Anvil was a relic he had rescued from the tower of a powerful necromancer, its purpose to build an army to take over the empire... and once this army had become numerous enough it took over and commanded the Baron instead of the other way around.

The family sword, Dragonbane, becomes the side arm of Wilfried, who is now a Knight Templar in career as well as title. At the town of Suderburg, they take over the forge of Askan Furst where





Session 58

November 15th, 2020 – *Something Rotten in Kislev*

Gottlieb [Witch Hunter] - I 63

Larry [Mercenary Captain] - I 58

Othmar [Spy] - I 56

Brother Nate [Witch Hunter] - I 54

Wilfried [Templar] - I 53

A few weeks upriver and the team finally arrives in Talabheim. The weather for the trip remains unusually wet and crops are visibly rotting in the muddy fields. There is violence and tension in the air and in Talabheim the talk is all about border skirmishes within the Empire, mercenary forces on the move, and so on.

Going back to the origins of our adventures, the echoes of the assassination of Crown Prince Hergard von Tasseninck during his expedition into the Grey Mountains (presumably at the hand of a dwarven adventurer in the pay of Grand Duke Gustav von Krieglitz) are part of the issues at hand. Grand Duke (of Talabecland) Gustav von Krieglitz's emissaries have been imprisoned by Ostland's Grand Prince Hals von Tasseninck and Tasseninck is demanding that his son's assassin be handed over before he will release the emissaries. Now Talabecland is appealing to their allies in

they heat the flail head to an incandescent red glow while it howls and screams like three children being tortured. Many of the townfolk witness the team of Knights Panther placing the screaming flail head on the anvil where it chatters and twists and hisses, and then witness as it is destroyed by hammerblows until it twists in upon itself and shatters, speckling a few of the team with shards of Nurgle's iron.

The anvil is then given to the church of Sigmar in Altdorf for them to destroy (which they agree to do instead of sending the templars on yet another "fetch quest"), and the Countess heads up the Talabec for Kislev.



Nordland and Middenland for support against Ostland.

Meanwhile, the men of Ostland have been making raids into Talabecland, burning crops and supposedly a few towns. The people of Talabecland are growing upset that there has yet to be any retaliation lead by Gustav von Krieglitz.

The group is repeatedly warned to head back to Altdorf as the river ahead is befouled by border skirmishes, bandits, and worse. Plus winter is coming early this year – it is no time to be in a boat in the northlands.

Other rumours picked up in Talabheim

- *The Emperor's health has continued to deteriorate. It couldn't have come at a worse time, given the disappearance of the Crown Prince. Sigmar save us, should he not recover.*
- *The sooner he's gone, the better. Mutant-loving Sigmarite.*
- *The Emperor's health has taken a turn for the better. His new Bretonnian physician has been working miracles.*
- *I 'eard the Emperor's a wreck. Like one o' the walkin' dead! It's all down to that doctor of 'is. Tilean, 'e was. Never trust a Tilean. Turns out 'e was a quack. Didn't know a thing! That's Tileans for yer. Anyway, 'e's bin found out now. Emperor's put a pretty price on 'is 'ead. Good money, if you can track 'im down. Slipp'ry, though, Tileans. Never trust 'em, I say.*
- *The Emperor's dead! He died months ago and was replaced by a doppelganger!*
- *The Crown Prince Wolfgang Holswig-Abenauer has not been seen for months now.*
- *The Emperor's decree prohibiting the persecution of mutants is not being enforced in Nordland and Middenland. Even in other parts of the Empire enforcement is inconsistent.*
- *A Reikland village has been burned to the ground for killing mutants.*

- *What are we supposed to do? Live with the abominations?*
- *Worshippers of Ulric burned down a Sigmarite shrine in Salzenmund. The perpetrators have not been found and local authorities seem disinclined to look for them.*
- *Riots by worshippers of Sigmar in Middenland have been brutally put down by the Knights Panther.*
- *Worshippers of Ulric are fleeing persecution in Stirland. Refugees are becoming a frequent sight in southern Middenland.*
- *The harvest has been poor this year. If the bad weather weren't enough, the raids along the border between Talabecland and Ostland are causing real problems, too.*
- *The price of wheat has gone through the roof! The farmers blame the weather, but it's just an excuse to gouge us all.*
- *Worse, farmers are burning their own rye crops in the fields! This isn't the weather, this is a conspiracy to gouge us all!*
- *Two and six for a loaf! It's robbery!*
- *Southern Middenland has been plagued with attacks by mutants and beastmen.*

Meanwhile, there is also plenty to say about Kislev, once people discover that the group is insisting on continuing north.

- *Goblins seem to be migrating west across the World's Edge Mountains and settling in the hill regions, with the gloomy prospect of future raids into the more settled regions of Kislev. What is causing the migration – and whether it can be turned back – is unknown.*
- *Ships have been disappearing mysteriously in the Sea of Claws. The disruption to trade is starting to cause sharp rises in the prices of some goods in Erengard and Marienburg.*
- *The Tsar has appealed to his allies for reinforcements to hold back the growing numbers of beastmen raiding from the north.*

They couldn't care less, though. As usual, Kislev has to hold back the tide on its own.

- *The ever increasing raids from beastmen in the north and goblins in the east are stretching Kislev's military to breaking point. The T sar has sent a request to his allies in The Empire for military support.*
- *An elite squadron of Knights Panther are en route to reinforce the Kislevite military.*
- *Beastmen attacks are increasing on towns in the Translynsk. They have been emboldened by the running down of the garrisons in the area.*
- *There's work in the Translynsk if you're a fighter. Some of the towns are hiring mercenaries to protect themselves from Chaos attacks.*
- *The beastmen raids are getting worse. Some of the northern towns have become so desperate that they have abandoned the gods and taken to following new religions.*
- *The T sar's daughter has been possessed by an ancient witch!*

As they continue north through the endless grey rains of autumn, they come across a young mutant boy tied to a tree with the beginnings of a pyre assembled at his feet. He is stripped to the waist, exposing a body almost entirely covered in warts... Gottlieb is quietly incensed as he shares this same affliction (and while it was indeed caused by chaos - the fragments of the Nurgle mace head that buried themselves in his skin when they were destroying it - he knows that he is no chaos-tainted monster) and immediately goes into the woods beyond, hunting for the boy's captors. One is found and dispatched, but the second (a witch hunter) takes flight and keeps ahead of the party in the woods and manages to escape.

The mutant child is freed and aimed up the road back towards his home village before the group reassembled on the Countesses.

Further upriver they collected a small family of refugees - Ulricans fleeing religious persecution in Ostland and heading to Middenheim. They had been robbed by bandits three days ago and have been left with nothing, not even shoes on their feet. The whole family is moved onto the boat - Matthias Achermann hired as a blacksmith, and his wife and three daughters to help keep the boat and crew clean.

During a few days stopover in Wurzen, additional mercenaries are hired on and another two boats catch up with the expedition - The Cat O'Nine Tails and the Emperor Luitpold. Oswald Jungling, captain of the Cat O'Nine Tails, has pursued the party as he was hired to bring them from Talabheim to Kislev and is seriously upset that he wasted the late summer and autumn waiting for their arrival, and then they just travelled on past.

The Emperor Luitpold, on the other hand is travelling in the same direction (until the Talabec meets the Urskoy) and the Countess and the Emperor travel together for the next few days.



Ostland raiders are spotted on the Talabecland side of the river, but it only becomes clear that they were such when the boats travel further upriver to find huge swaths of smouldering farmland.

Finally arriving in Kislev at the end of Brauzeit, they get an audience with the Tsar the next day, spending their first day in the city at an inn making friends.

The Tsar seems unimpressed by Graf Todbringer's "reinforcements". They immediately find use for Larry's mercenary force as reinforcements against encroaching goblins and beastmen, and send the Knights Panther off to the east and the town of Voltsara where things need "taking care of".

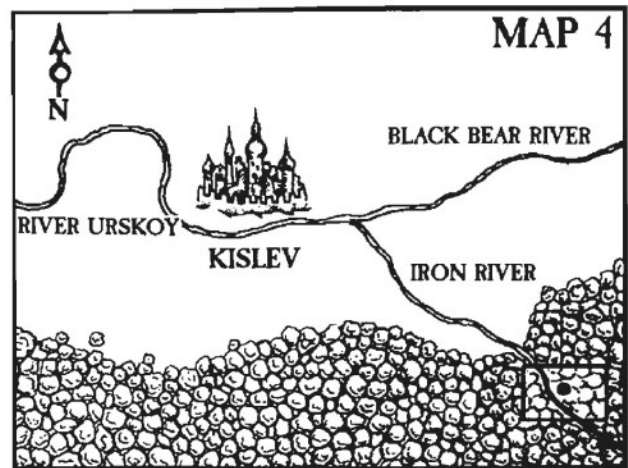


Session 59

November 29th, 2020 – *Something Rotten in Kislev*

Gottlieb [Witch Hunter] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Assassin] - I 56
Brother Nate [Witch Hunter] - I 54
Wilfried [Templar] - I 53

The early snows have stopped, and the rains are back and colder than ever. A few days up the Iron River from Kislev they arrive at the landing stage for Voltsara. Deep in the forest, the farming and



woodcutting village is serviced by a small dock on the river with a couple of empty sheds beside it. A path leads into the forest from here. The captain of the boat remains with it "in case some damned Gaspodar peasants should take an eye to her".

Suiting up in full Knights Panther regalia, they wade the slog through the dripping forests to Voltsara proper – a collection of peasant houses along the road between large expanses of fields culminating in the manor house on a hill with barns and craftsmen workshops around it. The crops appear to have been harvested, but the fields have not been tilled or planted for the spring crops yet.

All the doors are barred and all the windows shuttered. There isn't a peasant to be seen in the fields or street.

Spying a shrine on the edge of the Manorial estate, they walk through town only to be "accosted" by a drunk local stumbling out of the last house along the road.

"*Ab-bab-bab-ba! Humble greeting, Olets Furriners, and welcome to ..*" (sweeping gesture) " ... *the doomed village of Voltsara.*" (Attempts to bow low, and plunges face-first into the muddy road.)

"*Come to get your arms pulled off, eh? Well, you've come to the right place. And why worry? Old Tzeentch is glad to grow you a couple of new ones - any size and*

colour you want." (Belches loudly, looks surprised, then pleased with himself. Laughs briefly, then scowls.) "Don't know why everyone's so gloomy. Priests say everything is under control. No problem at all, no, my good fathers. Taal and Rhya protect us poor peasants. Sure. Sure."

He then presents his lunch for review upon Nathander's boots, and promptly passes out in the middle of the muddy road.

His wife won't come out of the house, but insists that they want the house on the hill and the Vladely, not the local peasantry.

Before going up to the manor itself, they pause at the shrine to Taal and Rhya. While fairly close to Imperial cult standards, there is one corner of the shrine that is painted red and has sacrifices of mashed grains and several mostly-melted candles around it.

Before leaving the sacred site, Brother Nathander pulls out his bag of bones and tries a reading and

gets something about "ancient and broken, coming from beneath".

The manor house is home to a young noble, the Vladely (steward) Ivan Ilyitch Hertzen. He greets the group on the main steps to the manor house in ridiculous finery and fresh moustache wax.

"So good of you to come. Things are a bit of a mess here, you know — peasants with bits tom off, half-eaten tots floating in ponds, beehives apparently gobbled whole - quite disconcerting.

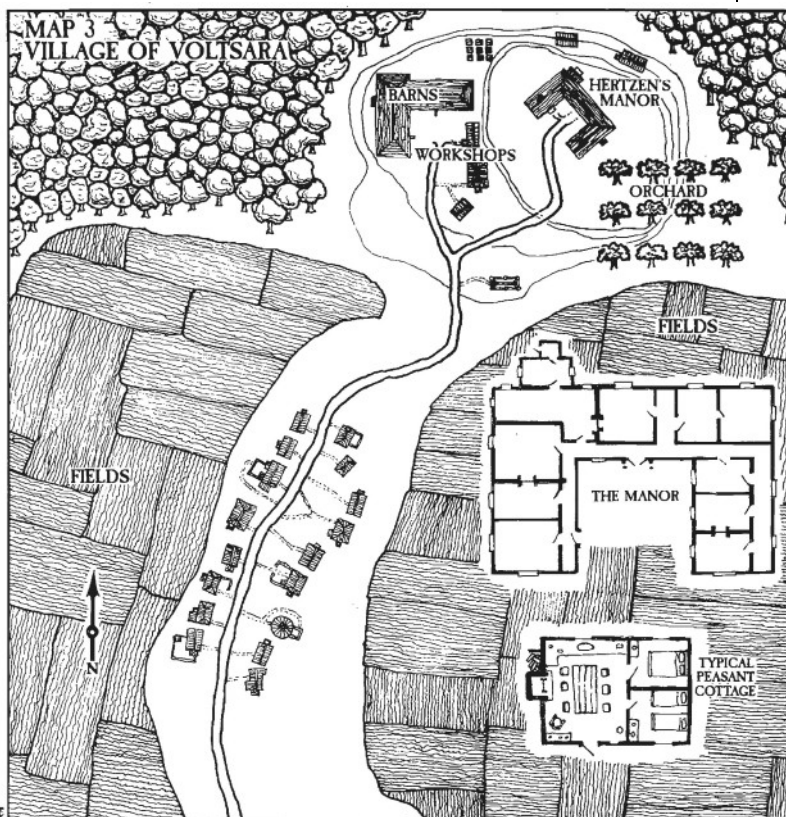
The Lady and I have been quite concerned. Handy as I am with a blade (demonstrating with a few broad flourishes), I doubt I'd be much good against hordes of Beastmen and worse. The priests assure me that we're safe here with the Manor's shrine to Taal and Rhya - a certain protection against the servants of Chaos, they say - but nonetheless, we're a bit ... bothered, don't you know.

"It really started about three months ago, when Alexis - my foreman as was, rest his soul - came back saying he'd found an old stone circle. Never said where. He was digging around, looking for a good site for a charcoal-pit, when he fetched up some stonework, he said. Came home at dark, and set off again the next morning at first light.

"Never saw him again...

"Sent four overseers and a team of labourers, but we couldn't find Alexis or the place. I was sorry to lose Alexis, but there wasn't much I could do. A lot can happen in these woods, you know.

"Nothing more happened, not right away. Then, four weeks ago, we found the mutilated corpses of several woodcutters. 'That's what got Alexis,' we said, and started keeping a watch, and restricting travel in the Old Woods. Since then we've lost twelve people: five of them children, two of them men





taken in broad daylight . No-one has seen anything - at least, no-one who lived to tell about it - but the hoof-marks and torn brush look like Beastmen. Little else with the power to rip limbs off and scoop the guts from a man, except bears, and this is too regular to be bears.

"We've not much idea of even where to start looking. Gavril - one of my overseers - has this idea that you should talk to the charcoaler Pyotr Pyetrovich. Says his son is one of them, good chance, and could lead you to the monsters. Not too keen on the idea myself - Pyetrovich is old and senile, and not likely to set you on his own son - but I said I'd mention it to you, and so I have."

He introduces the group to Overseer Gavril Dolgikh who escorts the group to the charcoaler's

After being "entertained" by Pyotr's nearly silent wife for an hour, the charcoaler finally arrives. At first they are cooperative as an extension of their hospitality. Once they realize the group is looking for their son, they get a lot more cagey. They evidently feel that their son (gone 23 years now) is still living in the forest and keeping an eye on them. They also insinuate that he might be leading the beastmen and that's why they aren't afraid of being attacked here on the verge of the forest far from the village.

While most of the group heads back to town to see if they can get any clues from the most recent murder scene, Pyotr explains the ins and outs of

the ancient spirit magics of Kislev and a bit about the primary spirits that exist here - from simple Domovoy who inhabit every home that has a shrine to them (the colourful red-painted shrine in the corner of nearly every Kislevite peasant's home), to the bloodthirsty Poleviki who seek blood sacrifices for the grain fields, to the massive Leshy, spirit of the local forest (and these forests are big, so the Leshy is too).

After summoning the tiny old Domovoy of Pyotr's home and realizing that its range of knowledge doesn't extend much past the walls of the home, they finally went into the deep woods and summoned the Leshy and his friend Father Bear.

The Leshy is familiar with Georgiy, the son of the charcoalers. "Excellent fellow. A bit daft, you know, and doesn't speak a word - but terrific with animals. Simply terrific." Unfortunately, the Leshy doesn't seem particularly aware of *where* things are within the vast forests that are its home.

But he can summon him.

But he'd like a favour first. It seems he has a standing bet with the Vodyanoy (a water spirit) that Father Bear can beat any ten mortals with one paw tied behind his back. So if the party will fight Father Bear in this challenge before the Vodyanoy, then in turn the Leshy will "gladly" bring Georgiy here.

Father Bear puts a moratorium on the use of magic during this match (as it wouldn't be fair if he could bring his full magical powers against the group), and promises that the whole thing will be completely non-lethal (with the usual penalties to damage that come from such fights) and he plans to focus on wrestling, not tearing everyone limb from limb.

Session 60

December 13th, 2020
Something Rotten in Kislev

Gottlieb [Witch Hunter] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Assassin] - I 56
Nate [Witch Hunter] - I 54
Wilfried [Templar] - I 53
Karl [Artillerist] - I 45

The scene is set. The area of battle agreed upon. The terrain scouted. The battle lines assembled.

Then Larry punches Father Bear.

In the face.

HARD.

And the battle is over.

The Leshy is less than impressed, having lost his bet with the Vodyanoy. But a deal is a deal...

He summons forth a bird and hands it to the party... squished by his massive hands.

So he summons a second bird with a massive eye for a head and gives it to Larry. Not knowing what to do with the bird, the Leshy finally explains it (as you would explain something incredibly simple to a small child). "Just whisper Georgiy's name and the bird will go find him, and then he'll come to you... (if he knows what's good for him). Hope you lose the damned thing. Serve you right."



And sure enough, within a minute of whispering his name to the bird, the bird returns to Larry and almost immediately Georgiy Pyotrovich comes out of the bushes about 25 yards away.

Georgiy is a hermit in his late 30s - clad only in hair and dirt, always crouched like an animal. He is incredibly timid and does not speak. It takes significant effort, patience, and the assistance of Georgiy's father to establish trust.

Then the game of charades begins. He warns them of several monsters (beastmen most likely) in the woods in and around a circle of stones, along with a much more powerful leader and some sort of foul thing that either grows or arrives at the beck and call of the leader.

With his guidance, they engage the Oddsocks Protocols and head into the deep woods to find the beastmen and end their reign of terror over the simple folk of Voltsara and their idiot Vladely Ivan Ilyitch Hertenzen.

In the manner that this party operates, it isn't long before they are hunting down the beastman picket and smashing into the beastmen encampment - somewhat surprised that there are only four beastmen (as Georgiy had indicated) and then facing a true Chaos Warrior - blessed by the fell power of Khorne and aided by a summoned demon with a terrible demonic blade.

As Gottlieb engages the chaos warrior in a series of attacks and parries, Larry steps in and uses

"Operation BearPunch" and deals a ridiculous 27 damage to the chaos warrior, felling the fiend instantly and also releasing the summoned demon that served him.

And all eyes turned to the trap door on the outskirts of the circle of standing stones (that look remarkably like ancient pillars) that the demon and Chaos Warrior had ascended from...

Session 61

December 27th, 2020

Something Rotten in Kislev

Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Karl [Artillerist] - I 45

The trap door leads down... down to some ancient buried structure dating back to the Dwarf-Elf wars some 4,500 years ago.



While exhibiting dwarven construction, the masonry appears to have been mostly covered with crude plaster which in turn bears various bits of graffiti, likely goblin in origin.

The spiral stairs lead down to a circular chamber with a translucent 6' diameter hemisphere on a raised platform in the centre. The ghost of a dwarf recognizes the dwarven blade Barrakul in Larry's hands and greets Larry as "Dwarf-Friend" and asks for his help ridding the ancient dwarven temple of the centuries of filth within.

Around the circular chamber are five side chambers behind archways - one archway is clear of obstruction and the other four have been bricked over, although two of them have been breached recently, with stone bricks littering the floor.

Each of the sealed and once-sealed chambers appears to be a tomb for important (and quite dead) goblins. The fifth chamber looks like it might have once been a shrine, but has been stripped of all valuables and religious artifacts some ages ago.

The first breached chamber is supernaturally dark and cold - Nathandar's magical sense and undead lore indicates that supernatural creatures dwell within, and immediately erects a zone of life to keep them pushed to the back of the chamber. A mass of ghostly goblins tries to attack the rest of the group as they enter, but held back by the zone of life these spectral greenskins quickly dissipate when struck by the party's magic blades. A small amount of goblin funerary treasure is recovered from the bier of Zoobag the Great. The tomb of Dunggrub the Spellchucker is even less interesting - the goblin wizard left on the bier having no treasure to speak of.

Shagrack Toad-Eater was at least interred with a number of skeletal goblin guards, but again the zone of life kept them at bay (although their frightful presence sent Karl and Gottlieb running from the tombs) and Nathander then collected

the Ring of Enchanted Jade found upon the undecomposed corpse of the toad-eater.

Running from the tomb complex, Karl Morganthau discovered a small team of Kislevite rangers in the clearing. They had come to the sounds of the earlier fighting and were both horrified to have found the beastman camp, and gleeful that the beasts had all been destroyed. Until they saw Gottlieb in the Chaos Warrior's armour. Then it became a game of convincing them that they should fetch help to vaquish the chaos warrior that Karl was "keeping" under the trap door.

Meanwhile, the final shrine was full of foul molds and fungi and no treasure worth mentioning.

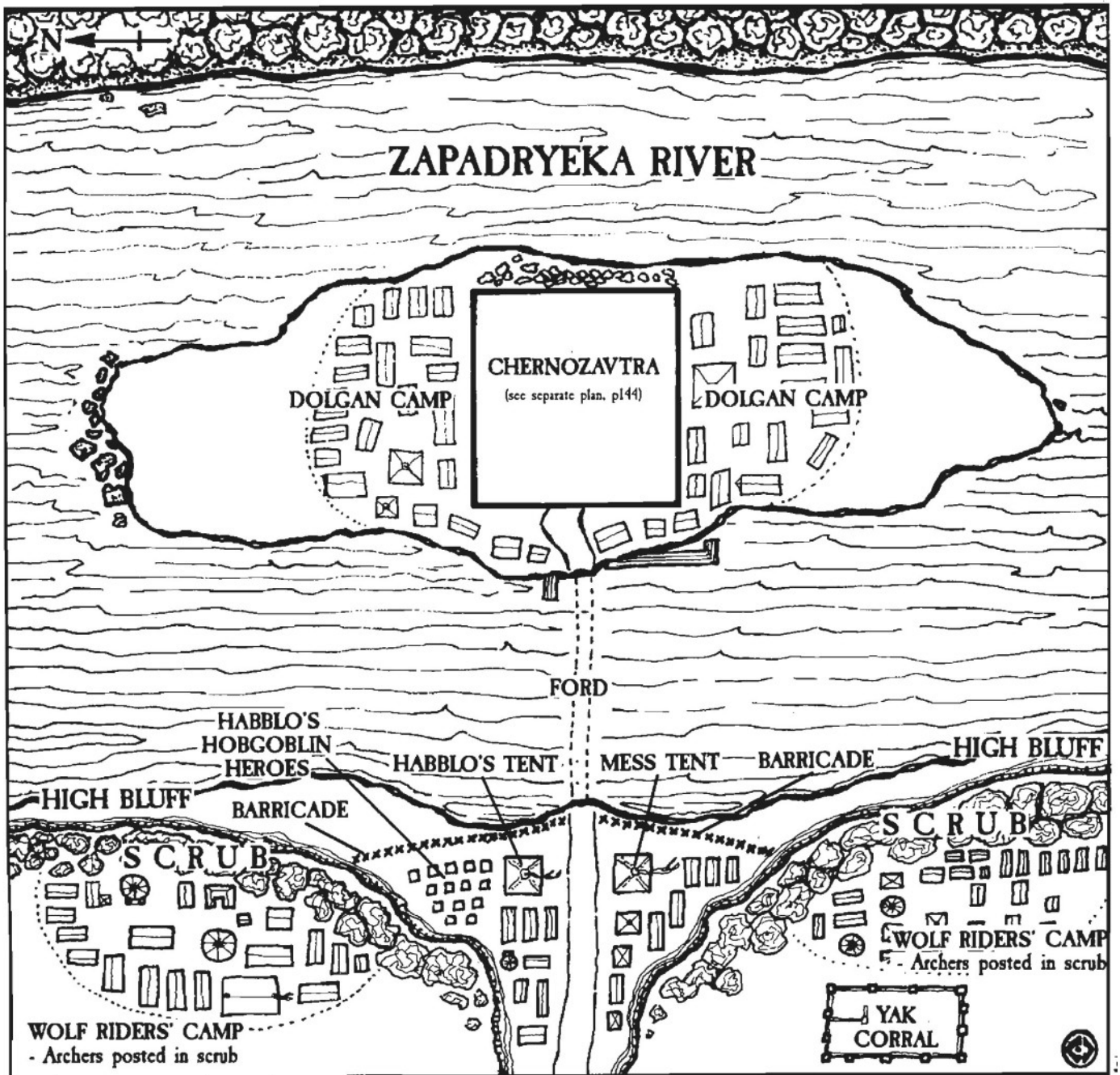
Once the Kislevites were gone, the team returned to Voltsara, reported their success to Herzen and then returned to report back to Bogdanov at the Tsar's palace in Kislev. Bogdanov essentially shrugged off their success and immediately send them off to the steppes - to a colony in the Wheatlands called Chernozavtra where they are to seek out Gurthgano Gorthaudh and tell him "Sulring Durgul is involved in Bolgasgrad".

Session 62

January 24th, 2021
Something Rotten in Kislev

Gottlieb [Witch Hunter] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Nate [Witch Hunter] - I 54
Wilfried [Forger] - I 53
Karl [Artillerist] - I 45

With their squirrely guide Kara Rokossovsky, they head forth at first light the next day to cross the Goromadny mountains via Belyevorota Pass - the



only pass open year round, although still nearly snowed in in midwinter. In the last town past Praag on the edge of the mountains, they hear that few merchants and grain shipments have come across the pass in the last month... in the pass itself they find holes dug in the snow on the side of the road until they are about a day from town where they find the scene of an ambush - someone was camped here and was ambushed and killed, buried in the snow and then the ambushers returned down the pass towards town.

Expecting a similar ambush, our intrepid adventurers set up a fake campsite for a counter-

ambush... And after a cold night waiting for nothing, they proceeded on their way into the Wheatlands.

Guided through the midwinter Wheatlands by Kara Rokossovsky, they cross the Zapadryeka river well southeast of Chernozavtra - the river near the old colony is deep and runs quickly, so crossing the tributaries puts them in position to take advantage of the city's ford. The road along the river shows signs of a lot of wagon and foot traffic in recent days, which convinces them to take their travel off-road.

Unfortunately it also puts them in the steppes, the contested region where the Hobgoblin Hegemony is in as much control (if not more) than the Kislevite government or the local Dolgan tribes. And just outside of Chernozavtra they run into a small squad of goblin outriders on wolves. Avoiding the initial patrol, they find the hills nearby are full of these patrols and they are soon greeted by a goblin who "invites" them to meet Habblo, the leader of the hobgoblin forces in the area.



"Follow please. Captain Habblo want talk. Put away weapons. No harm, Captain says. This land under protection of Habblo's Heroes. Habblo say jump, everyone jump. You start something, we finish it."

Following the goblins over the hills to a site overlooking the ford and the island colony, they see that the whole area of the ford has been taken over by a hobgoblin force of many hundred hobgoblins and associated goblin wolf-riders.

Across the ford from the greenskin encampment is the island colony which in turn was surrounded by brightly coloured Dolgan tents of their own encampments. Worried that they were seeing a combined force of arms between the tribal Ungols and the nearby Hobgoblin polity, they accepted the "invitation" to meet with the hobgoblin warlord, Habblo, leader of Habblo's Hobgoblin Heroes.

Some time around this point, they lose track of their guide, who slips away to try to avoid dealing with backstabbing greenskins.

The hobgoblin hoard is lead by the titular Habblo and 4 senior Lieutenants. On entering the camp they are greeted by the four Lieutenants who lead into a series of provocations and dick measuring contests until Habblo shows up and puts them into line.

"Woz goin' on? I sed bring 'em ter me straight off You four better watch yerselves or I'll nail yer to a board an'

use yer fer shields. Orright, wot you lot gawpin' at? Aincher got work ter do? Get goin'."

In Habblo's tent he listens to the party's explanation for being here and tells them they'll be spending the night in the camp while he figures out what is what. Seems the hobgoblins aren't in league with the Dolgans but are actually laying siege to them. They have orders to extract revenge for Dolgan raids on their caravans and slave trains. Habblo intends to extract this in cash and/or bison from the Dolgan herds whereas the Lieutenants are itching to turn it into a good fight and a chance to earn a promotion.

Habblo then leaves the party in the care of his grizzled goblin advisor, Krowbag. Several of the party wander the greenskin camp with Krowbag in tow while trying to pump him and the goblin wold-riders for information. According to Krowbag, Chernozavtra has been abandoned for decades. While Habblo would like to occupy it as a military outpost on the edge of the Wheatlands, but doubts he can keep the supply lines open... and if he can't occupy it, there's no way he'll let the damned Dolgans occupy it instead.

And of course they run afoul of the hotheaded lieutenants again. Karl ducks off and alerts the rest of the crew that things are heating up in the camp, and Habblo follows to the scene where he gives the Lieutenants yet another yelling down, and brings everyone back to his tent again.

This time he has a plan.

The party will each pay him 3 gold crowns to cross the river to Chernozavtra, which is where they want to go anyways. And since he's being so generous, they will also carry his demands to Dolgan boss. He's offering them safe passage off the island and out of the siege at a cost of 1 bison for every 5 Dolgans to cross the ford.

The next morning starts bright and early as the party is re-equipped and marched to the water's edge where they very publicly pay Habblo for passage to the Dolgan-occupied island.

Half way across the icy river, Dolgan pickets open fire on the party - warning shots for them to stop crossing. Not speaking Dolgan, and the Dolgan pickets not speaking Old Worlde, there is an impasse as the party stands waist-deep in the frigid waters. Finally a Dolgan picket signs that a single member of the party can cross to discuss what's going on. Karl gets pushed forward and is met by "Somebody Important" - a trio of Dolgan shamans (obviously a master and two apprentices). The leader slaps himself on the chest and says "Dafa".

"The spirits have sent you to do their will. My prayers, and the prayers of my tribe, have been answered. All praise to the Spirits of the Earth, Sun, Wind, and Fire!"

"You have travelled far to us. You have come at the bidding of other men, but you do not know their true intentions. You seek to challenge dark sorcery, but you do not know its power. You are full of the strength of the spirits, but you are empty of wisdom."

"I shall give you that wisdom. Before you are tested, you must be taught. Come, sit at the feet of the master, if you would learn."

He then cast sleep and explains that the spirits have summoned the visitor to the dreamlands are even now explaining their wisdom to the sleeping Karl.



Session 63

February 7th, 2021
Something Rotten in Kislev

Gottlieb [Witch Hunter] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Assassin] - I 56
Nate [Witch Hunter] - I 64
Wilfried [Templar] - I 53
Karl [Artillerist] - I 45

Once in his tent, Dafa drops a lot of the mumbo-jumbo big-spirit talk and fills in the crew - for the last 20 years the Dolgans have been trying to rid Chernozavtra of the dead-who-walk. Seems the city is crawling with the undead since it was wiped out by plague, and the keep in the centre of town is their unassailable stronghold.

The dead-who-walk are nigh invulnerable according to him - fire doesn't work on them nor the town - wood and thatch burn only for a moment before smouldering out. Further, the zombies don't "die" even when cut apart - they keep moving and sometimes even attacking when reduced down to their component limbs. On the upside they don't bear arms, and instead just grab people and drag them off. The next year the ranks of the dead-who-walk are swollen with those who were taken away.

Spirits are uneasy on the island - none of the traditional spirits will respond to summons here and for Dafa to deal with them directly involves travelling several miles from the cursed colony, something he cannot do currently as they are besieged by the greenskins.

The party settles in with the Dolgan camp, never mentioning the offer from Habblo. They set up lookouts over the central keep and spot both human zombies and a pair of hobgoblin zombies in



ill-fitting "necromancer" outfits who seem to be commanders of the wall forces.

Finally... Nathandar and Wilfried knock on the doors and are admitted into the central keep. There zombies "invite" them to the guard barracks and watch tower. Inside the watch tower, the ground floor has been dug away in a deep pit of frozen mud and they are sent down to wait for the master to come speak to them.

Much to everyone's surprise, Gurthgano Gorthaudh is a dwarf who goes by the elven name of Annandil. He seems happy for the company, especially of a priest of Morr. He invites the whole party in (although Karl remains outside the walls with rifle at the ready) and they exchange stories.

Annandil is willing to teach them his secrets of necromancy if they are willing to make a curse-bound oath to not use these new skills without first ascertaining if the necromancers they plan to

use them against are *actually* evil or are just the victims of prejudice.

He teaches them much about the three main varieties of animated dead – the summoned, the bound, and the animated. The vast majority of the undead in Chernozavtra are the latter – frozen corpses animated by a bound water elemental. This explains their incredible toughness and fire-proofing.

He also goes on at length about his own life and desire to spend time alone with his one true love, the zombie of the elven princess Lady Amrunmiriel. But mixed in with this is information on Sulring Durgul – an even more potent necromancer that Annandil used to exchange correspondence with in the early days of his necromantic experiments. By then Sulring Durgul was already ancient (well over 5,000 years old), and was researching ways to change from life extension to true immortality. Sulring maintains his ancient life force thanks to a totemic Slann artifact he found in darkest Lustria.

To help make peace with this perverse necromancer (and to get him to help them escape the island... or even to just let them escape at all, he seems to miss having guests...) Nathandar marries the dwarf to his corpse bride in a late night ceremony. As thanks, Annandil offers the party a selection of necromantic items as well as mounts to escape the siege of Chernozavtra.

- A sword with a pommel of jet and a guard set with carnelian and chalcedony. When drawn, the wielder is immune to all psychological effects caused by undead, as well as any ability that relies on sight such as the hypnotic stare of a lich or vampire. This is because the wielder is completely unable to see or hear any undead creature while the sword is drawn (giving a -20 penalty on attack rolls against the undead). *Unknown to the party, any blow landed by the sword against undead deals double damage.*



- A wand of black wood, carved to resemble a crow sitting atop a stake or post. Any corpse touched with the wand becomes useless for necromantic purposes, including being broken up for necromantic spell components.

- A carved jet ankh with a silver chain. The wearer gains a +20 bonus to all tests made as a result of undead abilities (except for spells cast by undead spellcasters). The bearer also gains an unmodified WP save to avoid Strength drain from Wights, Wraiths, and similar undead.

- A quiver of six arrows that have been dipped in silver and then inlaid with a strange symbol in gold. Any undead struck by one of these arrows must immediately make an instability check regardless of protections. Further a check of 5-6 doesn't increase the strength of the undead, but instead does normal damage.



bought up a pair of bison from young Dolgan herders and has been otherwise spending his time drinking and gambling among the younger nomads.

As the party readies to depart from Chernozavtra, Karl finally delivers the letter from Habblo to the Dolgans and then departs with his two bison. He trades one to the hobgoblins for the free crossing of himself and his companions...

Who come riding out of the keep on the backs of five animated skeleton horses!

Figuring that the party has allied with the hated necromancer within, the Dolgans immediately attempt to give chase, but a massive magical storm summoned by Annandil clears the way from the keep to the ford. While the main hobgoblin forces are caught surprised, the mounted party rushes past and are pursued by a few hundred wolf-mounted goblin

archers. Poor luck and worse riding skills see them assailed by arrows that mostly bounce off their armour (except for a very unfortunate critical strike to Larry's genitals), but that eventually disable all their mounts. Those better skilled in rural operations slip off into the bushes and woods as the wolf riders stream past. When Karl returns to the field of battle on "Bison Logos", he runs into Nathandar and Gottlieb searching the battlefield and finally finding the bloody and unconscious bodies of Larry and Wilfried under a massive pile of dead wolves. Even critically injured, Larry managed to take down an untold number of wolves and goblins before falling beneath their numbers.

The return to Kislev is much slower than the journey to Chernozavtra - with Larry carried by travois behind Bison Logos as they recrossed the

Session 64

February 21st, 2021

Something Rotten in Kislev

Nate [Witch Hunter] - I 64
Gottlieb [Witch Hunter] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Assassin] - I 56
Wilfried [Templar] - I 53
Karl [Artillerist] - I 45

While the rest of the party was within the citadel with Gurthgano Gorthaudh / Annandil, Karl has

Wheatlands, through Belyevorota Pass, and down past Praag to Kislev.

Bogdanov seems quite snappy that they didn't return with Gurthgano Gorthaudh. While they were never directly instructed to do so, it was assumed that telling Gurthgano about Sulring Durgul would be enough to get him out of Chernozavtra and ready to end the necromancy in the rebel city of Bolgasgrad.

When their report is finished, he brushes aside the issues between Dolgans and greenskins as a general benefit to the Tsar and indicates that without Gurthgano's aid, the party will have to deal with the problems in Bolgasgrad themselves.

The city is in rebellion. It has raised its own militia to fight off the encroaching forces of chaos, but this militia is primarily made up of the undead, and the Prince of Bolgasgrad has exiled the traditional churches and temples of the city which have all been replaced by the mysterious Cult of the Ancient Allies.

When the Tsar's embassies to the Prince demanded that he put an end to this business, deliver the necromancer for trial, and reaffirm his oath of allegiance, they were politely but firmly refused and thus Bolgasgrad is now in open revolt.

The primary spy of the Tsar's court in Bolgasgrad stopped reporting back three months ago. Earlier reports indicated that the necromancer responsible for Bolgasgrad's workforce and militia was one Sulring Durgul and that indeed zombies walk the streets. He hinted at some connection with the Temple of the Ancient Allies before going silent.

The party is tasked with discovering what happened to this agent, one Julius Mikhailovitch Olvaga. They are given a passphrase to contact him - "Goblins in Kanen Pass and the wagons are stuck." If he is lost, they are to replace him - observe, report, and take what action they can in his place. If they can deal with Durgul themselves all the better, otherwise to do what they can to

stop him or delay his plans... and at the very least discover his strengths and weaknesses.

He then offers them the Black Dagger, acquired from the reliquaries of the Temple of Verena. It is an honest-to-goodness rune weapon - a dagger of pure black with a glowing rune on the blade near the hilt. It is of dwarven make and is probably several thousand years old. The rune is a lesser death rune against elves - perfect if they manage to get close to Sulring Durgul.

But the blade bears a dark curse. The first night that Nathandar has it, he feels disconnected from Morr, and he dreams of a black raven flies down from stormy skies and snatches the blade away from him. Something dark and murderous about the blade seems bound to the jealous brother, Khaine, the god of Murder.

Going immediately to the temple of Morr, he leaves the dagger in Gottlieb's care and engages in an overnight vigil with most of the group and the high priest of the temple, Grigoriy Smertovitch Moryevitch and is given the name of Nathandar Moryevitch. At the end of the nightlong vigil, his connection is restored to Morr... but perhaps even more interestingly Karl fell asleep mid vigil and was blessed by a dream of Morr directly - a reminder that Morr is not just the god of death, but also the god of dreams.



Session 65

March 7th, 2021

Something Rotten in Kislev

Nate [Witch Hunter] - I 64
Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Wilfried [Forger] - I 53
Karl [Artillerist] - I 45

While Grigoriy Smertovitch Moryevitch has no further information on the Temple of the Ancient Allies, he has old tales of Sulring Durgul, an elven necromancer who appears now and then in historical documents of the region. He is rumoured to be in Bolgasgrad, but no one knows for sure. He asks Nathandar to learn more about the necromancy at work in Bolgasgrad and the Temple of the Ancient Allies. He also happily records where Annundil can be found and that the dwarven necromancer is a veritable font of excellent undead-hunting information.

Finally, he warns that there are better ways to disable an organization such as the Temple of the Ancient Allies or the court of Prince Alexis Chokin (I, II and III) than to kill their leaders. Such killings, he warns, would only swell the realm of the Jealous Brother. Far better to sow doubt, undermine confidence, and turn people from their misguided evil that they might know the peace of Morr in later days.

None of the other temples have any information on the Temple of the Ancient Allies either, even the Temple Library of Verena. However, many of them know the party are the Tsar's agents and seem to have a good idea what they are up to. In light of the loose lips in the capital, it is decided that a cover story is going to be required to slip into a city in open rebellion from the Tsar where a mysterious cult seems to have a strong hold.

Thus Wilhelm Lizard's Flying Circus is born.

Featuring the Strongman talents of Tito di Toro (Larry), pyrotechnics by the mad Todriigo Bonzales (Karl), quiet disturbing "intimitainment" by Gober the Clown (Gottlieb), the mystical talents of the Great Wandering Oz (Nathandar), headed by the ringmaster Johan Eltan (Wilfried) and backed by the business acumen of Phineous (Othmar). They also hire a tame bear (Bruno) and a bear trainer (also Bruno) to teach them how to handle it.



In the end, the Flying Circus acquires a huge pile of inventory appropriate to their acts, and hire four muleskinners (Burian, Michael Biriukova, Lenoid Leonov, and Sashenka), a pair of troubadours (Konstantin Yefrimov and Valentina Plushenko), Eight Horses, Four Covered Wagons, Leotards, Mustache Wax, Trick Chains, a Crystal Ball, Various Teas, Tarot Decks, Megaphone, Explosives & Rockets & Fireworks, a small Big Top, a slightly smaller Little Top, Strongbox, Makeup & Masks, Fake Dumbbells, Bright Circus Pants, Mace Dumbbell, Handbills, Broadsheets, an Equipment LockBox, and a Bear Cage.

They spend a week training for their roles with another Kislev circus and then head on their way up to Praag to then take the road south from Praag to Bolgasgrad to further reduce any chance of them being "mistaken" for agents of the Tsar.

On the Praag Road they need to cross the ford at the South Lynsk. There they encounter a number of charcoal burners heading to the nearby village of Bordonavetz along with the sorceress Kisa Yatskaya who seems to be essentially naked under her large white furred cloak, and her bodyguard / swordsman Zenevieva Kulikoyskaya who are travelling to Praag. Giving these travellers refuge from the cold waters in their circus wagons, they cross the ford and continue on across the open plains to the orchard-town of Bordonavetz. The whole town is surrounded by / hidden within several hundred acres of apple trees and is known for making a fine iced cider.

Within the orchards, however, something is wrong. Thirteen bodies are hung upside down from the trees in a clearing not far from the road (but out of sight - only Gottlieb's keen eyes spotted the trail leading in and out of the clearing). They are all hung by the ankles, their throats slit and blood pooled into the snow beneath them.

Continuing into town, the charcoal burners split off from the group and head off to deliver their goods. The party arrives at the public house, have a hard time convincing the owner to rent them space (with an extra room for Kisa & Zenevieva), and then stir the pot asking about the bodies on the way into town.

Shortly after asking, the public house has emptied and people are acting mighty suspicious. Gottlieb follows one of the local farmers back down the road towards where the bodies were found...

Session 66

March 21st, 2021
Something Rotten in Kislev

Nate [Witch Hunter] - I 64
Gottlieb [Assassin] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Wilfried [Forger] - I 53
Karl [Artillerist] - I 45

Following the farmer into the orchards, Gottlieb sees him go straight to the site of the hanging bodies. He quietly looks around (unshocked), seemingly making sure that nothing has been disturbed, and then starts to return to the town - but his trip is cut short by Gottlieb and poor Ioakim Rostropovich never returns from the orchards.

Now the town is in full lockdown. The murder of one of their own has them obviously pretending to be worried about "all these murders" when they definitely only care about the one. Kisa Yatskaya helps cover for Gottlieb as he changes into his (non-bloody) clown costume when the townfolk come to check on the travelling circus.

Only serious convincing from the group keeps them in the shelter of the public house for the night instead of travelling the brutal cold of the plains on this crispy cold evening. They keep a guard and see no other townfolk besides the keeper of the house, Fyodor Lyakhova.

Deciding that this isn't their fight, and worried that they might be the next sacrifices in the woods, they pack up the circus the next morning and leave Bordonavetz behind them without giving a show.

Two uneventful villages later they come to the last great bastion against Chaos, the city of Praag. Here Kisa is seeking an order of witches for

further instruction on the magical arts. The city is one that has been razed by the forces of chaos on two occasions within the last five hundred years – on the second occasion the city itself turned against the defenders as the mighty spiked walls mutated, grew eyes and mouths, and attacked those defending the walls. To this day travellers are warned not to make eye contact with the gargoyles at the north gate – for those who do are marked for their own doom within the fortnite.

Here they acquire arms, and talk to one of the two firearms manufacturers who makes the Henricus Maxus – probably the most potent hand cannon in the history of personal firearms (having been given his name and address by Zenevieva who carries such a piece at her side).

They then practice their act for a few nights in one of the squares in town, but find the nihilism of the people of Praag to be hard to bear, especially in the cold of winter with the constant inflow of injured and frostbitten troops from skirmishes with chaos north and west of the city.

So they finally take the south road down towards Bolgasgrad.



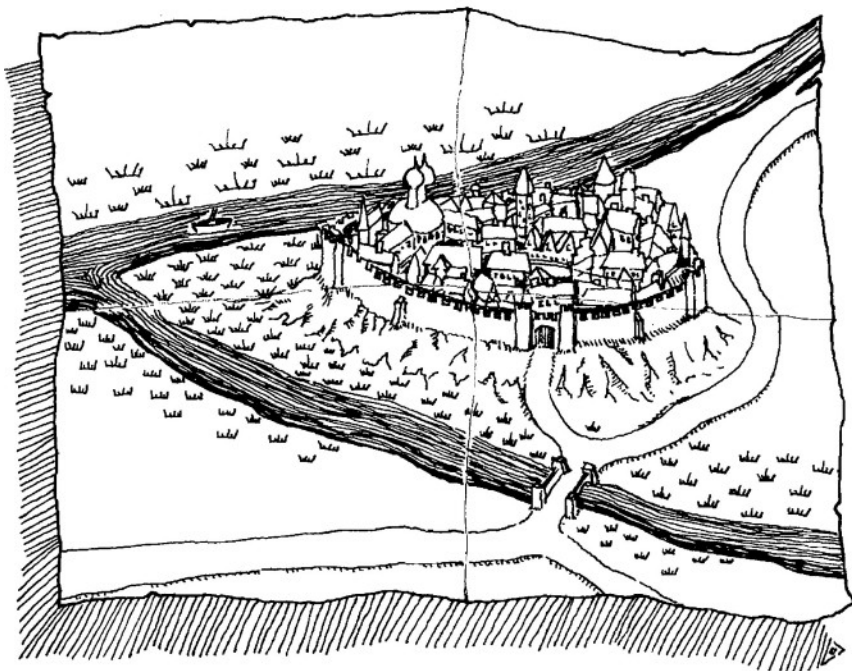
As they crest a hill bringing Bolgasgrad into sight, they encounter a farmer, one Martyn Shakirova. And sure enough, everything they were told is true – the farmer is holding a gate open as his flock of sheep move from one snowy pasture across the road to another... herded not by a dog or another farmer, but by a zombie.

"G'day, Olets furriners. Sorry to keep ye, but they'll be moved on soon enough. Ye'll not ba' seen workin' deaders afore, I'll wager. Right bandy, an' no mistake. Slower'n a good dog, and not so bright, but the sheep, they thinks it's a man, and they pays it heed by instinct."

"No pay nor fodder needed, never tires nor goes poorly. Goes on day an' night, 'appen ye wants 'em to. Lasts a goodly time, an'all - bad that'un a year and more and still 'e keeps goin'. Say what ye likes, I can see the good on 'em. They do say 'orses'll be next - now that'll be a tbing, right enough. Them as says it's wrong never done a day's work, that 's what I say."

"Well, g'day to ye. An' a good stay, an'all. You just be sure to tell the folk where ye came from what a blessin' it is, t'have deaders doin' the work. Better yet, tell 'em t'come an' see fer theysel's!"

He promises to come see Wilhelm Lizard's Flying Circus along with as many of the extended Shakirova clan as he can get together mid-winter.



Session 67

April 18th, 2021

Something Rotten in Kislev

Nate [Witch Hunter] - I 64
Gottlieb [Assassin] - I 63
Wilfried [Templar] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Karl [Artillerist] - I 45

Finally coming around the great hill upon which Bolgasgrad squats, the road links with the Kislev road at a bridge over the partially frozen Lynsk river. Bundled up against the frigid winds, an official climbs out of the bridge watch station and shakes the circus down - one Katya Villanova, chief border inspector.

"Welcome to Bolgasgrad. Your papers please?"

Once she inspected their travel documents and looked over the circus wagons (and got nose-to-nose with the bear), she gave them the Bolgasgrad spiel.

"You are aware that Bolgasgrad is a free city, with its own laws? Good. Most of our laws are identical to the T'sar's laws. We respect your status as Imperial & Estalian citizens; you'll find life here is pretty much like outland Imperial colonies..." (smiles) "only better, of course. But a few warnings are in order:

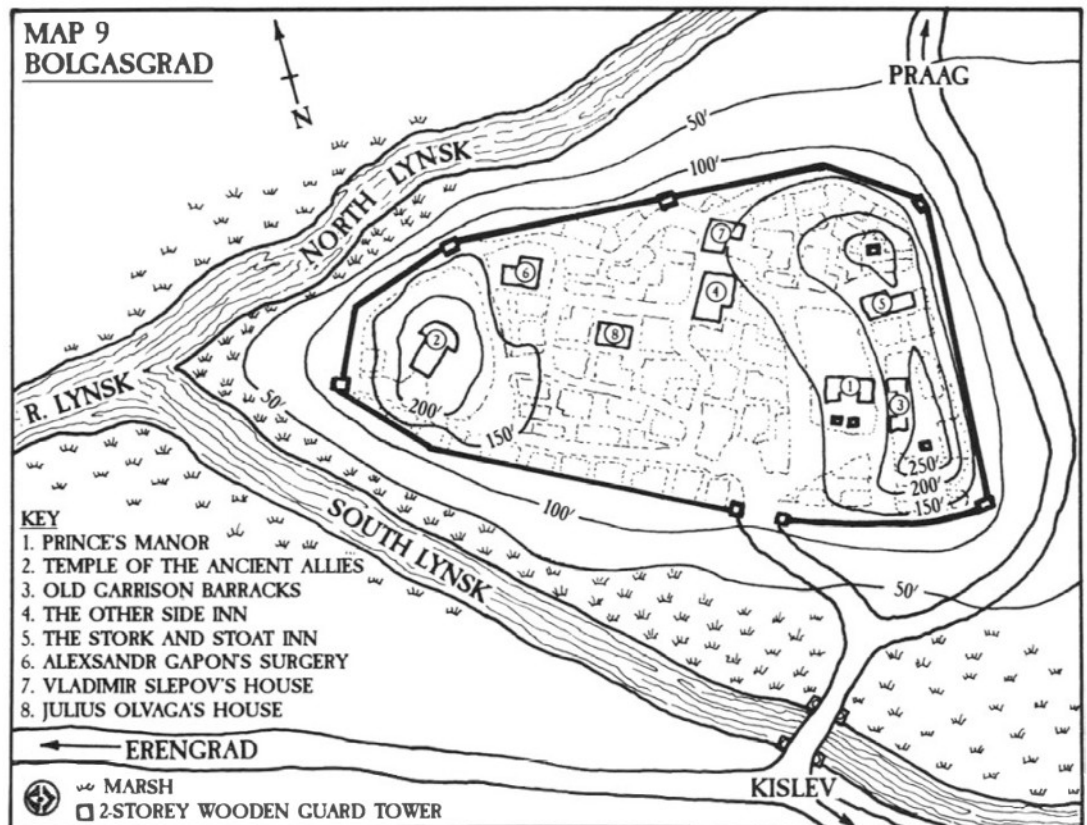
"The laws against disturbing the dead have

been extended to protect the animated dead that guard our town and perform other useful tasks. It is a crime to interfere with them. If you have strong feelings about necromancy, it is best that you keep them to yourself. There's no law against free discussion, but the people of Bolgasgrad have had enough of preaching from outsiders.

"The only temple here is that of the Ancient Allies, but you are free to practice your own faith in private. You're welcome to visit the temple, but we expect you to abide by the restrictions it places on non-believers.

"All are welcome in Bolgasgrad for one week. You will report to me each day, either here at the bridge, or after dinner at the Prince's house. For a longer stay, you will need the Prince's permission; appointments are arranged through me.

"You'll find that the citizens of Bolgasgrad are proud of their town, and interested in keeping it clean and quiet. This badge" - (points at her black fur hat which is adorned by a bronze crest of Bolgasgrad - a bear rampant holding a log) - "means that I am an officer



of the town militia; our duty is to keep the town as the citizens like it. Anyone wearing this badge is entitled to the full co-operation of all citizens and visitors.

"I have to make certain things clear because of the circumstances. I hope you do not feel intimidated or insulted. If you are courteous and civil guests, you will find Bolgasgrad an excellent host. There are no taxes or tolls on entering.

You will almost certainly need a meeting with the prince in order to arrange for a time and space for your performances. Once you have found accommodations, come see me and we'll see what we can arrange. Enjoy your stay."

Entering the freezing city, they find zombies pushing snow off the streets and an otherwise fairly quiet city – in the coldest part of winter the townfolk are glad to hide in their homes and only go out when they need to. The zombies also make for a decent delivery infrastructure, which in turn reduces how often people need to leave their homes and for how long.

Liberal using and hinting at the passphrase they need to contact Julius Olvaga (assuming that he is operating under a pseudonym in Bolgasgrad), they take the advice they received in Kislev and head up the hill to the Stork and Stoat – a fine little inn from which they can see the back of the Prince's manor.

The inn is run by Daryenka Alendrova and her cheerful daughters, who are chock full of fanciful rumours and "information" acquired from townsfolk and travellers and no doubt accented by their own boredom. They whisper about the eccentric Alexis Chokin III being "put away" by his father, the prince; speculate about the daemons that provide the magical power to fuel an army of the walking dead. Once they have acquired rooms and asked about the space around the inn where they might be able to set up the circus, they head down the hill to "The Other Side".

Essentially, the Other Side appears to exist purely to get all the walking dead / zombie / death puns out of the way. "Wouldn't be able to run this place without them... dead useful!"; "A bit on the slow side, not a lot of sparkle... a very grave demeanor."; "Tried to have them clean the floors too, but they kept kicking the bucket!"

But no bites using Julius Olvaga's passphrase – but they are told that if they are looking for someone not local and not part of the cult of the Ancient Allies, then they should go visit Vladimir Slepov, the local wizard – who's house is incredibly simple to find, just look for the slightly crooked "wizard's tower".

Vladimir takes no time to see through the party's stories and slips off at one point to get tea for everyone (and to sense their magic), and then fills them in on what little he knows of the Ancient Allies – 'Never have anything to do with an oath curse, Vladimir,' my old teacher said. 'Tricky business, a lot of fiddling and interpretation.' Besides, cults and gods – you never know when priests are putting words in their mouths to suit their own purposes.'

However, he is in favour of the modern-thinking necromantic ways of the city. At least this way Bolgasgrad can not only defend itself against chaos instead of begging for the Tzar's help, and Alexis Chokin III even lead a massive raid against the forces of chaos and returned with MORE troops than he left with.

He fills the group in on the history of Bolgasgrad, the three princes Chokin (Alexis I died a decade or so ago – in fact if you really are worried about that, ask the good doctor Gapon!), and he offers to help the group in any way they need as long as it doesn't put his head on the chopping block. He seems far more interested in seeing what they are up to than he is in doing anything about it.

Session 68

May 2nd, 2021

Something Rotten in Kislev

Nate [Witch Hunter] - I 64
Gottlieb [Witch Hunter] - I 63
Wilfried [Templar] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Spy] - I 56
Karl [Artillerist] - I 45

Now fairly late into the night, the group is alone on the windswept streets of Bolgasgrad and knocking on the door of one Aleksandr Gapon's Surgery.

Gapon is a cheerful and strange fellow - a vet turned doctor and zombie repairman. Not a really skilled physician, but good enough by rural standards. When they arrive he is working on a zombie with a shattered leg - not so much attempting to heal it, but to see what kind of reinforcements he can mount to the leg to make it functional again. He is fascinated by how much he has learned about human anatomy since the undead became a major part of the city's



infrastructure. *"One day I'll write it all up in a book - could be invaluable to physicians everywhere."*

He natters away as he works, discussing the health of the various Chokin princes (Alexis I died of pretty natural causes... he was quite old and hung on longer than anyone expected, but is quite dead and cold now, and one of the few who has not been reanimated into the workforce; Alexis II is fit as a fiddle, for a man in his 70s - if he takes care of himself he's got a decade or so left in him; Alexis III hasn't been seen since he took his vows and retired to the Temple of the Ancient Allies - as a non-temple member himself, he hasn't seen the younger prince since.)

And on the topic of Julius Olvaga (mentioning him by name, much to everyone's surprise), *He's had some kind of seizure. Hard to tell. He's in a bad way. I can seldom make out what he's saying - if he's saying anything at all. Could hang on for a bit, could be gone tomorrow... you never know in these cases. His sister is taking care of him, but I don't expect for long.*

With it being the wee hours of the night, they retreat to the Stork and Stoat to visit Olvaga's house in the morning.

They push their way in to her home with various stories of taxation, making sure that Olvaga is still alive, being old acquaintances, and general lines of orcs hit. Julius came to Bolgasgrad 50 years ago as a merchant's clerk and engaged in his hobbies of history, languages, and document filing by working at the temples of Ulric and Taal-Rhya as their chief authority on their collections of religious texts and historical records.

When the Temple of the Ancient Allies took over and the old cults were kicked out, Julius joined the Temple of the Ancient Allies in order to keep his access to the library. Sometime after this point is when he became an agent of the Tsar.

However, when trying to talk to the dying Olvaga, his sister begins to freak out - when they refuse to desist, she screams for the watch. As the watch

pushes in to remove the party (who don't resist), Olvaga croaks out "Uhhh ... passages ... secret passages ... false closet ... robes ...w here's my map? ... wall ... not right, not right." when pressed about the map, he points down and one of the group grabs his hand scrawled map from between the thin mattresses of his bed.

the kitchen staff who come out to see what the noise was don't find them.

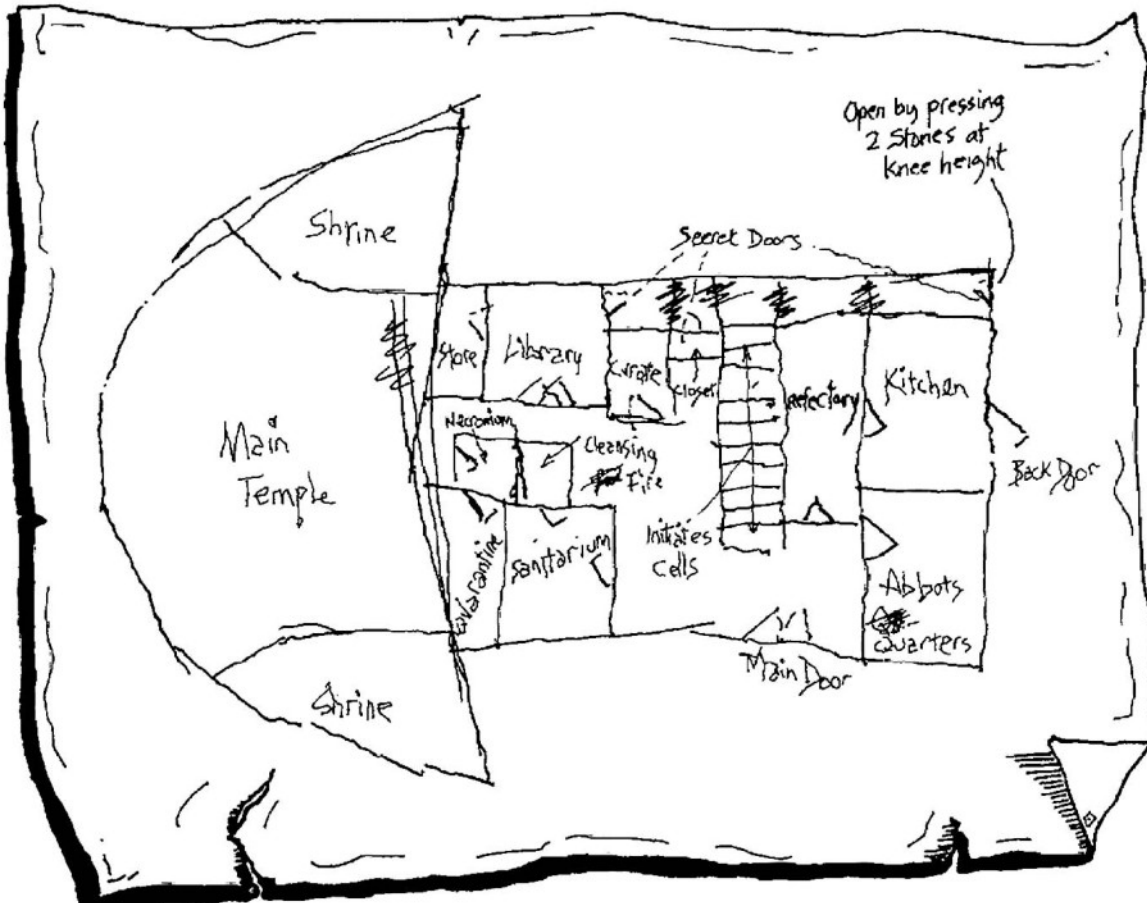
Within this dusty secret chamber they find the crates held old temple chronicles dating back before the arrival of the Temple of the Ancient Allies. Further they find what appears to be an

old altar to some unknown chaos forces – obscure enough that even Nathander has only heard of one of them, Zuvassin the Undoer, and then still with no lore beyond the name.

The secret passages continue into the building as marked on the map – with one side door leading into a closet in the outer temple, and the final one leading into the quiet library.

A cursory search of the library turns up lots of older texts, but nothing of interest regarding the Ancient Allies. The main index of the library documents was definitely penned by the now deceased Olvaga.

Declining to open the door into the temple proper (where they can hear Karl still going on and on with his long distraction story), they then go into the storage room behind the library. While mostly full of dusty old robes and extra tables for events, the floor has been kept well-swept of dust, and they find one chest at the back wall is mounted to the floor and when opened it exposes a staircase down beneath the temple...



And as the sun begins warming the streets of the city, they head up the western hill to the Temple of the Ancient Allies. While Larry & Karl go in the front door to distract the staff and ascertain the accuracy of the map, Nathander, Gottlieb and Wilfried go hunting for the secret door by the kitchens.

After about ten minutes of searching they find the knee-height stones that trigger the secret door – except that when it opens it topples a pile of wooden boxes that have been leaned up against it from the inside. Ducking in after the boxes they immediately close the door – quickly enough that

Session 69

May 16th, 2021

Something Rotten in Kislev

Nate [Witch Hunter] - I 64
Gottlieb [Witch Hunter] - I 63
Wilfried [Templar] - I 63
Larry [Mercenary Captain] - I 58
Othmar [Assassin] - I 56
Karl [Artillerist] - I 45

As the cold winter night settles into Bolgasgrad, freezing its way into every nook and cranny as small fires valiantly attempt to keep it at bay, Othmar & Wilfried head to "palace" of Prince Alexis Chokin II. Over dinner they discuss the plans of Wilhelm Lizard's Flying Circus and where they could best set up to entertain the people while also not freezing themselves and their audience to death.

Meanwhile, following the route established by their earlier scouting, the rest of the group sneak into the catacombs beneath the Temple of the Ancient Allies. While they avoid the populated main temple, their access route leads them through the library again. This time there is a tome on a lectern that was not there in the earlier scouting. Quickly assessing the tome and other documents in the library it becomes evident that most of the texts are from the older temple libraries (curated by Olvaga) with only a few pieces from the current cult - the most interesting of which are documents of the Conventricle.

In 2455 (Imperial Calendar), in response to the Tsar withdrawing the garrisons at Bolgasgrad a few years prior, Alexis Chokin the First forged a pact with the Renegade Chaos God Zuvassin the Undoer to aid the city against the forces of Chaos. At the same time his son Alexis Chokin II negotiated a contract with Necocho, the Doubting God, to balance the risk of corruption represented by the pact with Zuvassin. Together, these two

renegade Chaos Gods are worshipped as the Ancient Allies. It took 20 years from this point before the official renouncement of the cults of Ulric, Taal, and Rhya and the establishment of the Ancient Allies as the official cult of Bolgasgrad.

Shortly after the death of Alexis Chokin the First in 2487, Alexis III proves his devotion to both the Ancient Allies and to Bolgasgrad by launching a chaos-hunt to the north, eventually into the forests and to the verge of the chaos wastes themselves.

Of the continued practices of the cult of the Ancient Allies there is little more between the recorded sortie in 2488 and the present day of 2514 except for notes on tests using the "Cleansing Fire of Zuvassin" to remove chaos taint and mutations. A copy of said spell is found, but requires a special silver container where people (and even beastmen) are sealed within and then the fires of Zuvassin cleanse them of their taint (although in some cases the mutants have died instead).

Descending into the understructures beneath the temple, they find a fairly typical basement chamber with a single door and a massive undead armour-plated bear guarding it. And we all know what happens when we collide with hostile bears - in a remarkably short time there is no longer an undead guardian bear down here.



Beyond the bear's chamber are ancient stone stairs spiralling down. Ancient dwarven craftsmanship – probably again dating back to the wars of the elves and dwarves in these lands long before the arrival of humans.

The portal to these stairs is a set of massive stone doors once covered in arcane sigils and runic defences placed here by the dwarves and then destroyed by mightier magics.

The first level of these sandstone catacombs appears to be a set of three low galleries in sequence. In the northernmost gallery they find Leonid Barismann – the leading priest of the cult who greeted the visitors to the temple earlier in the day. He is sitting in the centre of the gallery in deep meditation, surrounded by 75 mummified dwarves. Each dwarf has been wound in long strips of white linen which has been coated with a thick, hard laquer which has in turn been painted with repetitive phrases of magical runes. They seem to be some massive spiritual / necromantic battery – possibly part of the mechanisms that allows Bolgasgrad to maintain such a large army of the undead even miles away from the city without worrying about instability.

Silently slitting the throat of priest Barismann, they decide to not interfere with the battery – yet.

Approaching the central gallery, they all find themselves coughing and choking on something in the air here. Spores and pollen are carried into the air around this area – obviously some sort of dark garden. The garden in turn is guarded by a number of dwarven skeletons and finally by a Tilean botanist named Radici who seems much akin to a Super Mario character with a love for dark mushrooms. Radici lights his way with a swirling bottle of glowing purple fluids. The plants in the garden, however, are a dark and foul lot being cultivated to make bizarre potions – man eaters, poisonous flowers, and something horrific and seemingly necromantic.



When Radici explains his purpose in growing these foul gardens, Karl walks up feigning interest and then buries his blade deep into the botanist's internal organs. As Radici falls he drops his glowing potion (fortunately not his potion of fireballs, but still) and as it breaks the liquid within immediately catches fire like a deep purple molotov cocktail. Looking at the fusecord wrapped all around his body (and knowing what the fusecord links to), Karl immediately runs out of the gallery screaming and on fire. He dives and slides into the northern gallery full of dwarven mummies and promptly explodes with a dozen bombs on him – destroying the mummies which immediately liquefy into something horrific, and then are turned to a miasma of foul gas in the expanding explosion as the entire gallery collapses on top of Karl's now "chunky salsa" body.

The southern gallery, anticlimactically, was Radici's laboratory which they quickly loot for potions (including one of the napalm potions that killed Karl).

Descending to the lower catacombs they determine that these were once burial vaults for the ancient dwarves. Several of the vaults north of the central gallery have been converted into cells – and in the first of these they encounter the sadly undead Mikhail Lementov, Witch Hunter. Mikhail had broken into the temple over the summer and was caught by Prince Alexis Chokin III down here *“and a foul warrior of the chaos powers he is! Tainted by these so called Ancient Allies!”*. Alexis III then cut him down with his great sword, but seemingly this was not enough.

Somehow, Mickhail had been cursed with never dying. Over the next few months he learned from Radici and Sulring Durgul that he had been exposed to the Undeath Plague while travelling through the gardens above.

The party looks around, all remembering their choking and coughing fits as they approached the garden.



But he has news of Sulring Durgul – Sulring isn't the elf they came expecting (nor undead, it seems), but a potent necromancer in the body of a 60-ish kislevite woman. Also importantly Sulring has recruited a new lieutenant in the last week – an ice sorceress recently turned into a vampire. The description of the ice sorceress is remarkably familiar... for it is none other than Kisa Yatskaya.

Who is, of course, standing right behind them.

Session 70

May 30th, 2021

Something Rotten in Kislev

Larry [Mercenary Captain] – I 68
Othmar [Assassin] – I 66
Nate [Templar] – I 64
Gottlieb [Templar] – I 63
Wilfried [Templar] – I 63
Scargetter [Assassin] – I 60

“I was hoping that you wouldn't find out like this...” she started as she reached out to grab hold of Larry.

And the melee begins. She has come prepared with a number of potent spells defending her as she tries to take on the group single-handedly.

The cell opposite Mickhail's opens quietly as the fighting begins, and a soot-darkened dwarf silently slips into the fighting – but on the side of the knights Panther instead of Yatsakaya's. Like the witch hunter, he has been imprisoned here for being a little too curious about the goings on at the temple of the Ancient Allies.

Kisa Yatskaya proves to be incredibly tough – probably the hardest opponent the party has yet encountered using her recently-acquired vampiric powers and magical prowess. Even Larry finds himself delivering mighty blows that barely



breach her defenses in any meaningful way. However, the hardened wills of these seasoned adventurers keep her mesmerism from working on any of them and her primary tactic of turning one member of the party against the rest fails round after round...

Until Nathander steps up with his Hands of Dust. Grabbing her by the shoulders he begins to shake her and denounce her undead state and partnership with the fell powers of chaos – she immediately begins to turn to dust where his hands touch her and by the time he's done admonishing her, she is naught but dust at his feet.

Collecting her magical amulet (and Gottlieb also gathering some of her clothes), they introduce themselves to the dwarven Scargetter and agree they have the same general goals (the destruction of the necromancer Sulring Durgul).

They continue down the corridor to the north – past the cells & tombs of the dwarves who built this place and to a secret exit along the banks of the North Lynsk.

Returning to the heart of the old tombs, they find a warrior in massive and ornate armour waiting for their return. As he pours a potion over his foul serrated sword he mutters something about listening to them dispatch Durgul's little

toy. He steps forward to attack, smashing his mighty blade down in a flurry of incredible blows that Larry only barely manages to avoid and parry ... and then counters. Scargetter disarms him of his mighty chaos blade, and the combined martial prowess of the main fighters of the group bring him down and then a mighty blow splits him in twain.

And then the parts keep trying to fight on. To finally end the threat of Prince Alexis Chokin III, carrier of the undead plague, they finally have to completely "disassemble" him and even then the rest of the scenes in these dwarven catacombs include his fingers and other parts crawling along in a futile attempt to extract revenge.



The youngest of the Chokin princes was a mutant with a skull-like face hidden beneath his chaos armour. His desk in the sanctuary is covered in documents and screeds against the Tsar written in both Alexis III's hand and what has to be assumed to be his deceased grandfather's. Behind his desk is a six foot tall "pillar" or perhaps heavy staff of stone and wood decorated with gold and alien sigils – almost certainly the Lustrian totem that Sulring uses to extend his life according to Gurthgano Gorthaudh. Using Radici's "napalm" potion, they set the totem alight and it burns quickly, smokelessly, and brightly – even the stone portions breaking down as the gold melts and runs.

As the totem smoulders to dust behind them, they investigate the chambers south of the central sanctuary to find that the four dwarven tombs down here have been completely emptied of their previous tenants and are now the chambers of Sulring Durgul... and probably a discount dragon?

The four chambers have been converted into an office, a bedroom, a kitchen & dining area, and a barren and scorched room with a pile of treasure in the middle – very cheap treasure... tens of

thousands of brass pennies, chips of tin, chunks of quartz and glass, costume jewellery, and gaudy weapons and armour. A discount hoard if ever there was one.

Sulring's office furniture appears to be mostly made of lesser demons forced into service as bookshelves, lectern and so on. Like a horrible twist on the Disney version of Beauty and the Beast, the next scene is of the furniture desperately trying to get away from the holy vengeance of the witch hunter of Morr...

Sulring's bedroom is also home to a collection of treasures – exactly the kind of treasures that someone who has lived thousands of years might collect... little mementos of places he's travelled and people he's known. A hairbrush, a stone from a distant mountain, a bottle of sand from a beach long lost to the tides, a piece of correspondence from an old friend, a lock of hair, and so on.

And then they hear voices coming up the passage from the south... Sulring arrives (sure enough in the form of a middle-aged Kislevite woman – not an elf which the party is equipped to deal with) along with a "miniature" dragon – a beast of no more than 10 feet in length (plus tail).



Session 71

June 13th, 2021
Something Rotten in Kislev

Larry [Mercenary Captain] – I 68
Othmar [Assassin] – I 66
Nate [Templar] – I 64
Gottlieb [Templar] – I 63
Wilfried [Templar] – I 63
Scargetter [Assassin] – I 60

Sulring Durgul greets the group while the dragon (who seems to respond to Creetox) demands to be allowed to roast them to a crisp and/or eat them (in no particular order it seems).

Sitting down for tea, Sulring keeps her cool while commenting on the damage to her office in a slightly chiding tone.

Together the Knights Panther and Sulring hash out their differences. Over the millennia, Sulring has played a hand in the decline and fall of the Elves of Old, and has only recently found much interest in the younger race of men – while they lack the culture and sophistication of the High Elves, they present a certain energy and arrogance that Durgul finds appealing.

Durgul's interplay with the Ancient Allies is an alliance of necessity – only the fell powers seem to have any control over the taint of chaos that affects so many who work in dark magics. Sulring



has been shifting bodies using the Lustrian totem every time his current body started to show the taint of chaos – but the taint seems to carry over in its way and each body succumbs to mutation more quickly than the last.

Thus the agreement to work with Zuvassin the Undoer – a chaos god dedicated to undoing the work of the other fell powers. The deal required coming to Bolgasgrad and assisting the cult of the Ancient Allies and teaching them the magics required to raise and maintain an army of the dead to keep the forces of Chaos at bay. While here his primary personal work has been working with Radici researching a true cure to taint and mutation while also fiddling around with improving the Undeath Plague to make it more controllable and perhaps even a form of immortality that is easily and cheaply available.

And now with both Radici and the Totem destroyed, Durgul is pretty much stuck here working with Zuvassin as his last hope to eliminate the taint of chaos from both himself and Creetox. Which, he explains, pretty much ties him to only being able to work with options that allow for the continued dominance (or at least acceptance) of the cult of the Ancient Allies in Bolgasgrad.

And that's the sticking point. No matter what options the Knights Panther present, they can't come to a compromise that works.

The closest they come is an offer to join the cult of the Ancient Allies and with the death of most of the Chokin family and the heads of the cult,

re-open the city to other cults and the Tsar. This keeps the city defended against the forces of Chaos and also keeps Sulring in compliance with his contract with Zuvassin and Necoho. But the Death Oath required to join the cult is a major problem for most of the party, and more importantly Nathander is unwilling to swear allegiance to any more gods, let alone renegade chaos gods.

Sulring offers chiding advice that of all people Nathander should understand that what the gods want and what the people who serve them is rarely actually in alignment... and that it is easy to "interpret" their wishes as best suits you.

And finally, it devolved into a test of arms, lead by Larry. As the fight begins, Creetox opens his mouth to incinerate as many of these intruders as he could, but Wilfried finally gets to wield the family heirloom of the von Enum family for its true purpose – to slay dragons. And did it ever. In a pair of mighty blows, the dragonslaying blade decapitated the surprised midget chaos dragon.

As Creetox fell to the blade, Sulring immediately teleported out of the fight, taking Larry with him into a pitch dark space. With finely honed skill from years of fighting, Larry managed to force his way out of the tomb/jail cell before Sulring could lock the door behind him and they continued to fight in the hall in front of the cells.

Seeing and hearing the fighting in the distance, the rest of the group rushed to intervene again. Gottlieb firing and discarding his crossbows as they approach the battle. Sulring seems to be



surrounded by a magical shield that blocks most blows, but practically explodes in a shower of fire and sparks when damaged. As the Knights Panther rejoin the fight Sulring once again reaches out and this time teleports away with Wilfried in an explosion of fire.

Not knowing where he teleported this time, the party found itself broken up into several directions, hunting for this ancient necromancer and their missing companion. In the confusion and disarray, Nathander climbs up to the upper level again and heads to the garden with arson on his mind.

Meanwhile, in the marshes along the banks of the South Lynsk, Sulring lifts Wilfried into the air with fiery hot fingers burning through his jaw, throat, and blood. Tossing Wilfried's body aside, Durgul prepares another spell and then teleports back to the fight where fighting continues for another few rounds before his shields begin to deplete and he teleports away again - this time unable to grab Larry and take him to whatever dark place...



In Radici's garden above, Nathander lights everything on fire except for the few plants are impervious to said which he starts by crushing and mangling with his crow staff. With his knowledge of plants and their lore, he manages to avoid inhaling many of the worst of the burning plants and only finds himself slightly intoxicated

by the foul black smoke rising from the garden beds.

Which seems to be enough to summon Durgul as his last samples of both the plant that causes the Undeath Plague and his most precious potential cure for chaos mutations burn under the angry eyes of Morr.

A blast of fire announces his arrival and he reaches out and grabs Nathander by the face and begins to burn through his armour - but Nathander proves once again that the touch of death is his and his alone as he drops the staff and strikes back with his bare hands - each blow dealing massive damage ignoring Sulring's toughness and magical shield and reducing the foul necromancer to dust thousands of years after he should have been there naturally.

Session 72

June 27th, 2021

Something Rotten in Kislev

Larry [Templar] - I 68
Nate [Cleric 3] - I 64
Gottlieb [Templar] - I 63
Wilfried [Templar] - I 63

Walking out to the south entrance of the dungeons (along the bank of the South Lynsk), they collect the still smoldering body of Wilfried who is remarkably alive although somewhat crispy - left for dead in a snowbank.

Climbing up out of the marshes and discussing how to get back into the city when the gates are closed at night, they see a farm on fire in the valley beyond the road. A group of people come running from the burning buildings, several of whom are carrying torches. In the distance they can see another farm burning also. Preparing to intercept whoever has been lighting these farms on fire on one of coldest nights of the

winter, they find themselves face to face with a group of Kislevites mostly in night clothes inappropriate for the weather, several of whom are wounded.

The zombies have turned against the farmers. It seems the destruction of the strange crypt full of specially prepared dwarf mummies by the exploding Karl has reduced or even destroyed the cult's ability to control their zombies. Retreating to the city gate along with the survivors from the farm there are still zombies guarding the walls and gate – so the spiritual battery that they destroyed definitely extended the range of the undead control, but the city still has its immediate defenders.

It takes some work to convince the gate guards to let them back into Bolgasgrad, but the presence of a dozen farmers in their night clothes helps. As the gates open there is the sound of horses riding hard from the north, turning they face a solitary injured rider in Bolgasgrad colours now suffering from horrific frostbite from a hard ride through the night without appropriate gear. He proclaims that the garrison at Zvelky has fallen, the thousands of zombies there turned upon the few living soldiers who had the horrible posting to watch over them. A little digging around and they ascertain that the city's main zombie forces are not kept within the Bolgasgrad itself because so many dead might cause unrest (and to keep them from being conscripted by farmers and others seeking easier work). Instead they are "garrisoned" in two small towns that have been depopulated and lightly fortified – Zvelky to the north and Prelpoi to the south.



Inside the walls again, they can see that the zombies here are still under control, but are being quickly ushered out of sight as word spreads of the fall of the garrisons and the farms outside the city walls. Taking the current state of the city's defenses as their excuse, they quickly load up their circus wagons and depart Bogasgrad at first light to return to Kislev.

On their return they are immediately intercepted by Bogdanov and a large squad of Knights of the White Wolf and taken to a private suite of rooms in the palace where they are exhaustively debriefed over a period of several days while Wilfried heals from his brutal injuries. Then the temple liaisons started to arrive asking questions about the cult of the Ancient Allies, the chance of re-establishing the state cults in Bolgasgrad, and in some cases the fate of Sulring Durgul.

After a week of questioning (and rich food), they are given expensive court clothes and bustled into the throne hall of the palace and into the presence of Tsar Radii Bokha for the second time, escorted by a personal guard of Knights of the White Wolf.

Once they arrive, the Tsar reaches into the sleeve of his robe and pulls out a scroll. They are honoured as great heroes and worthy of their kindred in Middenheim who will hear of the valuable services they have rendered the nation of Kislev.

"We are now faced with the difficult task of adequately expressing our gratitude for your services. While, no doubt, you may protest that you were doing no more than your duty, we have decided nonetheless that we must express our gratitude and satisfaction with your service in some way."



"The highest honour that Kislev can bestow is investiture in the Order of the Star of Kislev. This honour has never before been extended to foreigners. It is my great pleasure to invest you each with the Order of the Silver Star of Kislev, by which you shall be known throughout the states of Kislev as Heroes of the People."

"Second Class."

In addition, Wilfried and Larry are inducted as honorary members of the Kislevite Order of the White Wolf. Gottlieb is invited to join the Brotherhood of the Bear with the honorary rank of Kapitan Broydag (Ranger Captain). Nathander is granted an honorary doctorate from the University of Kislev as well as mentoring, prayers and rituals at the temple of Morr to aid in advancing to Cleric 3.

But as Knights of the White Wolf, they now have another task before them. Reunite with their small mercenary company and join a small army of the Tsar's men and knights to retake the city of Bolgasgrad. While waiting for Golthog and the mercenaries to return from the wilds, they go hunting for healing potions or other methods of rapid healing in the field and are told that there might be something they can use at Nastassia Platov's Apothecary on Ioakim Platz.

Arriving at the plaza on a crisp winter's afternoon, they immediately note a pair of people skulking in a small alley off the side of the market - dressed in Imperial instead of Kislevite winter gear and with heavy packs set beside them in the alley. Gottlieb approaches them in his typically pleasant manner and essentially intimidates them into clearing out of the plaza, immediately please.

Very suspicious after the garden incident in Bolgasgrad, Hero of the People Second Class Nathander enters the apothecary and immediately goes to checking out the drying herbs and bottles, looking for any sign of the vile plants he so recently burned.

Nastassia explains that she is indeed working on a new medicinal potion with the help of a friend of hers. She offers the only three (expensive) samples of the current batch (which don't work quite to her standards yet) and then attempts to recruit the characters to her aid. It seems her friend who helps her with the herb collection and formulas for these impressive potions is a hedge witch from the hinterlands - just on the Kislev side of the border from Osterland, but is visiting Kislev to aid in tuning the final medicinals. This friend, Alexi Grun, is staying at a low class boarding house in the slums of the city. And Nastassia has spotted a pair of what appear to be bounty hunters that are definitely monitoring her store. She can't lead them to Alexi by trying to warn him, and worse he's scheduled to come here to meet her in about three hours.

A quick round of disguising her and then disguising Gottlieb as her sets a new plan in motion. The rest of the group leave the apothecary and then a few minutes later Gottlieb (disguised as Nastassia) leaves the apothecary and pretends to be locking up before heading in the opposite direction from the boarding house.

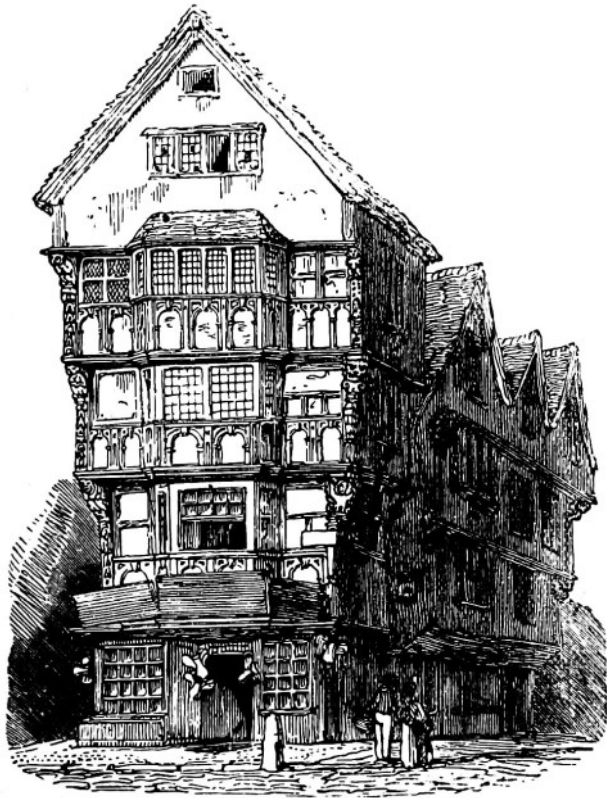
Immediately as he leaves, one of the urchins running around the plaza also departs with haste, running down another street, banging on a door as she passes it. But the person coming out of that door is quickly pressed back by a few "thugs" in

the form of Larry and Nathander. Meanwhile the two skulkers from the Empire begin to tail Gottlieb and Larry, Nathander, and Wilfried take up their own positions tailing them in turn.

At the predetermined time (having given Nastassia the time to slip out on her own in disguise to go warn Alexis) Gottlieb turns the tables on his less than highly skilled pursuers and they find themselves trapped between Gottlieb and the group. Once they see that it is Gottlieb instead of Nastassia they freak out completely.

It seems that neither Nastassia nor Alexis is their target, but rather a rogue witch hunter and murderer named Hannah Baumann who *is* targeting Alexis and using Nastassia to get to him. They are Jannick and Ingrid, bounty hunters, with a writ for the capture of Hannah Bauman. And now it is very likely that Hannah is following Nastassia to Alexis' place!

Each group blaming the other for fouling all this up, they run for the boarding house to intercept Nastassia, Alexis, and hopefully Hannah Bauman. Unsurprisingly, a rogue witch hunter of low



enough repute that they are being pursued by a pair of practically incompetent bounty hunters is no match for a team of Knights Panther / Knights of the White Wolf, and she is beaten into submission and handed over to the bounty hunters.

That night, Nathander has his million-ducat idea... he approaches Bogdanov and the church of Morr about founding and funding a new order of Morrish templars here in Kislev - eventually becoming the The Blessed Guards of Morrpheus as Revealed By His Chosen Dreamer Karl Morrghentau (more commonly known as The Morrphean Guard).

Session 73

July 11th, 2021

Something Rotten in Kislev

Larry [Templar] - I 68

Nate [Cleric 3] - I 64

Gottlieb [Templar] - I 63

Wilfried [Templar] - I 63

Scargetter [Assassin] - I 60

With the return of Larry's mercenaries (well, most of them, and one has a peg leg now) and Golthog, it is time to head back to Bolgasgrad in a brutal and punishing campaign to reconquer the rebel city in mid-winter.

The march alone is expected to cost at least 10% of the forces being sent - but it is important to strike while the defenses of Bolgasgrad are down and before they have a chance to find new allies or create more undead to defend the city and replace their lost garrisons.

The march is indeed brutal - the cold winds and dry snow sweeping away all landmarks and making even the roads difficult to find for the military force. A massive blizzard early in the march almost turns them back, but they bivouac in the snow and

hit their 10% loss in the two days they are forced to wait out the storm.

And then the screaming began. A small force of beastmen running straight at them and then looking terrified when they spot the army in the snow, breaking off in all directions except for a few truly terrified ones who just keep trying to run straight through the Kislevite forces.

But it is what is pursuing them that brings the army to a stop. Another force is in pursuit - a number of orcs are in the lead, but among them are many ice trolls and three massive chaos giants - one a full 17 feet tall with the head of a great raven.

Using a vial of the dragon's blood collected from Creetox, Nathander summons up a zone of steadfastness - rendering all those within 12 yards of him immune to the fear caused by such a massive chaos beast running amok and also granting them three times their normal number of attacks as well as magical defenses against damage.

As the two smaller giants work their way through the Kislevites, our heroes engage the largest along with six ice trolls. They quickly see that in addition to healing at an impressive rate, any devastating attack to the trolls' abdomens results in an explosive blast of troll stomach ichor which not only damages weapons, but even felled a Knight of the White Wolf who killed the troll and wasn't far enough away to avoid the acidic goo.

As most of the group takes care of the trolls (leaving the orcs to the footsoldiers), Larry quickly discovers that a 17 foot tall giant is tough enough that even his great strength wielding the dwarven sword Barakul can barely be noticed by this monster. As beastmen and soldiers are swept away by the massive swinging of the great clubs of the three giants, the party finds itself unable to take down the mighty giant until Nathander allows the zone of steadfastness to drop and steps up to fight the giant with the power of Morr - again his

Hands of Dust prove incredibly effective against monsters with high toughness and armour.

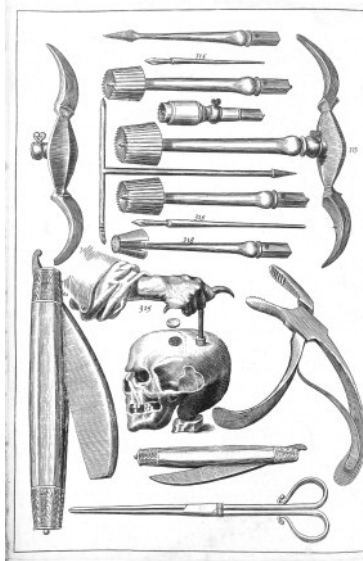
Combined with the damage done by the rest of the group, as the giant slams his great beak down to eviscerate Nathander, he finds himself consumed by the god of the dead, reduced to dust like a bad dream. With that victory, the tide of battle is firmly shifted in favor of the Kislevite forces

Like a bad omen, the trail of the giants and their kin leads back towards Bolgasgrad. And they find the city completely sacked. The walls are breached, every building burned to the stones, and the undead defenders reduced down to skeletal remains. The trail of the army that did this leads north towards Praag. Fearing the loss of the cursed city again to the forces of chaos, the party heads north while the Tsar's forces retreat back to the capital.

Fortunately, the chaos army's tracks cross the Lynsk not far north of Bolgasgrad (near the ruined garrison of Zvelky). Praag has not seen any major musterings of chaos forces. As soon as the weather breaks, they return to the capital.

While waiting for their next assignment (or the final arrival of spring so they can travel back to the Empire), Larry convinces Bogdanov to bring in healers and doctors to attempt to chemically reverse his rampant egotism.

Unfortunately their treatments achieve nothing - fortunately this also means there are no negative side effects either. Several doctors press that he consider trepanation as a sure-fire cure, but Larry has no interest in a new hole in his head.



Session 74

July 25th, 2021

The Empire in Flames

Larry [Templar] - I 68
Nate [Cleric 3] - I 64
Gottlieb [Templar] - I 63
Wilfried [Templar] - I 63
Scargetter [Assassin] - I 60

River journey begins
Shipping luxury goods from Cathay
Arrival in the empire
Warm welcome - witch hunters, mutant halflings,
angry templars

Emperor Karl-Franz is still sick, but he is not expected to die. Indeed, he seems to have rallied slightly. This is not a Good Thing - the paralysis of power in Altdorf is prolonged.

Emperor Karl-Franz's edict against the out-of-hand slaying of mutants is still in force, although many oppose it. It is said that the Middenland militia allow mutant-killers to go free, with the implicit approval of Grand Duke Leopold von Bilthofen. In Nordland Baron Werner Nikse is also said to be furious about the new law, and his men are in no hurry to enforce it.

Talabecland and Ostland are in serious conflict. Many speak of a major skirmish in which scores died on both sides. A diplomatic mission from Talabecland to Grand Prince von Tasseninck was rudely treated, and Grand Duke Gustav von Krieglitz has been heard talking of old Talabecland claims to outlying areas of southern Ostland.

Witch Hunters and Priests of Ulric have inflamed many Middenlanders against Sigmar's followers, and are now also stirring up trouble within Talabecland. Gustav von Krieglitz is supposedly

allowing this to happen, possibly paving the way for an alliance between Middenland and Talabecland; Leopold von Bilthofen is known as a strongly pro-Ulric ruler.

Relations between Middenland and Stirland are uneasy. Stirland is a centre of Sigmarite belief, and has made strong representations to Middenland over the persecution of Sigmarite priests there. Grand Duke Leopold von Bilthofen treats these complaints with barely disguised contempt. His public pronouncements are that he knows nothing of attacks on Sigmarites.

There is a strong Slaaneshi cult among the upper echelons of Stirland! A butler at the Ducal Court has seen it all! There were several courtesans and they were wearing nothing but body paint and then they all ...

The Crown Prince is a mutant, you know, with a tail and wings! That's why he hasn't been seen outside Castle Reikguard for ages, and it's why the Emperor has banned the killing of mutants.

Clerics of Sigmar have been denounced as heretics by petty rulers in Middenland and Nordland. There are bounties on their heads

Bad times are coming. When cows start lowing at the moon for no reason, and madmen run around the streets and folks talk of bad dreams ... Them's all signs. Last time it happened, well, it was in my Da's time ...

No-one present is going to meet a tall, dark stranger! Instead, someone, perhaps more than one, is marked as a person of true destiny, and will shortly be revealed as such. He or they will be marked by the heavens.

The witch hunter had the shadow of a wolf - a mark of Ulric!

Session 75

August 8th, 2021

The Empire in Flames

Larry [Templar] - I 68

Nate [Cleric 3] - I 64

Gottlieb [Templar] - I 63

Wilfried [Templar] - I 63

Lasso the Templar

Shots fired

Katarina Down!

Delivery Service

Staying with the Knights Panther

A letter from Altdorf

THE EMPEROR IS DEAD

Meeting with the Ar-Ulric