

Middenheim

◆ City of Chaos ◆



A supplement for

WARHAMMER
FANTASY
ROLE-PLAY

Written by Carl Sargent
and Phil Gallagher

A Compleat Guide & Description of **MIDDENHEIM** Greatest City-State of the World

With much Information of use to Travellers and Vifitors to the great City, many Impreffions and Maps fhewing the moft Notable Buildings, and Portraits of Middenheim's higheft Citizens including his Worship GRAF BORIS TODBRINGER, to whom this Work is humbly Dedicated



Published at SWINDON at the house of *the Twins*
near to the workshoppes at Groundwell, this year 2018

Middenheim: City of Chaos is a supplement to the Warhammer Fantasy Roleplay game, and you will need the Warhammer Fantasy Roleplay rulebook (1 BN 1-899749-01-2) to use it. Middenheim is a fast-paced city where circumstances may change suddenly and unexpectedly, and Cubicle 7 can not be held responsible for any loss or injury resulting from inaccurate information contained within this book.



A SOURCEBOOK FOR WARHAMMER FANTASY ROLEPLAY

ORIGINAL CITY DESIGN

Carl Sargent

EDITING AND DEVELOPMENT

Phil Gallagher

ADDITIONAL MATERIAL

Jim Bamba, Paul Cockburn, Graeme Davis, Sean Masterson

COVER ART

Ian Miller

COLOUR CITY MAP

Charles Elliott, H, John Blanche

INTERNAL ART AND MAPS

Tony Ackland, Charles Elliott, H, Martin McKenna, Russ Nicholson, Stephen Tappin

Publisher: Dominic McDowall

Scanning: Jon Hodgson

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CONTENTS

CITY OF THE WHITE WOLF _____ 4

How to Use This Book (4), City Adventures (5), Planning (5)

THE CITY OF MIDDENHEIM _____ 6

History (6), Timeline (6), The Extracts (7), People and Resources (9), Beyond the City Walls (9), Middenheim Society (10), So Why Visit Middenheim? (10)

RELIGION AND WORSHIP _____ 11

General Information (11), The Celibacy Issue (11) Inter-Cult Hostilities (12), Temples (12), Becoming an Initiate (13), Cult Entry Requirements (14), Promotion to the Priesthood (14)

POLITICS OF THE CITY STATE _____ 15

Who Rules Middenheim? (15), Relations with the Emperor (15), Nordland (15), The Graf's Advisers (15), Decline and Fall? (15), The Graf's Advisory Councils (16), City Guilds (17), So, Who Runs the City? (18)

THE MILITARY & MIDDENHEIM'S DEFENCES _____ 19

The Militia, the Knights and the Templars (19), The Standing Army (20), The Knights Panther (20), The Templars of the White Wolf (20), The City Watch (20), Military Careers (21)

THE LONG ARM OF THE LAW _____ 22

Civil Law (22), Religious Law (22), Military Law (22), Criminal Law (22), The Crimes (23), Putting Characters through the Courts (23)

HOSTELRIES & ACCOMMODATION _____ 25

Excellent Hostelries (25), Good/Average Hostelries (25), Cheap Hostelries (26), The Night Life in Middenheim (26)

A GAZETTEER OF MIDDENHEIM _____ 27

How to Use the Gazetteer (27), Handling City Movement (27), The Districts (27), Entrances to the City (27), City Gates (28), Chair Lift Terminus (28), A. Palace (29), B. The Great Park (31), C. Grafsmund-Nordgarten (33), D. Ulricsmund (35), E. Altmarkt-Altquartier (37), F. Southgate-Ostwald (39), G. Neumarkt-Osttor (41), H. Freiburg (43), I. The Wynd (45), J. Westor-Sudgarten (47), K. Geldmund Kaufseit-Brotkopfs (49)

ENCOUNTERS IN MIDDENHEIM _____ 51

Using the District Encounter Tables (51), Encounter Notes (51)

CHAOS CULTS IN MIDDENHEIM _____ 58

The Cult of the Purple Hand (58), The Cult's Organization (58), The Cult in Middenheim (58), The Ordo Terribilis (59), The Jade Sceptre (60), Members of the Cult (60), Gotthard von Wittgenstein (61), The Pie-Eyed Piper (62)

THE UNDERCITY _____ 63

Inside the Fauschlag (63), Under the Skin (63), The Upper Tunnels (63), Deeper into the Underearth (64), The Undercity Environment (64), Handling Undercity Expeditions (65), A Campaign in Darkness (66), The Restless Dead (66), The Caves (68), Further Adventures (69), Creatures of the Caves (69)

GOODS AND SERVICES _____ 70

The Black Market (70), GM's Discretion (71), Street Markets (71), Making Money in Middenheim (72)

TYPICAL BUILDING PLANS _____ 73

Armourer/Weaponsmith (73), Other Artisans (74), Alchemist/Herbalist (75), Printer (75), Jeweller/Goldsmith (76), Leatherworker (77), Bookshop/Antique Shop (78), Cafe (78), Scriptorium (78)

CITY OF ADVENTURES _____ 80

Running City Adventures (80), Cameo Adventures (80)

THE POWERS THAT BE _____ 84

High Priest Ar-Ulric (84), Allavandrel Fanmaris – Master of the Hunt (84), Gotthard Goebels – Komission Convenor (84), Rallane Lafarel – Court Minstrel (85), The Ladies-at-Court (85), The Law Lords (86), The Midden Marshalls (87), Luigi Pavarotti – the Court Physician (87), Siegfried Prunkvoll – the Knight Eternal (87), Dieter Schmiedehammer – the Graf's Champion (87), Josef Sparsam – the Chancellor (88), Katarina Todbringer – the Graf's Daughter (88), The High Wizard & his Deputy (88), Hildegard Zimperlich – the Chaperone (89)

SNOTBALL & OTHER PASTIMES _____ 90

Snotling Football (90), Drugs in the Old World (91)

COMMON KNOWLEDGE _____ 92

THE CITY WATCH _____ 93

AREA MAP _____ 94

GAZETTEER _____ 95

the city of the white wolf

As Humankind increased and spread across the area that would one day be known as The Empire, they worshipped two gods above all others. It is the Way of Humans to think only of the problems that are immediately to hand, both in their labours, and in their worship. So their devotion went all to Taal, God of Wild Places, and his younger brother Ulric, God of Wolves and Winter.

Both gods gained many worshippers, and many temples were built to their glory. And yet Ulric was troubled. As he roamed the forests in wolf-form, and swept the hills in the guise of the icy north wind, it seemed to him more and more that his brother came before him in all things. So he visited Taal in his mountain palace, and spoke of his troubles.

"Brother," said Ulric, "we are both powerful gods; we both have many worshippers throughout the world, and we are both revered and feared, as we should be. And yet I feel that I am less in stature than you."

Taal leaned forward, his habitual frown growing deeper with concern. "Why is this, brother?" he asked, and his voice was like the wind in the trees.

"You have your own kingdom," replied Ulric, "every wild place belongs to you. My kingdom vanished long ago, before I was even strong enough to protect it."

"But surely," countered Taal, "you have my kingdom for nearly half the year, and neither I nor any other deity can banish your winters from our lands. Is this not enough?"

"But even in the depths of winter, I am subject to your rule," said Ulric. "My wolves take only the old and weak from your animals, and my snows freeze only the smallest of your rivers. There is nowhere that is mine all the time; with the coming of each spring I am left with nothing."

"Then what would make you content?" asked Taal. "You cannot expect to shroud the world in winter all the time, for that would make you greater than all the gods."

Ulric sat in thought for some time, and Taal's mountain palace was shrouded in snow-bearing storm clouds.

"I would like a place," he said at last, "a place where I can found the greatest

of my temples, and where my followers can look to find me even in the heat of summer. Since you are my brother I feel that I can ask you this, and I am sure that you will not think it too much."

Taal considered for a moment, and then turned to his brother.

"Since you are my brother," he said, "I will give you such a place. But I will make certain conditions.

"First, the place must be of my choosing. Since I am your brother, I shall choose a place to please both of us, but once I have chosen, you must accept my choice.

"Secondly, you must agree that the winters in this place shall be no longer nor more severe than the winters in the rest of the land; although it shall be the centre of your worship, it shall still be in my kingdom, and must suffer no more at your hands than the rest.

"Thirdly, you must be content with what I shall give you, and never again come to me asking for more. I shall make you this gift out of brotherly love, but to ask for more may make us enemies. If I accede to any further requests, I may feel that you are acquisitive and you may begin to despise me and covet my kingdom; and if I refuse you more, you may feel that I am cold-hearted and not a true brother to you. So this must be the end of it, for both our sakes.

"If you agree to my conditions, I will give you a place of your own, to be yours for the rest of time regardless of the season.

"What say you?"

Ulric thought for a long time, considering Taal's conditions carefully. At last, he decided. The storm clouds vanished, and he resumed his favourite form - a great, silver-white wolf.

"Very well," he said - and his voice was like the baying of a hundred wolves, "I accept your conditions."

So Taal took Ulric to a place in his kingdom where a single pinnacle of rock stood out above the forest, pointing skywards like the finger of a god.

"Here is the place," he said, "I had been thinking of making myself a temple here, so that my most faithful followers can prove their devotion by climbing

to the top. But since you have asked, I shall make you a gift of it."

Ulric walked all round the pinnacle, and looked at it from every side. Then he struck the rock a mighty blow with his fist, shattering the top and leaving a flat stump a mile across.

"This will make a good place for a temple," he said, "and on this rock shall grow a great fortress city, secure against all enemies. The fires in my temple here shall burn eternally, and men shall look here to find me, above all places in the world.

"Thank you, brother, I am more than pleased with your gift."

And so it came to pass. The Humans of The Empire found the "Fist-strike Rock" (or Fauschlag in their tongue), and on its summit a rocky fortress and a mighty temple were built. And, in the fullness of time, the fortress grew into a city; and the city was named Middenheim - the City of the White Wolf.

how to use this book

This book is intended as a reference work for GMs only. The large, colour map of Middenheim can be cut out and shown to your players, and there are a number of appendices at the back which you may wish to photocopy to give to your players during play (permission to do this, for your own personal use, is given herewith!), but the bulk of the material presented here is for your eyes only.

This book is your key to the City State of Middenheim - whether your players' characters go there to buy that special item they always wanted, or to do some trading, or set up a criminal racket, or even just to see the sights. Within the pages of this book, you'll find more than enough to satisfy their needs and keep 'em busy for weeks!

All the background you need is here - history, campaign ideas, 'cameo' adventures, NPCs, detailed descriptions of temples, shops, inns - the list is endless. Take some time to flick through the book, and familiarise yourself with the lay-out. You don't need to memorise the whole thing, nor even read it all at once - but you should be aware of where the different kinds of information can be found.



city adventures

City adventuring may not come easy to players used to "dungeon-bashing." But a good GM can make it just as much fun, just as tension-filled as any raid on an Orc lair, for example, and we have tried to provide plenty of tips and hints on how to keep your players interested and on their toes.

Unlike a 'hack & slash' adventure where the players' characters use survival and combat skills to battle against a hostile environment, city play revolves around the role-playing and the use of role-playing skills. **Warhammer Fantasy Roleplay** is ideally suited to such adventures, providing a plethora of skills which can only be used to greatest effect in an urban environment.

Adventures will arise simply from the PCs wandering the streets - but it's up to the players whether their characters decide to get involved or not. As a richly dressed merchant raises a hue-and-cry after a wily pickpocket, the characters have the chance to join in the chase - earning the gratitude of a wealthy patron - or they could mislead the pursuers and make a useful underworld contact, or they could simply shrug their shoulders and walk away.

Social interaction is both the vehicle and object of each game. Prepare your encounters to test the players with a variety of pressures - from the coarse insults of an itinerant drunk, to the snooty comments of a privileged nobleman. And don't always let them get away with a violent response. Make the point that Middenheim is a civilised place - and those who behave like barbarians tend to die like them! The players need to remember that the City has a complex legal code - and its authorities have the magical and martial means to enforce it!

planning

Try to learn what the intentions of the player characters are, before play starts - perhaps you could conclude each session by asking them to say what they intend to do next time, so that you can prepare accordingly.

Armed with this information, you should prepare a variety of encounters beforehand - from interesting things they might see (e.g. a funeral procession), but which aren't really intended to get them to do much, to extended 'cameo' adventures - a run-in with a few Chaos cultists, maybe, or an encounter with a clever conman (see p80, for more ideas).



But don't forget Murphy's first law of GM'ing - "No matter how much preparation you do, the players are bound to come up with some brilliant idea or oddball scheme which you failed to foresee." So it's a good idea to have a stock of 'one-off' encounters which aren't dependent on a particular location; have a Watch patrol arrive and

start asking everyone's names, occupations, places of residence and so on; or have a drunk suddenly come crashing through the window of a nearby inn; the possibilities are limited only by your imagination. With practice, you'll soon find yourself more than happy to make things up as you go along - and then the *real* fun begins.

the city of middenheim

Ancient and imposing, the walled city of Middenheim perches atop a sheer-sided pinnacle of rock rising five hundred feet from the surrounding countryside. Around it, on all sides, stretches the seemingly endless forest, and to the east lie the desolate Middle Mountains. Middenheim has stood for over two thousand years; it is not that far to the spawn of Chaos in the north, and the Drak Wald forest harbours isolated bands of Beastmen, but the solidity and majesty of the city seem to hold out the hope that it will endure for centuries to come.

history

The History of Middenheim is enshrined in a vast number of different sources. There are ancient and academic manuscripts, myths and legends (some of them in epic poems, others preserved only by word of mouth), Temple records, and so on. Major events in the City's long and chequered history are outlined in the *Timeline* (below). This is followed by a few short extracts from a variety of

sources, dealing with but one or two of these major events. Notes on where these sources may be consulted, and how else the PCs might come to learn of the information therein, are provided in each case.

The extracts presented here represent but the merest tip of the iceberg. Feel free to invent extra myths and variants to feed your players when they consult libraries, talk to priests and so on. There will undoubtedly be a fair amount of falsification, and distortion of facts, depending on the author of the particular source - the Temple records of the Temple of Ulric make no mention of the High Priest's humiliation by Magnus the Pious, for example, while the Sigmarian version has three or four tomes devoted to this apocryphal incident (see *The Year of the Shaming*, page 9).

The point of all this background is twofold: first, we think it's fun (and anyone who says it isn't obviously disagrees), and secondly, it provides the foundations on which most of the adventures in *The Enemy Within* are

built. By making your PCs investigate the City's history, you have a neat way of communicating the atmosphere and background of the campaign, and of making them feel involved in something larger than life; a way of showing them that their actions are but one small part of a vast tapestry.

a timeline of middenheim

Date
(Imperial
Calendar)

- 50 Artur, chief of the Teutogens, discovers the Fauschlag rock - site of future Middenheim. He enlists the aid of a Dwarven clan to tunnel up through the rock and build a mighty fortress.
- 63 Wulcan, High Priest of Ulric has vision of deity and builds



a temple on the site (completed 113) - starts steady stream of pilgrims.

- c100 Town's wealth grows as trade increases between Altdorf and the North, and between Talabheim and Marienburg. Influx of wizards to help with magical reinforcements of city walls.
- 100-550 The Rise of Cult of Sigmar builds into open conflict with High Priest of Ulric. Tension culminates in Graf Wulfgaeng (who narrowly misses being elected Emperor) putting new dynasty under pressure to grant the City provincial status.
- 555 To avoid Middenheim's complete secession from Empire, charter is granted. First Knight Eternal created - symbol of City's impregnability
- 1111 Black Plague sweeps The Empire, but bulk of Middenheim's populace avoids the plague, thanks to strict policy of isolation enforced by Graf Gunthar - unfortunately, many starve.
- 1152 Age of Wars begins. Middenland is annexed by City State and Graf Erich of Middenheim takes title of Grand Duke of Middenland as well, gaining 2 electoral votes.
- 1360 Difference of opinion between Graf Heinrich and High Priest of Ulric leads to High Priest moving to Talabheim to support Grand Duchess Otilia to start Age of Three Emperors (of TEW, p11).
- 1547 Rapprochement between High Priest and Graf/Grand Duke Heinrich is achieved by Cult accepting vow of celibacy for all priests (to avoid High Priest of Ulric founding rival dynasty). When Graf/Grand Duke's bid for throne fails, he declares the election a sham and himself the rightful Emperor.
- 1550 Start of Civil War - Middenheim wars with Talabheim, Middenland again becomes a separate province.



1812 Middenlanders lay siege to Middenheim - repulsed with Dwarven aid. Undercity is 'sealed for all time' and much reconstruction/re-fortification work undertaken.

1979- The Dark Ages: spread of Chaos cults throughout The Empire; the "Wizards' War" in Middenheim ends in banishment and execution of a number of Demonologists and Necromancers.

2302 Incursions of Chaos: Magnus the Pious (of TEW p12) visits the City and humiliates the High Priest who makes pathetic attempts to brand him a heretic.

2369 Gunthar von Bildhofen (brother of Magnus the Pious), having antagonised the current Grand Theogonist of the Cult of Sigmar, fails to be elected Emperor. His arrival in Middenheim from Nuln marks a turning point in the history of the Todbringers (distant relatives and future rulers).

2371 Marriage of Gunthar's grand daughter to Boris Todbringer; their son becomes first Todbringer Graf of Middenheim (great grandfather of current Graf).

the extracts

Earliest Records

The accepted version of the earliest foundings of the City comes from the "Tale of Artur and the Holy Gale" - an epic poem ascribed to a tribal loremaster of the time of Sigmar (see also p4).

It was Artur, Chief of the Teutognens who first saw the great pinnacle of rock which now bears the City of Middenheim. The Fauschlag he named it - meaning Fist-Strike - but which came first, the legend or the name, is not known.

The legend of the creation of the Fist-Strike rock, and the following excerpt from Artur's tale, can both be found in the Lore Haus of the Temple of Ulric. It is not actually necessary for characters to gain access to this vast library, for Brother Bengt, one of the junior clerics, is widely acknowledged as the City's greatest expert on early history, and he will happily regale unsuspecting visitors with this information at the slightest opportunity.

It was some 50 years before Sigmar's crowning, that Artur brought his tribe through the Drak Wald forest to the Fauschlag. For the great rock was but a few miles from the Middle Mountains, and such places are rich in iron; and where there is iron, there are mines; and where there are mines, there is trade and wealth; and all these things need the protection of fortresses.

Artur's people were not renowned as builders, but the Dwarfs of the Middle Mountains had been forced from their ancient home, and were only too willing to aid the Humans in return for a share of the protection offered by the towering pinnacle.

A hundred years passed before the work was complete and a craggy fortress appeared on the Fauschlag's plateau. And in that time Artur fought and lost to Sigmar in single-handed combat, Sigmar became Emperor, and ended his reign with a final journey as a mortal man. But by the 60th year of The Empire, the fortress was complete. So it was that the Teutogens - the last nomads of warrior nation, and the tribe which once had rivalled that of Sigmar himself - finally came home.

Now although some small veins of gold were found in the Fauschlag, the Dwarfs were never able to return to the Middle Mountains, and the anticipated mines were never established. Many were the prospectors who mounted optimistic expeditions in those early days of The Empire, but few returned. And those that did stagger back into the burgeoning fortress town bore nought but scars, and fearsome tales of Ogres and Trolls...

The Founding of Ulric's Temple

The following story features in many of the Temple's friezes, frescoes, engravings, and mosaics. And, of course, Brother Bengt tells it exceptionally well, and at great length:

It was about this time that Vulcan, Artur's son and High Priest of the Cult of Ulric, was granted a vision. Ulric himself appeared before his servant, cloaked in a silver-grey wolfskin and towering above the Fauschlag rock. The god smote the rock with the butt of Blitzbeil - his massive war-axe - and a fountain of fire burst forth. 'Here shall stand my temple,' he boomed. 'As long as this fire burns in its hearth, your people shall endure.'

Filled with Ulric's energy, Vulcan wasted no time in consecrating a temple on the holy site. The massive edifice took nearly 50 years to complete, but Vulcan lived to see it finished; largest of all the Old World temples.

The flame which erupted from the spot where Ulric's blow fell still burns in a great hearth before the Temple's high altar. It is said that the fire can do no harm to a true follower of the god - and many 'heretics' have perished in its flames to 'prove' the point. The flame has another magical property, however, and one that is known to few; namely,



that any blade left within it will gain temporary magical powers. The powers conferred vary - sometimes the weapon gains bonuses to hit and damage, sometimes it merely enables the wielder to strike beings immune to non-magical weapons. In any event, the weapon's magical properties quickly fade, and have never been known to last longer than a week.

The Growth of Middenheim

The sheer size of the temple would have been enough to ensure a steady flow of pilgrims, but as word of the reason for its founding spread, the flow became a torrent. In those days, the Cult of Sigmar was still in its infancy (and far from generally accepted outside the Reikland), so, for a little while, Middenheim became the religious focus of the whole Empire.

And with the building of the Temple, the town's fortunes took a dramatic upturn, from which it never looked back. As the roads became safer and more reliable, trade increased rapidly - and Middenheim found itself on a great crossroads between Altdorf and Salzenmund, and Talabheim and Marienburg.

The Rock of Mages

It was around this time that Middenheim began to acquire its reputation as the magical capital of The Empire. Graf Erich - the City's Ruler of the time - was desperately keen to enlist the aid of The Empire's Wizards for the magical reinforcing of the City's defences. He allowed them to create a Guild of Wizards and Alchemists and even awarded the High Wizard and her deputy a generous stipend from public funds. Given this tolerance, not to say support, of Wizards from official quarters, every would-be sorcerer in The Empire came flocking to the place, begging for a place as an apprentice.

The Knight Eternal

According to an ancient tome in the Collegium Theologica (location 32, p44), the office of the Knight Eternal dates from when Middenheim first received its charter as a City State. The story does not translate easily - it is full of obscure symbolism and mysterious references which scholars still argue about - but the gist of it is presented here for your edification.

Hearken ye now to the words of the Sybil, the wise-woman, bearer of the sight that goes beyond time and space. 'People of the Middle City, revellers in dung! Look to your sons! Unless there be one among you who is great in virtue, you are doomed. Let those that have wisdom take their own counsel and choose a champion from what men of honour still remain. For I have seen the warning in the stars - find ye the Knight Eternal, or perish in the abyss!'

So the Graffe did summon his warriors and knights, and gave them his blessing before sending them out into the forest that one alone might return with some sign or token of his worthiness. He that returned was named Siegfried - and from his spear hung the head of Zakash - the Chaos Warrior whose raids had robbed many a family of child and home. The people rejoiced, and the Graffe gave unto Siegfried half his treasury. Then, most wondrous to tell, a suit of dazzling white armour appeared on the altar of Ulric's temple, and the High Priest at once delivered it to the Knight, confirming his place as Ulric's chosen warrior.

From that day on, the suit has been passed from Knight to Knight - successors being appointed by the Graf and blessed by the High Priest. Some people believe that there is but one Knight, whose spirit passes from body to body. Others scoff (in private) at such 'superstition', but no one doubts the value of the Knight's office and reality of the magical armour.

Middenheim and the Middenlanders

Although the City takes its name from the large province known as the Grand Duchy of Middenheim, the latter was always ruled from Carroburg on the River Reik. Always that is, until the Age of Wars (see TEW, p11).

In the year 1152, while the Grand Duke of Middenland lay dying, and his sons squabbled over who would succeed him, Graf Erich led his army through the Drak Wald forest and took Carroburg by storm. He took the title of Grand Duke of Middenland for himself, and for nearly 200 years his heirs ruled two provinces.

But in 1550, during the Age of the Three Emperors, self-proclaimed 'Emperor Siegfried' over-reached himself. Declaring war on the 'second' Emperor in Talabheim he marched out of the City at the head of a mighty army. And while he laid fruitless siege at the gates of Talabheim, the nobles of Middenland took their chance, and renounced his rule. Siegfried's attempt to take Talabheim failed, and his army was left demoralised and depleted by desertion and disease, leaving him with no hope of retaking Carroburg. So the man who had hoped to rule an Empire ended his reign with less than when he came to the throne.

But that was not the end of the conflicts between the City and the Duchy.

In 1812 the Middenlanders almost captured Ulric's City. After a nine-month siege, Grand Duke Karl-Heinz broke through into the tunnels which honeycombed the Fauschlag, and would have taken the City were it not for the valiant defence of the Dwarven tunnel-fighters. This proved to be the Grand Duke's last chance, for with the coming of winter, his army melted away back to the warmth of their farmsteads.

The City's Dwarfs were hailed as heroes, and undertook the task to seal the tunnels "for all time." Ever since, they have been accorded especial honour and respect in the City.

All these events are documented in various annals and City records. The most notable works on the subject are *Middenheim's Rise, Fall, and Stumble* by Sigismund Strechel, and *The Wars of the Poses* by Ernst Gibbonstein (so called because of the contrast between the warlike statue of Artur in the grounds of the Graf's Palace, and the humble stance of the statue of Grand Duke Karl-Heinz in Carroburg). Both works may be found in the libraries of the Collegium Theologica (p44), and of the Temple to Verena (p35). But these events are well-known to the inhabitants of Middenheim anyway, for they are still commemorated by martial parades and feasting at the appropriate times during the year.

The Year of the Shaming

The disintegration of The Empire over the next 500 or so years has been recorded elsewhere (see TEW, p12). But the year 2302 is remembered in Middenheim not just as the start of the last Incursion of Chaos but also as the "Year of the Shaming."

When Magnus the Pious travelled The Empire, rallying people behind his banner in the cause of unity and "lest the Chaos hordes o'erwhelm us",

Middenheim was slow to respond. The High Priest of the time saw a chance to discredit the followers of Sigmar "once and for all", and had his agents foster rumours that Magnus was at best a fraud, and at worst a servant of the Chaos gods he purported to hate.

But Magnus came to the City in secret, and when the High Priest was delivering a sermon denouncing him as a blasphemer, he arose from the middle of the near-hysterical congregation and confronted the High Priest in his pulpit. 'If I am a blasphemer,' he said calmly, 'then the Fire of Ulric will surely consume me.' And he shrugged off his cloak and stepped into the flames. The people gasped in disbelief, then dropped to their knees as one. For after a few minutes in the flames, Magnus emerged completely unscathed. Not a single hair was so much as scorched.

In vain did the High Priest cry 'Sorcery!'; the people knew who to believe. They joined with Magnus and fought at his side on the Kislevan borders, where the 'churning sea' of Chaos broke around them - and withdrew!

The Shaming of Ulric's High Priest is not mentioned by his Clerics today - except to pooh-pooh it as a myth. But the Temple of Sigmar has many versions of the story - some of which are even reputed to be eye-witness accounts. Nevertheless, it is a measure of how much Ulric's Cult has recovered, that even Werner Stolz, High Priest of Sigmar and confidant of the Grand Theogonist, would think twice before reminding High Priest Ar-Ulric of this event.

This then, is the 'potted' history of Middenheim; a brief sample of some of the major events whose echoes are still reverberating in the corridors of power.

people and RESOURCES

Today, Middenheim is the second largest city in The Empire - after Altdorf. The resident population of Middenheim (according to the last census taken two years ago) is 13,224 - this sort of information is available from offices of the Worshipful Guild of Legalists (location 15, p37). Of course, the census only includes the heads of tax-paying households, while the size of Middenheim's constantly swelling army of vagrants, thieves and beggars can only be guessed at.

The buildings of the City are made from slate-grey stone mined from the Fauschlag rock itself, and from the hardwoods of the forests. The architecture is extremely imposing;

Middenheim has a reputation for its gifted artisans, and the spacious Palace of the ruling Graf Boris Todbringer and the vast castle-like Temple of Ulric are just two of the more stunning examples of their work over the centuries.

Followers of just about every career in the WFRP rulebook can be found somewhere in the City, and the *Gazetteer* (p27-50) provides a rough guide to what types of person may be found where. But some of the larger and more influential groups are worth noting now.

First, there are the merchants and tradesmen. These range from street peddlars, with their trays of foodstuffs or trinkets, to fabulously wealthy entrepreneurs who export timber and the produce of the City's justifiably renowned artisans. These latter form the second group and include master smiths, carpenters, engineers, coach makers, and so on. The products of their labours are in demand all over The Empire.

Finally, the City has always contained many scholars and, notably, magicians, and their services are frequently in demand. They are consulted even by travellers from beyond The Empire.

Not surprising then that the City is such a wealthy place, at least for some... Some of the City's wealth is inherited from the past (not least from the gold mined from the Fauschlag some 2000 years ago), but even today the inhabitants enjoy relative prosperity. While the surrounding lands are not particularly fertile, harvests of basic foodstuffs have been fair for some years and slight surpluses have been accumulated.

Beyond the city walls

But the City State does not end at Middenheim's fortified gatehouses. Many of the surrounding towns and villages come under the Graf's suzerainty: their inhabitants must pay his taxes, fight in his armies, obey his laws and so on.

Surrounding villages are located close to the City (see the Area Map, p94); few local people would wish to live far away in the forest, many miles from the sanctuary of the fortress city. Indeed, while the Drak Wald forest provides an enduring resource of hardwood it is also home to large bands of mutants and beastmen. And while the Templars of Ulric and the Graf's Knights Panther will occasionally mount raids to keep them in their place, they remain an ever-present threat.

Known as the Warrenburg, it is home to many of those who either cannot afford or will not deign to live in the City proper. Refuge of highwaymen and bandits, this place is also subject to intermittent raids - but it is rare for a major criminal to be caught at home on such occasions.

The *Area Gazetteer* (p95) gives further details of the local settlements around Middenheim and the economics of the communities.

middenheim society

The Todbringers

The current ruler of Middenheim is the Imperial Elector Graf Boris Todbringer, and the Todbringers are a family with a most distinguished lineage. They are distant relatives of the von Bildhofen family, descendants of Gunthar von Bildhofen - brother of Emperor Magnus the Pious, the virtual saviour of The Empire in times still remembered in verse, prose and song. Graf Boris has ruled within the context of a semi-democratic government developed by his forebears; technically he enacts all laws within the City, but he has many advisors and interested parties (merchants, artisans, religious leaders, and others) can make recommendations and representations to him through a variety of Burgerlich Kommissionen (City Councils), or even directly in some cases.

For further details of the political structure of the City, see *The Politics of the City State* (p15).

But the Graf's enlightened approach to rulership has one important consequence to be highlighted now - Middenheim is, perhaps surprisingly, a rather liberal place. Its people tend to be tolerant, even trusting, and while some parts of the City are poor, not to say squalid, Middenheim is a better place to live than many imperial cities. This liberalism might seem odd in a fortress city. It surely has much to do with the fact that the Todbringers have, for many years, taken care to listen carefully to their people when making and enforcing laws. The presence of many scholarly people, and the relatively harmonious relations between races, also perpetuates the liberalism of Middenheim.

Race Relations in Middenheim

In addition to the majority Human population, there are some 600 Dwarfs, about 300 Halflings, and just under 100 Elves. There are very few Gnomes, however, and the few to be found are

frequently wanderers, just passing through. (Rumour has it that the rarity of Gnomes in the City dates from the reign of Graf Dieter; he is reputed to have refused the services of a Gnomish jester, sent by the Chieftain of the Mirror Moors himself!).

Dwarfs: Many of these work as stonemasons, builders, and artisans, and a few are even members of the City Watch. They are very much at home here; the Middenheim Dwarven Engineers' Guild (location 36, p45) is the largest in The Empire and it is common for a Dwarf to point out one of the grander buildings in the City and state, "My great-great-grandfather built that." And of course, they are still remembered as descendants of the tunnel fighters who saved the City in 1812.

Elves: Some work as scholars, others as entertainers in the many cultural activities of the City, and nearly all are retired adventurers. Importantly, the relations between Elves and Dwarfs are better here than in many places, partly because their interests do not conflict and partly because of the generally liberal and moderately affluent nature of the City.

Halflings: Some of these work as cooks in the homes of the more wealthy families and some have restaurants and hostels of their own - catering for the wealthy, and the many visitors to the City, is a profitable business. Many of them are fairly comfortably off and their community is a contented one.

Mutants in Middenheim

The incidence of mutant births is not high in the City, but the reasons for this remain a mystery. Some claim that it is due to the powers of the Fauschlag rock, or the water of its wells, while others maintain that nothing else could be expected in Ulric's chosen city.

Concealing a mutant remains a capital offence - Graf Boris has shown no signs of enforcing the Emperor's recent edict (see *DOTR*, p9). Reactions of the



people vary - mutant babies may be strangled at birth, taken into the forest and left, or hidden by their parents until old enough to fend for themselves. Those afflicted in later life tend to behave in two ways - they either throw themselves off the Cliff of Sighs, or make their way to the cemetery in Morrsark (p47), where rumour insists that a growing community of mutants is fostered by the City's Chaos cults (see p58). The idea of taking refuge in the Drak Wald forest is rarely considered - the zeal with which the Templars of the White Wolf and the Knights Panther raid its darkest glades being sufficient deterrent.

so why visit middenheim?

The Great Fortress City State of Middenheim should have many attractions for your players. If you are playing *The Enemy Within* Campaign they will have at least two reasons for wanting to come here: first, they should suspect that Middenheim is the headquarters of the Tzeentchian Cult of the Purple Hand, and second, they will have learnt that the sole surviving member of the von Wittgenstein family (see *Death on the Reik*) has recently moved to the City and insinuated himself into some highly influential circles. General details of organisation and operations of these cults are provided here, while the climactic events which will culminate in their triumph or destruction are covered in the next *WFRP* adventure supplement - *The Power Behind the Throne*.

But you need not be playing the campaign to make full use of this City Guide. Middenheim is an excellent place from which to draw new or beginning player characters. Several plot outlines are provided (pp80-83), and page 92 is intended to give newly created Middenheimer PCs all the background they need.

Player characters may also be drawn to the City in search of tutors for a particular career change, or by hearing about one or other of the many festivals to which the City is host during the year.

Initiates of Ulric ought to be more than eager to embark on a pilgrimage to their Cult's foremost temple, and other Academics should be burning to visit the Collegium Theologica (see p44). Or why not have a long-lost relative invite the PCs to visit him or her in the City?

You can be sure, at any rate, that once your group has made the journey here, they won't be disappointed!

RELIGION and worship

This section deals with the major 'official' cults in Middenheim: Ulric, Sigmar, Shallya, and Verena (see WFRP, pp200-205, and TEW, pp21-23). Details of worship of the Chaos Gods in general, and the Cults of the Purple Hand and the Jade Sceptre in particular, are presented on p58-62.

General information

Most Imperial town- and city-dwellers regard themselves as fairly sophisticated, 'civilised' types, and Middenheimers are no exception. The bulk of the populace have little time for organised worship until they need something that only the gods (or their clerics) can provide.

Even so, religious leaders are extremely powerful in the City's political hierarchy. High Priest Ar-Ulric of the Cult of Ulric is the head of his Cult for the entire Empire and is also one of the Provincial Electors with the power to elect a new Emperor should the present incumbent die (or otherwise need replacing - cf TEW, p16).

Graf Boris himself is a reverer of Ulric, not least because the Grand Theogonist of the Cult of Sigmar was in no small part responsible for his ancestor Gunthar not becoming Emperor when Magnus the Pious died. However, Werner Stolz - Chief Priest of the Cult of Sigmar in Middenheim - is known to have very cordial relations with both the current Grand Theogonist and the two Arch Lectors of Sigmar's Cult in Talabheim and Nuln (all also Provincial Electors). These three make a point of making at least one annual visit to Stolz, and the tension between the cults is clear enough below the formal, seemingly placid surface. Stolz awaits any chance of 'putting one over, on Ar-Ulric and his Cult, even here, in its apparently strongest power base.

These two cults are considerably more important than any other within the City, although that of Shallya is popular with many of the commonfolk, while many of the City's Wizards pay at least lip service to the worship of Verena - if only to gain access to the Temple library!

the celibacy issue

In 1360 the then High Priest of Ulric had left Middenheim under something of a cloud to espouse the cause of Grand Duchess Ottilia in Talabheim. Graf



Heinrich responded by banishing all but the most junior Clerics of Ulric and replaced the Temple Guard with his own Knights. Two hundred years later, when a later High Priest wished to end this 'exile', and return to his residence in the Cult's foremost temple, Graf Siegfried the Significant insisted that a number of conditions be met first. The most important of these was the adoption of a vow of celibacy by all Clerics (not Initiates) of Ulric. This was to ensure that no High Priest would ever be able to start

a dynasty to rival that of the Graf's own.

Needless to say, although the High Priest of the time accepted the Graf's terms, there were many Clerics for whom such a lifestyle was anathema. To this day, there is a sizeable, if secret, faction which still plots to have this restriction removed. And they have their strongest champion in the current High Priest! Ar-Ulric (see p 84) is a relatively young (and virile) man - for a High Priest - and he is not without ambition. He is,

of course, totally loyal to Graf Boris, but the latter has been losing his grip lately (see p15), and Ar-Ulric dreams from time to time, of fathering a family whose scions could one day bear the titles of both High Priest *and* Graf.

Inter-cult hostilities

The Celibacy Issue is not the only cause of unrest among Ulric's clergy. Small enclaves still work to promote the Sigmarian Heresy (cf. TEW, p22). Their propaganda ranges from suggestions that followers of Sigmar are misguided, worshipping Ulric under another name, to allegations that they are tools of the Chaos gods, whose spells are granted not by a deity, but by demons!

Ulric's Templars of the White Wolf are believed to be supporters of the latter group. They have even gone as far as instituting a series of 'pogroms' against "Sigmarian trouble-makers" in some of the more remote Middenland towns, sparking off riots and other protests. So far, however, both Graf Boris and the High Priest have remained silent on the issue. High Capitular Werner Stolz of the Temple of Sigmar is rumoured to be compiling a report for the Grand Theonist and requesting a detachment of Templars of the Fiery Heart to protect the Cult's temples. This will be neither denied nor confirmed, should the PCs enquire at the temple, but it is common knowledge that Stolz has not been admitted to see the Graf for over six months.



Clerics of Sigmar in the City itself suffer only the occasional minor abuse or petty vandalism from anonymous thugs. Sigmar's Temple, and more particularly the attached school, is also subject to outbursts of religious ill-feeling; bricks are sometimes thrown through windows and Ulrician slogans daubed on walls. While Ar-Ulric publicly denounces these incidents, the rivalry between the two cults is not heavily discouraged.

temples

Details of the major temples are provided in the *City Gazetteer* - but for reference they are listed on the *Table of Temples* (below). Information shown includes the names of their High Priests or important, resident clerics, and the numbers and levels of their other attendants. No profiles are given, as it is extremely unlikely that these NPCs will be called upon to do battle.

Table of Temples			
Temple	Location/ Page Ref.	High Priest	No. of Attendants
Ulric	10/35	Ar-Ulric* (4th Level)	2 x 3rd Level; 4 x 2nd level; 6 x 1st level; 10 Initiates
Sigmar	28/43	Werner Stolz (3rd level)	2 x 2nd level; 4 x 1st level; 6 x Initiates
Shallya	38/47	Isolde Begegnen 3rd level	1 x 2nd level; 2 x 1st level; 3 Initiates; 2 Physicians
Verena	11/35	Etelka Mueller (3rd level)	1 x 2nd level; 2 x 1st level; 5 Initiates
Myrmidia	39/47	Uli Hanseher (3rd level)	1 x 1st level; 2 Initiates
Morr	40/47	Albrecht Zimmerman (3rd level)	2 x 2nd level; 3 x 1st level
Grungni	33/45	Mungrim Dalmin (2nd level)	1 x Initiate

* Ar-Ulric (see p84), as an Imperial elector and one of the Graf's inner circle of advisers, is the second most powerful man in the City. He does not grant audiences to every Thom, Bengt, or Heinrich!

Shrines and Minor Temples

In addition to the major temples marked on the map, there are numerous shrines dotted around the City. Some are the size of small chapels, others little more than statues - locate these wherever you will. If need be, you can use the map on p331 of the rulebook.

Similarly, you should feel free to locate the temple of any other deity you need, anywhere within the City. Simply scan the *Gazetteer* to choose an appropriate district and make a note of the temple's location.

Visiting the Temples

'Welcome, my children, do come in - the temple is always open... May I ask, are you pilgrims? Or merely in search of spiritual guidance? Or perhaps you are scholars wishing to consult the temple's extensive library? I'm afraid the High Priest is in prayer just now, but I'd be more than willing to show you 'round - the temple has lots features I'm sure you'd find fascinating. Over there is the skull of our very first High Priest; behind this wall is the cell where Konstantin - the Mad Monk - was walled up for heresy in 1272; oh - and here is the gold collecting plate donated by Graf Otto -

most of our visitors are *very* generous, you know...'

Visitors are always welcome at all of the City's temples - assuming that proper respect is shown. As long as there isn't a service or ritual in progress, the duty Cleric/Initiate will be happy to show the PCs around, discuss theology, explain how access to other facilities (libraries, etc) may be granted, and so on. Almost without exception, however, the Clerics will refuse to discuss politics. So, unless you have a specific reason why a Cleric should be a source of information on, for example, the secular role of the Cult of Ulric, Clerics will simply refuse to discuss such matters.

Services and Rituals

There is a 10% chance of a service being in progress when the PCs visit any temple. The nature of the service is up to you - and you can always rule that the PCs can't make head or tail of it - unless they've been regular temple-goers, there's no real reason why they should. That said, here are some ideas:

The priestesses of Shallya occasionally hold special prayer vigils - such as when a nearby village is stricken by an outbreak of Red Pox (see *WFRP*, p82)

The Temple of Verena is where most marriages are held (at least, those of the upper- and middle-classes).

Werner Stolz, High Priest of Sigmar, is particularly fond of long sermons warning about the need for vigilance against the "creeping horrors of chaos".

Newly dubbed Knights Panther and Templars of the White Wolf (a fairly rare event) are invested with a special ceremony at the Temple of Ulric.

Funerals and memorial services are, of course, the sole province of the Temple of Morr.

Additionally, of course, all temples hold regular sessions of worship - especially at festival times (see *TEW*, p33)

Praying for Guidance

GMs of *Shadows Over Bogenhafen* will be familiar with the notion of devout PCs visiting temples to pray for an answer to their problems. *Think twice before you band out information in this way!*

Nevertheless, if your PCs *do* try this approach, it gives you an excellent excuse for some manipulation! 'Nuisance' characters can be given cryptic warnings, obscure messages can be used to send the group on a wild goose chase, or simply to get them to visit a particular location, and so on.

Other Functions of the Temples

In addition to providing spiritual guidance, some of the temples are involved in other activities, some of which may interest the PCs. Access to such facilities will only be considered if a suitable 'donation' is made.

The Temple of Ulric (p35) provides training and barracks for the Templars of the White Wolf (p20) and administers Religious Justice throughout the City State (see p22).

The Temple of Sigmar has a large annexe devoted to a small educational establishment known as the Gragh Mar School. The children of all of the few followers of Sigmar in Middenheim are educated here between the ages of 8 and 13. Monks of the Order of Gragh Mar run the school, which was established in 2340 by order of Magnus the Pious. The monks' order (the name is Dwarven for 'Stone Tablet') is a teaching order dedicated to teaching Imperial history and law as handed down in the writings of the Cult. The school was founded because The Emperor had become concerned about the version of history taught by the followers of Ulric in the Collegium Theologica (see p44).

The Temple of Shallya (p47) runs an infirmary for the poor and the sick. There are usually some half-dozen, volunteer physicians and/or surgeons in attendance, and their services may be hired by the PCs (provided there are no other more urgent cases) for a fee of 5GCs. *Cure Poison*, *Treat Illness*, and *Heal Injury* spells are available from the Clerics at a cost of 10GCs per magic point expended.

As well as its work helping the sick and poor, the Temple of Shallya also runs a small orphanage and school. This was founded twenty years ago by the High Priestess Isolde, who decided that the roots of crime and bad health lay in social deprivation. She felt that if orphans were properly cared for and educated they would be saved from a squalid life of crime and poverty, and at the same time they would provide a living example of the benefits of self-improvement.

There are some twenty orphans of both sexes in the orphanage, ranging from three to twelve years of age. Here they are given a basic education and religious instruction, earning their keep by carrying out simple household tasks. At the age of twelve, the Temple sponsors their apprenticeship to the City's artisans. Isolde is very proud of the orphanage, and has great hopes for its future. She rarely passes a conversation with any citizen of any standing without mentioning the orphanage at least once, and slipping in a heavy hint that a donation or some other form of assistance would be appreciated.

The Temple of Verena (p35) maintains an extensive library wherein are stored some extremely rare manuscripts from all over the Old World. Supervised access to the library is free to anyone with a letter of introduction from the Worshipful Guild of Legalists (p37), the Wizards' and Alchemists' Guild (p44), or the Collegium Theologica (p44). Of course, donations towards the library's upkeep are always most gratefully received. Books may not be removed from the library under *any* circumstances.

Additionally, the Clerics provide a sort of 'arbitration' service over matters which the law is not adequately equipped to deal with (e.g. disputes over land rights, or a verbal contract, etc.).

The Chapel of Morr (p47) is responsible for ensuring that all corpses are properly 'disposed of'. Those that can afford it may be buried in Morrspark (p47), or interred in the extensive catacombs beneath the Chapel. Paupers and other unfortunates are either consigned to the "Flames Eternal" or stuck in a sack and cast from the "Cliff of Sighs" into the dark forests many hundreds of feet below!

BECOMING an INITIATE

To join the ranks of a Cult's priesthood - the chosen servants of a deity - a character must be prepared to make a personal commitment both to the deity and to the organised religion which the Cult represents. This commitment should involve time, money, and effort (preferably mental, spiritual, and physical!) Initiates are bound to protect their deity and its reputation, as well as the reputation of their Cult. They must do so with all their mind - verbal defence; with all their heart - magical defence; and with all their strength - physical defence. Failure in these responsibilities may result in direct punishment or loss of favour from the deity (cf *WFRP*, p194), or in excommunication from the Cult by its hierarchy. A character may never be the Initiate or Cleric of more than one Cult, although there is no penalty for voluntary abandoning one's career as Initiate or Cleric. Changing alignment, or renouncing one's deity is a different matter, however. The character immediately loses all priestly abilities (spells, magic points, and skills gained as part of the Clerical career), and will almost certainly suffer some curse as well (see *the Wrath of the Gods*, *WFRP*, p194).

The first step any would-be Initiate must make is to approach the Temple. There will always be one or more Clerics on duty - in prayer, conducting services, cleaning the place, and so on. Setting aside, for the moment, the basic tenets of the religion involved, applicants will be welcomed, and gently questioned to ascertain their sincerity (role-play this, make a couple of Fel tests, at your option). The applicant will then be introduced to the Cult's Inductor or Tutor - or possibly told to return at a later date when the Tutor will be present.

The Tutor will then spend up to a week examining the applicant, and testing him or her, further. It is quite likely that the applicant will be asked to make up lodging (for a fee) in the Temple community during this period, and will not be allowed to return to the "World Outside," until formally accepted or denied (further details of the qualifications required by the more prominent Cults in Middenheim can be found below).

Once accepted, the applicant must then spend 1D3 weeks in tuition at the Temple

where the strictures and requirements of the Cult must be thoroughly studied. (GM's optional note - if you are not satisfied with the PC's attitude towards this new career, insist that he or she learns the strictures *by heart* and then takes a WP test...)

Applicants who are turned down may either be told to return and try again at a later date, or to abandon all hope of becoming a Cleric of the cult - depending on their suitability and performance during the examination period.

At your discretion the passage of time may be handled abstractly - this is to be recommended if you don't want to delay an adventure, and can work really well if other PCs are undergoing training elsewhere, or waiting for that suit of plate armour to be finished, and so on. Simply instruct the players to mark the appropriate number of days or weeks on their calendar, and then continue with the adventure. Otherwise, you will have to rule that characters in training are out of the game. If the adventurers have been accompanied by one or more friendly NPCs, you can always let them run one

of these characters in the meantime, or even let them start another character. When the original character has finished their training, you should re-take control of the secondary character.

cult entry requirements

Ulric

Applicants must have completed at least 1 Warrior career *or* acquired 3 of the following skills (whichever takes longer):

Disarm; Dodge Blow; Specialist Weapon (any - except Incendiaries or Gunpowder weapons); Strike Mighty Blow; Strike to Injure; Strike to Stun

Sigmar

Would-be Initiates should preferably be recommended by other Initiates or Clerics of the Cult, but anyone may be accepted, provided that they can convince the Temple's tutor that 1) they are of Good or Neutral alignment, 2) they have no goblinoid blood (the ability to produce one's parents in evidence goes a long way, here - otherwise, blood samples will be taken for 'scrutiny' by an attested Physician), and 3) they are free of all and any mutations denoting the mark of Chaos (this involves a very thorough physical examination - unusual moles, birthmarks, etc. may well be enough to debar an applicant (at your discretion)).

Shallya

All applicants must undergo the "Test of Life." This simply involves bathing in water from the spring on which the Cult's main temple in Couronne is built. Anyone who has ever slain any Human being will find their hands stained blood red for forty days and nights, and will thus be debarred from entering the Cult.

promotion to the priesthood

Full details for progressing to the status of Cleric are provided in the **WFRP** rulebook (pp149-150). As an optional rule, however, you may decide to allow a bonus of +10 to the roll on the *Cleric Advance Table* (**WFRP**, p150), for each month spent in study and prayer at a major temple of the character's Cult. The maximum possible bonus obtainable in this way is +40, and the character should be considered out of action for this period of game time. The character should also be prepared to pay for his or her accommodation and food, as well as making some suitable contribution to the Temple's coffers!



Estelka Mueller High Priestess of Verewar

the politics of the city state

who rules middenheim?

A typical response to such a question from any streetwise inhabitant would probably run as follows:

'You wanna know who rules Middenheim? I'll tell you. Graf Boris, that's who. I mean, his word is the Law. It's that simple. He can even ignore the Emperor - if he thinks it's worth it.'

relations with the emperor

Although Karl-Franz I is supposed to maintain absolute control over the whole Empire from his throne in Altdorf, Graf Boris, like the other Electors, is able to do exactly what he wants. The only limits on his power are set by what his neighbouring Electors will let him get away with.

Of course, in time of war, as declared by the Emperor (assuming the Electors feel the cause is just), the Graf is obliged to furnish an army for the Emperor to command. But then again, if Boris didn't *want* to go to war, and he had good reason to believe that the other Electors weren't going to gang up on him (or couldn't afford to do so), then there would be nothing the Emperor could do about it.

Currently, relations between the Altdorf and Middenheim courts are somewhat strained. Graf Boris didn't think much to the Emperor's recent declaration that 'there are no such things as mutants' (cf DOTR, p9). He even went so far as to express the opinion to his Chancellor that 'the old fool has finally cracked!'

Graf Boris' attitude to the Emperor is coloured, of course, by the fact that he is a follower of Ulric (albeit not a particularly ostentatious one) and he suspects that Karl-Franz I is little more than a puppet of the Grand Theogonist of the Cult of Sigmar. Hardly surprising then that High Capitulur Werner Stolz (High Priest of Sigmar in Middenheim) is not a welcome visitor to the Graf's court (see p12).

nordland

The City State of Middenheim is also closely linked to the minor (non-

electoral) province of Nordland. The economic and political ties with this sparsely populated area (its capital is Salzenmund in the Laurelor forest) date from the marriage of Brunhilde Todbringer to the then Baron Ludwig Nikse in 2368. Since that time, relations have been strengthened by the marriage of Boris' father to Birgit Nikse in 2457, and Boris himself took Anika-Elise Nikse (daughter of the current Baron) as his second wife in 2502. Nordland looks to Middenheim for its security, for trade links with the south and west, and provides, in return, the main source of Wood Elf/Human trade, political support, and the occasional regiment of archers.

The *Todbringer Family Tree* (see p16), shows the distinguished lineage of the current Graf. It is intended primarily as an example of how the Imperial nobility is linked by marriage, but may also prove inspirational when you need historical motives for current political tensions.



the graf's advisers

To help with the day-to-day running of the City State, previous Grafs have often surrounded themselves with all sorts of advisers. Graf Boris is no exception. The most important offices at the court are those of Chancellor (the man who likes to say "no!") and the Law Lords (three, very serious, self-important 'experts') who advise the Graf on the political ramifications of his decisions. Other advisers include the High Wizard of the 'Wizards' and Alchemists' Guild, and the three Midden Marshalls (responsible for the standing army and the City Watch).

Brief personality sketches of these and other NPCs can be found on pp84-89.

The inhabitants of the City also have a say in their government (at least superficially). There are numerous Burgerlich Kommissionen (Public Commissions) - one for just about every imaginable aspect of city life, in fact. Their members include both appointees and elected representatives. The Heads of the Komissions all have access to the Law Lords, and are thus, occasionally, able to influence the Graf himself.

Diagram 1 illustrates the relationships between these various institutions and the Graf (see p18).

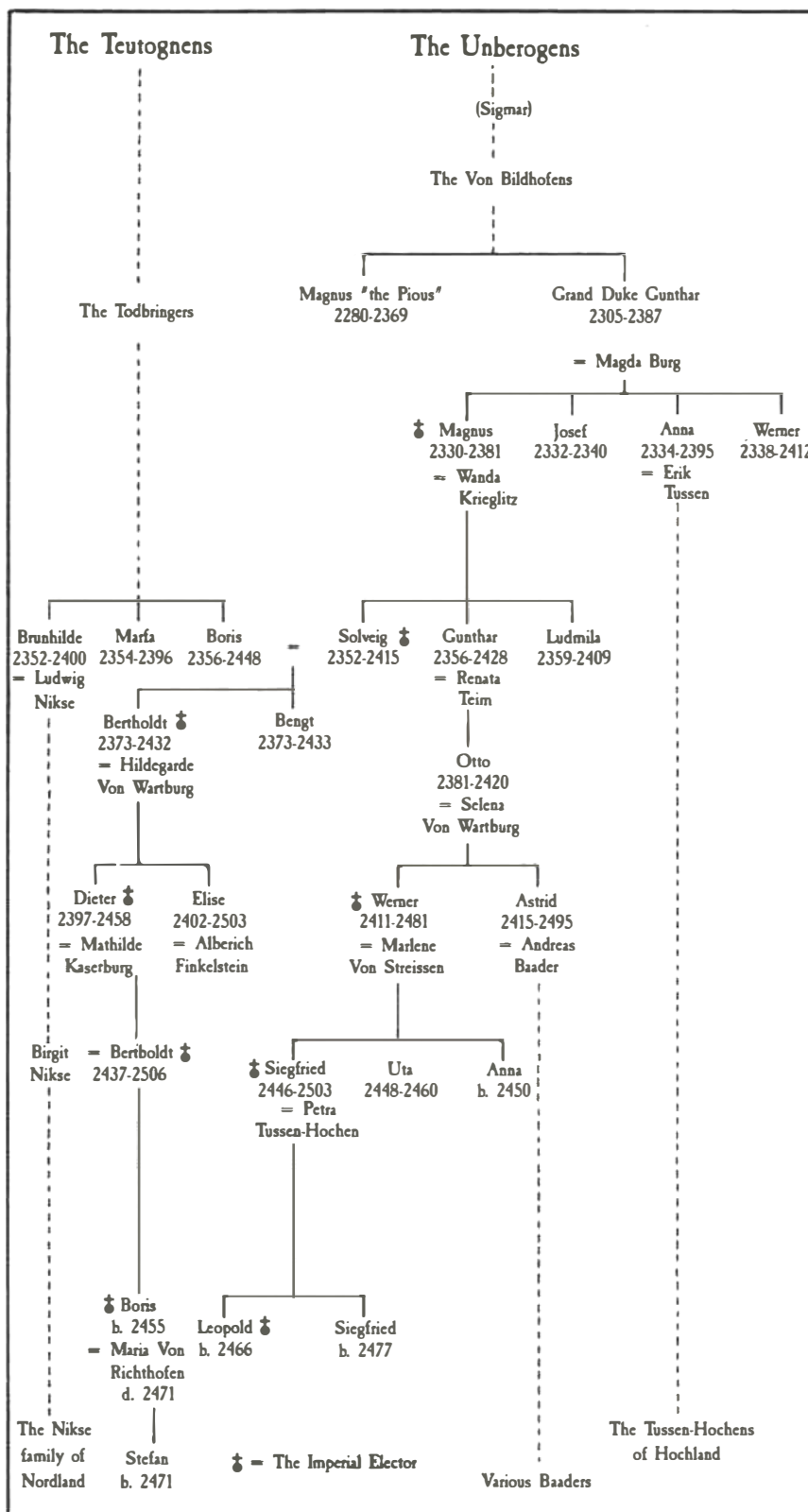
decline and fall?

So much for the theory. In recent months, however, the Graf has been losing his usually firm grip on things. His second wife, the Duchess Anika-Elise Todbringer, died just over a year ago (see p61), and the Graf's grief has slowly degenerated through melancholia into virtual feeble-mindedness, so that he now does whatever a majority of his advisers tell him.

The Graf's Sons

What makes the Graf's decline doubly tragic, is the business of his two sons - the elder by an illegitimate liaison with an ex-Lady of the Court, and the younger by his first wife. The latter is Baron Stefan Todbringer (Boris' first wife died giving birth to him), who was named heir to his father's title the day after he was born. This has proved to be a most unfortunate mistake, for Stefan has grown into a pitiful invalid. A palsied, feeble-minded, and drooling idiot, caring for him is made doubly difficult and exacting because of his extreme agitation and occasional outbursts of attempted self-mutilation and violence against others.

The elder son, Baron Heinrich Todbringer, is - by contrast - a man characterized by considerable intellectual gifts and physical prowess. For some years Heinrich has been entrusted with diplomatic missions by his father, but this gifted man has been put in a desperately difficult situation by the enfeeblement of Graf Boris. Since he isn't heir to the title he now has two mentally and physically enfeebled relatives above him, and he has felt unable to take over the Graf's duties - how could he?



remarkably docile. But although there is little hope that "Shakin Stefan" will ever be in a position to assume his father's mantle, Graf Boris shows no signs of wanting to alter his Edict of Succession (in favour of Heinrich, for example).

the Graf's advisory councils

There are dozens of Burgerlich Kommissionen - or Public Commissions - but the function and purpose of most of them is lost in the mists of time. That they still exist at all only goes to show how unwieldy and inefficient the City's Civil Service really is.

Only the five most important Kommissionen are summarised here. You may find that some or all of them are connected either with the PCs' careers, or with their other (legitimate) money-making activities (the Kommission for Health, Education, & Welfare regulates the practise of medicine, for example). And since they are open to the public (to deal with enquiries and complaints) the PCs may well wish to visit the various offices for information on how the City is run.

New arrivals to the City will not necessarily know all this, and may well try to do some trading or free-lance surgery, for example, without the requisite licences. In this case, you should feel free to introduce the characters to the niceties of the City's bureaucracy by means of a civil prosecution in the Fusspulver Court (see *Law and Order*, p22).

The most important Kommissionen, as far as the government of the City is concerned, are the Kommission for Commerce, Trade and Taxation (p50 - the chairman of this body is also Chairman of the Merchants' Guild), and the Worshipful Guild of Legalists (p37).

The other three major Kommissionen, in no particular order, are: The Kommission for Public Works (p45), the Kommission for Health, Education, and Welfare (p42), and the Kommission for Elven, Dwarven, and Halfling Interests (p36).

All offices are open from 10 a.m. to 4 p.m. Visitors are not exactly encouraged, but they are not forbidden either. The one common feature shared by all but the Kommission for Commerce, Trade and Taxation is that they are incredibly inefficient and bureaucratic. Visitors are invariably kept waiting at every opportunity, and passed from clerk to clerk until it is finally admitted that no one here can answer their question - "have you tried the Kommission for..."

The Court Physician

In a desperate attempt to redeem the situation, and attend to Stefan's needs, a famous Miraglianese physician has recently been imported into the City. In spite of having been here but a few weeks, Luigi Pavarotti has already gained a city-wide notoriety for his enormous

"appetites", and is known universally (despite his Tilean origins) as "Herr Doktor" (see p87).

Remarkably, this Svengali-like character seems to have managed to stabilise the condition of Baron Stefan. Certainly when Luigi is around, Stefan is

The Kommission for Commerce, Trade and Taxation

This institution was originally established in 1987 in an attempt to regulate and counterbalance the activities of the Merchants' Guild (see below). But it had hardly begun this difficult task before it was all but taken over by the very Merchants it was supposed to control.

Over the years, its functions have been subtly altered to the point where it now merely serves to ensure that the interests of the Merchants' Guild are at least brought to the attention of the Chancellor and the Law Lords.

Members of the Kommission include representatives of all the major Guilds (Dwarven Engineers, Stonemasons & Architects, Artisans, and so on) and as such, it is the nearest thing the City has to a democratic parliament (which in fact isn't very close at all).

The power wielded by the Merchants is amply illustrated by the fact that the current Kommission Convenor - Herr Gotthard Goebbels - is also Chairman of the Merchants' Guild. (Mind you, he's also a high-ranking member of the City's Slaaneshi Cult - the Jade Sceptre - but that's another story, see p60).

The Worshipful Guild of Legalists

This Kommission has the dual function of registering all the City's Lawyers (from whom are drawn all but a handful of the City's magistrates), and of drafting all new legislation. In carrying out the latter task, the Guild ensures that the wording and phraseology of all enactments remain totally incomprehensible to anyone who is not a trained lawyer!

The Guild does not exercise any policy-forming role, but merely drafts the laws as directed by the Law Lords.

As well as the Guild offices, archives and magistrates' chambers, the guildhouse incorporates the Fusspulver Court, which deals with matters of Civil Law such as running a business while not being a member of the appropriate guild (see *Law and Order*, p22). It also has a number of "petty courtrooms" for handling disputes between shoppers and traders; these are open during the market's opening hours, and deal with cases on the spot. According to local gossip, the reason the magistrates are able to deal with cases so quickly is that their verdicts are decided on the toss of a coin!

In addition, buried deep within the bowels of the Guild Offices is one of the City's three scriptoria. Here, some twenty-odd scribes spend their days copying books, scrolls, and other tomes either for the Graf's personal use, or for the City records (a huge vault beneath the building).

The Kommission for Elven, Dwarven and Halfling Interests

This Kommission was set up over a hundred years ago when there was tension between Elves and Dwarfs, and both communities felt ill-treated by the Human majority in the City. Graf Dieter, the ruler of the time, thought it a wise move to institute this official channel to care for their interests and didn't want to offend the more placid Halflings by leaving them out. It is now not very active, but is responsible for organizing some elven and dwarven cultural events during festivals.

The Kommission's staff spend most of their time compiling lengthy censuses on the ever-changing non-Human population, producing abstruse, academic treatises on demography, history, and so on. Still, non-Human PCs could do worse than start here if they have enquiries about how the City is run, or if they want a few contacts from among their own race.

There are separate offices for Elves, Dwarfs and Halflings within the building, staffed by members of each race, and the Kommission deals with all complaints and problems arising from the City's non-Human population. Middenheimer Elves sometimes refer to the KEDHI as 'the dancing hall', making an obscure pun on the Eltharin word for an evening of drinking, music and dancing (but that's the Elven sense of humour for you).

The Kommission for Health, Education, & Welfare

Set up after an outbreak of Black Plague in 2115, this body liaises with the Physicians' Guild on matters of health, and licences practising physicians and herbalists in the City on the Guild's recommendation. It also has nominal control over both the Collegium Theologica (location 32, p44) and the scholars in the City. The Kommission's responsibility for welfare extends only to administering various bequests (from the City's few philanthropists) and temple donations for the relief of the poor; these funds are generally passed on to the Temple of Shallya (after suitable

administration fees have been deducted). The Kommission is also supposed to employ a body of Rat Catchers, but since the Chancellor refuses to fund them, such types are left to operate on a freelance basis.

The Kommission for Public Works

This Kommission is responsible for the maintenance of the paved streets, parks and public open spaces, monuments and sewers. It employs a small force of labourers, taking on others - on a temporary basis - whenever necessary. It also employs the City's park-keepers, who are generally retired members of the City Watch.

The Records Department contains maps of the City streets and sewers (some more accurate and up-to-date than others), plans for many public buildings, and even for some of the larger private buildings such as guildhouses. It can be a useful source of information, but as with most branches of the civil service, it is difficult to obtain access to this information without authorisation at the highest level and a great deal of paperwork.

city guilds

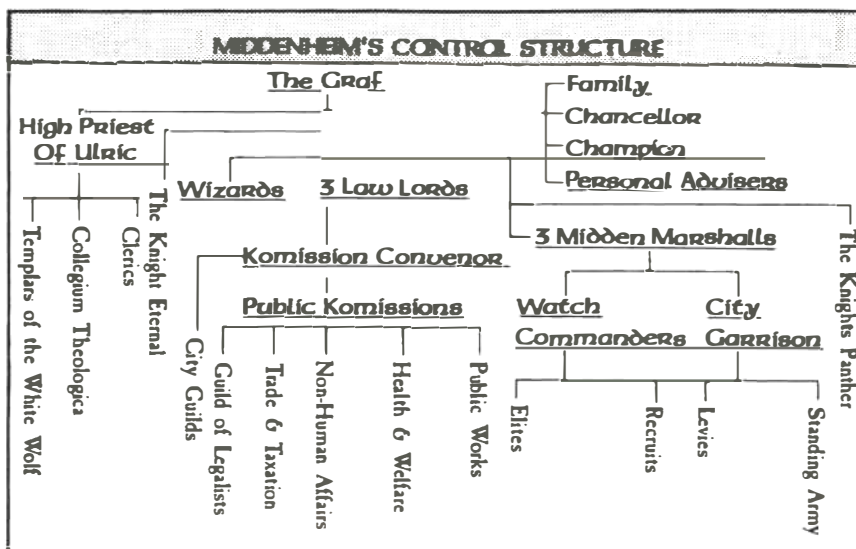
There are many guilds in Middenheim but only the four most important are shown on the map (and discussed below). In general, all City Guilds can be divided into three categories: Labour Guilds (teamsters, etc.), Craft Guilds (artisans, etc.), and Professional Guilds (lawyers, merchants, and so on). Characters looking to change careers to one which fits any of these categories, or those looking for tuition in certain skills, will not get very far without reference to one or other of the Guilds.

Labour Guilds

These are relatively easy to join. There is always a demand for unskilled workers and provided characters don't look too 'lah-di-dah' or weak and feeble, they can join any labour guild on payment of 5GCs (or 10 shillings per month). The Labour Guilds are very good at ensuring their members get paid the proper rates (7/- per day), but are extremely touchy about the demarcation of labour. An inter-guild feud lasting 6 months was started simply because a member of the Teamsters' Guild replaced a wheel on his cart without reference to the Cartwrights' Guild!

Professional and Craft Guilds

If the PCs wish to earn an honest living in the City, by any means other than busking, they will need to apply for



Guild membership. Unless they have relatives who are already members, or have come equipped with letters of recommendation from guilds elsewhere in The Empire, they will not find it easy (giving you a ready-made excuse for preventing any career changes you don't like!).

In the case of all Professional or Craft Guilds (except that of the Wizards and Alchemists), the procedure is the same. Guild membership is always a fixed number. When a vacancy is created (by death or departure from the City), a new member will be recruited from one of the following possible sources, and strictly in the order listed:

- children of existing members;
- apprentices of existing members;
- applicants recommended by existing members;
- applicants recommended by other guilds.

Applicants will be required to provide some evidence of their ability - you can have PC applicants make *Construct* tests, or perform a diagnosis, for example. After this examination (assuming the applicant passes), some Guilds have a short initiation ritual - an oath of allegiance may be taken, ceremonial robes worn, and so on. Feel free to add whatever strange details come to mind, such as having the initiate take the oath with one foot in a bucket of water, while the other Guild members wave pine twigs over his head.

Guild dues range from 20GCs per year (or 2GCs per month) for the Craft Guilds, up to 200GCs per year for the upper echelons of the Professional Guilds. In addition, all Guild members are required to do at least one job for their Guild - without payment.

If your player characters wish to make a career change to either a Craft or Professional career, and do not already have any of the necessary skills, then they will need to find a Guild member willing to take on an apprentice (have the PC make a Fel test or two while trying to convince a prospective employer of their worth). Once accepted, however, and the career change is effected, the character will not be able to set up in business without becoming a Guild member as described above.

Major City Guilds

The Wizard & Alchemists' Guild (see also p44) is an exception to the above rules relating to professional guilds. Because Magicians are closely involved in the City's Defences and, to a lesser extent, in policing the streets, the Guild has extensive research facilities and is well-stocked with spell ingredients (at least for the lower level spells). For security reasons, therefore, the High Wizard and his Deputy have to be extremely careful about whom they admit to Guild membership. The practice of Demonology or Necromancy (which is a capital offence) is relatively easy to detect, but evil or chaotic Wizardry is a different matter.

Full details of the services and facilities available to members is given on p44. Apprentices may be taken on, spell ingredients sold, artefacts identified, spells taught and so on. But unless you are sure that you wish to add another spellcaster to your group of adventurers, or have an existing Wizard advance a level or gain new spells, it is best to have the Wizards refuse access to your PCs.

The Physicians' Guild (p36) is closely linked to both the Temple of Shallya and the Komission for Health, Education, and Welfare. Would-be practitioners cannot be licensed without the approval of this Komission, and the Komission does not give approval to anyone without a recommendation from the

Guild. Would-be students will also find themselves in the same 'Catch 22' situation, although, training *might* be available (at your discretion) for a large enough fee (50GCs upwards).

Finally, the **Merchants' Guild** (p50) is highly protective about its monopoly on the City's trade. Market stalls can be rented fairly easily (assuming a vacancy) and buying bulk goods is straightforward (the Guild charges 10% of the price). The right to sell, however, is granted only to those who have "the proper connections" (i.e. members of the nobility, members of Merchants' Guilds in other cities, relatives or friends of existing members).

The Chairman of the Guild, Gotthard Goebells, is also Chairman of the Public Komission for Commerce, Trade, and Taxation. Details of his activities and personality can be found on p85.

so, who runs the city?

Any of the City's countless Civil Servants would be more than willing to answer this question, in the following manner:

Interested bodies (e.g., the churches, scholars of the University, etc.) may make representations to the Komission for Commerce, Trade, and Taxation via other Komissions such as the Komission for Health, Education and Welfare, the Komission for Public Works, the Komission for Elven, Dwarven and Halfling Interests, and so on.



the military & middenheim's defence

Graf Boris Todbringer, as the supreme ruler of the City State, is Commander-in-Chief of all the armed forces (at least, that's the principle). Like all Provincial Rulers, the Graf's first allegiance is supposedly to the Emperor, which means that one of his main duties is to ensure that he can provide an army to aid his liege-lord in times of war. Additionally, he is charged with 'maintaining the Emperor's peace, and protecting the servants of the gods' (the 'official' gods, that is). Since time immemorial, the Grafs of Middenheim have been aided in these duties by the appointment of three military commanders - known collectively as the Midden Marshalls.

The three Marshalls oversee all aspects of policing the City and maintaining its security. Thus they are responsible for ensuring the soundness of the City Walls (in liaison with the Head of the Wizards' Guild, p44), for recruiting and training the City State's standing army and its regiments of Kislevan mercenaries, and for the disposition of the City Watch. The only armed forces which fall outside their jurisdiction are the Templars of the

White Wolf (commanded by the High Priest of the Cult of Ulric), and the Graf's household guard - the Knights Panther. Both these latter forces are discussed below.

The characters of the current Marshalls are summarised on p87 (fuller details can be found in **Power Behind the Throne**). For now, you need only note that all three live outside the palace, in the Grafsmund-Nordgarten district (p33) and are extremely reluctant to become involved in politics in any way. They do have some influence with Graf Boris, but all three are somewhat old-fashioned, 'men of integrity' determined not to abuse their privileged positions.

the militia, the knights, and the templars

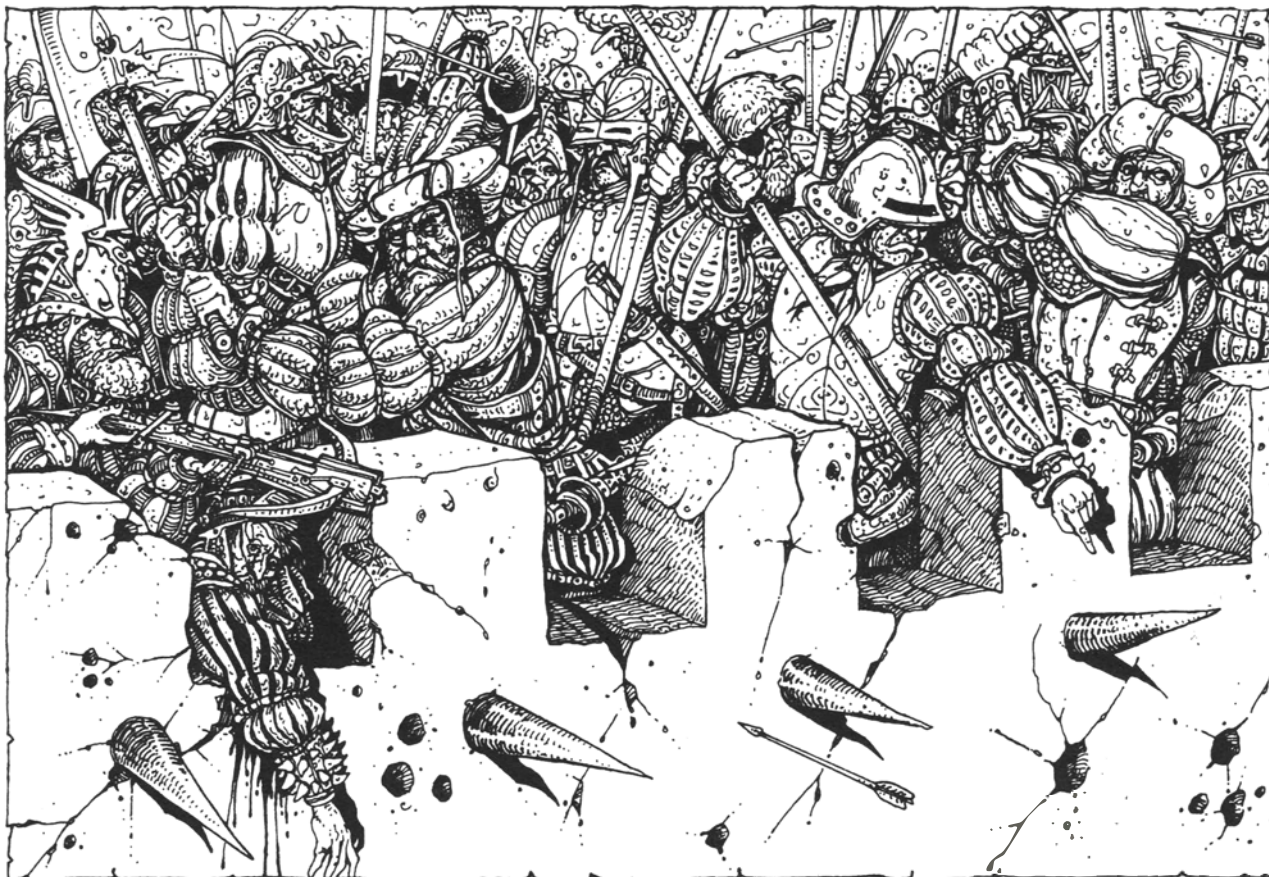
The standing army, although quartered in the City, is responsible for the defence of the entire area. In practice, it simply patrols the City walls, and the approach roads.

The Knights Panther form the Graf's personal bodyguard - although not all of them are actually Knights; the term is used generically and includes both Squires and men-at-arms sworn to the service of the Knights.

The Templars of the White Wolf fill the same function as the Knights, but with respect to the High Priest of Ulric.

An important and unusual aspect of the defence of the City is the involvement of wizards. The High Wizard of the Magicians' and Alchemists' Guild (which includes Illusionists) is regularly consulted by the military when contingency plans are being made for repulsing possible Chaos incursions; it is even rumoured that the very construction of the City was in part effected by magic. The High Wizard and his deputy are even awarded a stipend from public funds for their contributions to the life of the City.

The Wizards are also called upon from time to time to aid the City Watch. The practice of Necromancy and Demonology are both illegal in the City



State, but the enforcement of this has been left largely up to the High Wizard. To this end members of the Guild are occasionally to be seen accompanying Watch Patrols.

The City Watch is responsible for upholding law and order in the City (see p22). The only part of the Watch that has any jurisdiction outside the City boundaries are the Roadwardens. These are simply mounted watchmen who patrol the roads in the City State (cf WFRP, p36).

the standing army

Marshall Maximillian von Genscher is the man charged with organising the defence of the City - including ensuring the integrity of the City walls. Since the walls are magically reinforced, von Genscher also liaises with High Wizard Helseher whenever repairs are required.

Levies

In order to be able to meet his responsibilities to the Emperor, while avoiding the cost of maintaining a huge standing army, the following edict was issued in 1555 by Graf Siegfried the Significant:

Be it known to all citizens of Middenheim, that all Humans of between the ages of 16 and 50 shall be required to own either a longbow, a crossbow, or a sword. Once each week they shall report to their local serjeant-at-arms for 2 hours military training.

This edict is over and above any requirements to serve in the City Watch and ensures that the Graf has a large body of relatively skilled troops on which to draw in times of crisis.

However, levies can only be raised between the months of Sigmarzeit and Nachgeheim (i.e. after crops have been sown and before they need harvesting). All levies would have to be disbanded for the harvest anyway, otherwise there would be no grain for either the army or the civilian populace. And no one would seriously consider trying to fight a campaign during the winter months.

Permanent Garrison

It would be a foolish City ruler who did not maintain at least a small corps of professional troops, to ensure the walls are always defended against surprise attack. To this end, the Graf employs approximately 200 mercenaries, quartered in various barracks around the City walls. Recent years have also seen the innovation of using a contingent of Kislevan cavalry during the summer months, who are 'loaned' by the Tsar, in exchange for a much smaller unit of Knights Panther.

the knights panther

Directly under command of the Graf, the Knights are organised around a small core of 30 highly trained, elite cavalry, supported by 50 Squires and about 100 men-at-arms.

The actual Knights are mostly drawn from the ranks of the nobility, although one or two Squires are usually knighted each year at a Midsummer Tourney. The men-at-arms are the equivalent of elite watchmen (see below), and tend to be the ones who do most of the work, and *all* the boring jobs - standing at the palace gates in all sorts of weather, grooming the horses, cleaning their masters' plate armour, and so on.

Admission to the Order of the Knights Panther is a signal honour accorded to few. You should *not* allow player character knights - not even Squires or men-at-arms - unless they have performed some exceptional service for the Graf. (An opportunity to perform just such a service is provided in **Power Behind the Throne**).

To a man, the Knights are renowned for their obsession with racial purity, and their fanaticism in hunting down mutants. Their Code of Honour places but two obligations on Knights, Squires, and their men-at-arms alike:

- to defend and obey the Graf until he depart the throne or death take them;
- never to suffer a mutant or other bearer of the mark of Chaos to live.

the templars of the white wolf

Whereas the Knights Panther are dedicated to the service of the Graf, the Templars of the White Wolf are responsible directly to Ar-Ulric. They are all sworn servants of Ulric and their duties include the provision of the Temple Guard, escorting the High-Priest on his rare visits to temples outside the City, and the mounting of honour guards for ceremonial occasions.

The Templars have a reputation for ruthlessness and are generally feared and avoided. Occasionally the Templars join forces with the Knights Panther to mount expeditions into the Drak Wald forest. They root out the Beastmen and mutant encampments, slaughtering whatever they encounter (one or two of the former are sometimes captured and brought back to the City's arena - the Bernabau Stadium, p31).

the city watch

Marshall Ulrich Schutzmann is the overall commander of the Watch, and responsible for the appointment of all Watch Captains.

There are two types of Watchmen: 'Ordinary' and 'Elite'. The former comprises 200 'volunteer guardsmen' (including their Watch Serjeants), while the latter numbers 75 professionals (including their Watch Captains). Profiles for all these men may be found on page 93.

In times of civil unrest (following poor harvests, for example) or when a dramatic increase in the numbers of visitors requires it (during Carnival Week, for example), this force will be increased by the recruitment of 100 reservists and their addition to the ranks of the guardsmen.

The volunteers are drawn from the households of all tax-paying citizens of the City State (including the area outside Middenheim itself) - each of which is obliged to provide one male or female aged between 16 and 30 and in sound physical health for one month's service each year. While ensuring that there's no shortage of Watchmen, it does mean that nearly everyone in the City has a friend or relative currently on active service...

The ranks of the professionals are filled by suitable applicants, or by ex-volunteers who are promoted.

A typical patrol of Watchmen will be of 1D4 + 3 men led by a Watch Serjeant; at night this patrol will be of 1D4 + 5 such men. An Elite patrol is the same size, but led by a Watch Captain, and there is a 75% chance that such a unit will also be accompanied by a Level 1 Wizard. Profiles for all these types can be found on page 93.

The Watch is divided into four contingents, each based at one of the four city gates. All patrols start and end from here (details of patrol frequency are given under the general description of each City District).

Attitude of the Watch

During Festivals (see p90), the Watch are pretty tolerant and are used to some measure of public disorder. Animated quarrels and drunkenness don't bother them much; only crimes against property and serious violence against the person will concern them - even if they are present.

However, the matter of arms and armour is important. It is acceptable for people to wander the streets with a knife, dagger or even a rapier, but any large weapons (two-handed swords, large flails, or anything as absurd as a spear or a lance) will certainly attract the attention of the Watch. It is not actually illegal to carry such weapons, but the Watch make it plain that it is not particularly acceptable, and they will unfailingly hassle anyone with such weapons clearly visible (and it's hard to hide anything this big). They will ask questions, and if possible detain the person concerned in order for him/her to "help with their enquiries." They might even arrest them on a charge of public drunkenness (irrespective of the character's sobriety!).

Much the same is true of armour: a mail shirt could be worn under a thick jerkin, while a helmet and leather jerkin is perfectly acceptable, but anyone clothed in a sleeved mail coat or plate armour is going to get on the wrong end of the Watch. Because combat should hardly be a frequent event in Middenheim (you may set some pick-pockets on the PCs sometime but nothing too serious will happen), this should not be a major problem, but the PCs should be clear about what the Guard will and will not accept.

MILITARY CAREERS

Enlisting in the Watch

Characters wishing to follow the *Watchman* or *Roadwarden* basic career should apply, in the first instance, to the Duty Serjeant at any of the City Gates.

You may, if you wish, decide that non-Middenheimers will not be accepted, in which case the character will be told to come back when he or she has lived in the City State for a year and a day. Otherwise, the character should make a Fel test see what the Serjeant's initial reaction is. Unless the test is failed by 30 or more, the applicant will then be given a trial.

The Serjeant is basically interested to see whether the character can handle himself in a fight. The character has three rounds either to land a blow on the Serjeant (WS 40, T 5) or parry one of the serjeant's attacks. If the character can manage to do either, the Serjeant will agree to sign the character up for an initial period of one month. Any blow landed by the Serjeant will not inflict more than 1 point of damage (after all adjustments) - he is *not* keen to maim or kill a potential recruit.

Characters who have completed an advanced career as a mercenary serjeant or captain may be promoted to Watch Serjeant, or even attached to one of the



Elite patrols - this is left entirely to your discretion.

Duties

All Watchmen work for 10 hours per day - one week on daytime patrols, followed by one week on nights. Alternate Festags; are days off (see the calendar in TEW, p33).

In any event, unless you have two or three characters wanting to be Watchmen, it is better to treat such career changes fairly abstractly - allow all characters to state in general terms what they want to do for a month, and then pick up the adventure from the day of the PC Watchman's discharge. Of course, if several PCs want to be Watchmen, you could always run a series of short adventures in which they patrol the City together.

Enlisting in the Militia

Using a similar approach to that outlined above, it is possible to allow one or more of your group of characters to enlist for service in the City's garrison. Bear in

mind, however, that this supplement is not really designed to provide adventures for military types. Minimum service is for one month (entitlement to advance schemes and skills being available at the end of this period). It is recommended that you do *not* permit entrance to the following careers (unless you are prepared to deal with a whole host of situations beyond the scope of this volume): soldier, artilleryist, gunner, mercenary captain.

Oath of Allegiance

PCs who enlist in either the Watch or the Militia must take the following oath:

'I (character name) do most solemnly swear to uphold the laws of the great and glorious City State of Middenheim at all times. I shall obey my superiors without question, and shall lay down my life if necessary to preserve that of his most excellent highness Graf Boris.'

Characters are paid 8/- (10/- for Serjeants) per day and are quartered in barracks with the rest of their contingent at one of the City Gates. They must pay for their own food.

the long arm of the law

Cities being what they are, it is inevitable that, sooner or later, your PCs will be unable to resist the temptation to step outside the law. Encourage them to do so, if you like - it will provide a glorious opportunity for role-playing their arrest and trial!

There are four types of law in Middenheim: civil, religious, military and criminal.

CIVIL law

Unless it's a case of tax-dodging, civil misdemeanours usually come before the Fusspolver Court (within the offices of the Worshipful Guild of Legalists - p37). More serious offences (including tax-evasion) will be handled by the Law Lords in the Middenpalaz (p29).

In the Fusspolver Court, cases are tried by three magistrates - a majority verdict sufficing to convict the accused. Lawyers may be hired by both sides (see *WFRP*, p297 for costs). In cases of dispute over contracts, historical precedence and so on, both sides will often agree to accept the judgement of the Priestess of Verena by way of arbitration (see p13).

CRIMES and penalties

Tax Evasion: offenders are fined twice the amount owed plus 20 lashes; if they can't pay, they are imprisoned until money is available*

Debt: as above but without the flogging, and the fine rarely exceeds one and a half times the money owed*

Operating a business without Guild membership: the offender's tools and/or

stock are confiscated, and (at the magistrates' discretion) a fine of 5D10 GCs is imposed and/or a sentence of 1D4 days in the stocks. (In addition, of course, the Guild concerned might send 'a bunch of the lads 'round' to make sure the offender does not transgress again...)

Giving short measure: traders caught and convicted of this heinous crime will be fined twice the value of the goods and/or put in the stocks for 2D8 hours

Note

- it is not totally unheard of for the plaintiff in such cases to 'bail' the debtor out of prison and then secretly sell him or her into slavery (or, in the case of the State, conscript the convict into military service for a year or more...)

RELIGIOUS law

Offences against the gods and their clergy are dealt with by the Cult of Ulric and enforced by the Templars of the White Wolf. Cases are tried in the Temple's Star Chamber by the Brothers of the Book (appointed by the High Priest). While the other Cults may press religious charges, it's up to the Priests of Ulric to try all cases, and they have been known to throw genuine cases out of court as an act of spite against a Cult with whom relations are strained. The trials themselves are usually held on "Trial by Ordeal" basis, and it's very rare for an accused to be found not guilty!

CRIMES and penalties

Desecration of temple or other holy site: loss of eyes.

Heresy (e.g. worship of the chaos gods): Death by burning

Bearing the Mark of Chaos: Death by burning

Blasphemy (minor): from 1D4 days in the stocks by Temple doors up to 100 lashes (depending on nature of offence and on previous record)

Blasphemy (major): from loss of tongue to death by crushing

Fornication (applies only to Priests of Ulric): 50 lashes and excommunication

military law

The officers of the Militia and the City Watch deal with all offences committed by members of either the City Watch or the City Garrison. The Midden Marshalls themselves deal with crimes committed by officers or by the Kislevan mercenaries (who also have their own, private code of honour). The Knights Panther and the Templars of the White Wolf are answerable only to the Graf and the High Priest respectively. Trials are held either in the barracks of the accused or, where more serious charges are involved, in the Court Martial in the Middenpalaz. Officers have the right to Trial by Combat with the Graf's Champion (p87).

CRIMES and penalties

Negligence: 20 lashes

Disobeying a superior officer: from 50 lashes to decapitation

Desertion: decapitation

Mutiny: decapitation

Note

Convicted officers may additionally be reduced to the ranks.

CRIMINAL law

The responsibility for the arrest and prosecution of anyone suspected of committing crimes against people and/or property rests solely with the City Watch. Depending on the severity of the offence, cases are tried either in one of the 11 district courts (one for each district described in the *Gazetteer*, pp29-50), or in the High Court in the Middenpalaz. There is no formal procedure for appealing against a verdict, but those with the right



connections (or enough money) may occasionally be referred to the Law Lords or, (in exceptional circumstances) to the Graf himself.

the crimes

Note that specific penalties are not ascribed to the offences listed here, since the punishment will depend on many other factors besides the actual crime. Magistrates are inevitably swayed by the relative status of the victim and the offender, by the offender's previous record (if any), and (sometimes) by the size of the bribe offered!

To help you determine the punishment, however, each crime has been assigned a *Sentence Modifier* (SM) which is used in various circumstances described below (to determine the chances of being found guilty, the severity of the sentence, and so on).

Riot (street brawling, etc.): SM +15

Theft. Characters who misappropriate another's property will find themselves charged with one of the following, depending on the value of the stolen goods. Note that, in Middenheim, no distinction is made between handling stolen property (by fences, for example) and actually stealing it; the charge is the same in both cases:

Pilfering (50GCs or less): SM +25
Robbery (51-500GCs): SM +50
Grand Larceny (500GCs+): SM +80

Grave Robbing: SM +30

Assault: SM +40

Rape: SM +50

Arson (and other forms of property destruction): SM +60

Murder: SM +75

Practising Demonology or Necromancy: SM +100

Harbouring a Mutant: SM +150

putting characters through the courts

When the great moment arrives and one or more of your PCs finally breaks a law (or ten), you can use the *Procedure* outlined below to determine the outcome. Either improvise - making dice rolls as you go, or prepare some eventualities beforehand by using a combination of your own choice and judgement with dice rolls to make things quicker.

1. Did Anyone See the Crime?

This first stage is crucial. If no one spots the characters, then they are going to get away scot free (heaven forbid!). You should use a base chance of 20% that *someone* noticed the offence, and apply the following modifiers:

Time of Day

Morning: +15
Afternoon: +10
After Dusk: -5
Middle of the night: -15

District Where Crime Committed

Palast: +50
Great Park, Grafmund, Nordgarten: +25
Westor, Sudgarten: +15, Ulricsmund, Osttor: +15
Geldmund, Kaufseit, Brotkopfs: +10
Freiburg: +5
Altmarkt, Neumarkt: -5
South Gate, The Wynd: -10
Ostwald, Old Quarter: -15

2. Who's the Witness?

Unless the area concerned is either Ostwald or the Old Quarter, there is a 10% chance that the offence is noticed by a Watch Patrol (5% chance of Elite Unit), and a 90% chance that the witness is a citizen (refer to the district encounter tables to determine who).

Both in Ostwald and the Old Quarter, witnesses will always be inhabitants.

3. Do the Criminals Get Away?

When the crime is spotted by the inhabitant of a district, you should determine whether a hue-and-cry results (01-25 on D100), or whether the Watch is sent for (26-75), or both (76-00). In the latter two cases, you also need to consider how long the patrol takes to arrive (see *Table 1*, below). Note that the witness may well be called upon to give evidence at the trial.

A hue-and-cry has a chance equal to the crime's *Sentence Modifier* (see above) of catching the criminal (modified by circumstances as you see fit).

Watch Patrols who see a crime have an additional +20% chance of catching the offender.

If the criminals have fled by the time the Watch arrives, the chances of a (serious) investigation being started are equal to the crime's *Sentence Modifier* (see above). You must decide for yourself how long it takes for the Watch to track the criminals down; and remember that this is *always* possible if you want it to be! Bear in mind that witnesses may just be able to give accurate descriptions, (unless they want to incriminate someone they have a grudge against),



and if the crime is serious enough (SM = 50 or more), wanted posters may well be circulated.

Table 1

Time for Watch to Arrive (in minutes)	(Day/Night)
Palast:	1D4/1D4
Great Park, Grafmund, Nordgarten:	1D6/ 1D6+4
Westor, Sudgarten, Ulricsmund, Osttor:	2D4/ 2D4+4
Geldmund, Kaufseit, Brotkopfs:	1D6+1/ 1D6+6
Freiburg:	1D6+6/ 1D6+12
Altmarkt, Neumarkt:	2D10/ 2D10+10
South Gate, The Wynd:	2D10+10/ 2D10+20
Ostwald, Old Quarter:	2D10+20/ 2D10+40

4. Anything You Say...

When the Watch (or pursuing citizens) finally catch the criminal, there are a number of things they might do, depending on the crime and the size of any bribe offered. Roll D100, add the *Sentence Modifier* of the crime and deduct 5 for every Gold Crown offered as a bribe (assuming the character makes a successful *Bribe* test first - if not, add 1 for every Crown offered). Additionally, add +25 if the arresting body is a hue-and-cry:

D100 Roll	Actions of arresting body
30 or less	Let off with warning
31-60	Short, sharp shock ¹
61-150	Arrest and Charge ²
151 or more	Take law into own hands ³

Notes

1 - short, sharp shocks include on-the-spot beatings, fines, and incarceration in the nearest stocks

2 - arrested criminals are kept in gaol (beneath one of the Gatehouses) until their trial comes up (see below)

3 - if the arresting body is a Watch Patrol, the Serjeant may make a *Ld* test to prevent this; otherwise, thieves will be beaten to within an inch of their lives, murderers and rapists will be lynched, arsonists and muggers will be severely maimed.

5. The Trial

Characters may well find themselves faced with a lengthy wait before their case comes up. As a rough guide, this will be equal to $D100 + 150$ days, minus a number of days equal to the *Sentence Modifier* (see above). This delay can only be shortened by greasing the palms of the court officials (1GCs per day is the usual rate).

6. The Verdict

To determine whether a character is found guilty or innocent, total the following *Guilt* and *Innocence Modifiers*, and subtract the latter from the former. The result is the percentage chance of being found guilty. This chance may be reduced by bribery (the costs vary, however - see below), and any monies used to this end must be spent *before the dice are rolled*. Note that a roll of 01-05 is always guilty, while 96-00 is always innocent. So you should always roll the dice, even if the chances of conviction are greater than 100% or less than 0.

Guilt Modifiers

Victim is

- aristocrat: +75
- minor noble: +50
- wealthy merchant/artisan: +30
- middle class: +15
- lower class: -10

Court is

- District: +25
- High Court: +50

Arresting body is

- Hue-and-cry: +20
- Ordinary Watch: +40
- Elite Watch: +60

Evidence is

- Confession: +80
- Caught red-handed: +50
- Eye-witness: +25
- Circumstantial: +10

Accused's record

- +10 for each previous conviction

Innocence Modifiers

Defendant is

- aristocrat: +60
- minor noble: +40
- wealthy merchant/artisan: +20
- middle class: +10
- lower class: -10

Lawyer/Defendant has

- Public Speaking: +20
- Charm: +10

Fel score:

- add defendant's *Fel* minus 40

Defendant's Record

- +25 if no previous convictions

If a Lawyer is hired, you may tell accused PCs what the approximate chances of being found guilty are, so that they can decide whether or not to try bribery. In a District Court, every 10 Gold Crowns spent reduces the chances by 5. In the High Court, the costs are doubled. If the bribing character fails the *Bribe* test, the chances of conviction should be increased by twice the amount by which they would otherwise have been reduced.

7. The Sentence

In order to determine the punishment you should total the *Mitigation* and *Severity Modifiers* listed below, and subtract the former from the latter. This will give you a *Punishment Rating* which you can use on *Table 2*. This number can be altered by bribery (see below). You should be able to compile a list of possible sentences and you can then either pick one or choose randomly.

Mitigation Modifiers

Convict is

- aristocrat: +60
- minor noble: +40
- wealthy merchant/artisan: +20
- middle class: +10
- lower class: +5

Lawyer/Convict has

- Public Speaking: +25
- Acting: +10

Fel score:

- add convict's *Fel* minus 40

Convict's Record

- +30 if no previous convictions

Severity Modifiers

Sentence Modifier (see above)

Victim is

- aristocrat: +75
- minor noble: +50
- wealthy merchant/artisan: +30
- middle class: +15

Court is

- District: +25
- High Court: +50

Convict's Record

- +20 for each previous conviction

Table 2

Punishment Rating

Sentence Passed

less than 10	Warning ¹
less than 0 to +40	1D4 days in stocks
less than 0 to +20	Fine (1 x mitigation modifier ² of convict)
+10 to +20	Fine (10 x mitigation modifier of convict)
+25 to +50	Fine (25 x mitigation modifier of convict)
0 to 50	Dismemberment (loss of hand, etc) as appropriate to the crime
+40 to +200	Banishment from City ³
+50 or more	Death by hanging
-10 to +25	1D4 months hard labour ⁴
+25 to +60	2D6 months hard labour
+35 to +80	1D6 years hard labour
+50 to +150	Assigned to slave gang for 2D10 years ⁵
+80 to +200	Assigned to slave gang for life

Notes

1 - the character is free to go, but the conviction is kept on record

2 - the convict's mitigation modifier varies with social level and is the same as the first 5 scores listed under *mitigation modifiers*. If the convict cannot pay, add 10 to the *Punishment Rating* and compile a new list, ignoring 'fine' results

3 - if the convict is ever again arrested within the City the case will be re-tried; this verdict counts as a previous conviction and adds an extra 50 to the *Severity Modifiers*

4 - hard labour involves working in a chain gang, either on the Graf's estates, or the mines of the Middle Mountains

5 - assignment to a slave gang is similar to hard labour, but the convict forfeits all property (to the Graf) and may be bought and sold at the whim of the Graf's stewards.

You should not regard any of the results described here as hard-and-fast rules. Feel free to over-rule results and impose whatever additional modifiers you need in order to ensure the smooth running of your campaign.

hostelries & accommodation

There are broadly three types of hostelry in Middenheim - really good ones, average ones, and cheap ones. This section provides basic details for a variety of each category.

The three excellent hostelries to be found in Middenheim are all described in the *Gazetteer*. Of the many 'middle-of-the-road establishments', only the Templar's Arms will be found on the map or described in the *Gazetteer*. Similarly, *The Drowned Rat* is the only 'dive' to be located. You may locate the others wherever you see fit. The best approach is to save them for those occasions when the PCs suddenly ask, "Is there an inn nearby?" Scan the lists for something appropriate, make a note on the map and in the book, and away you go...

excellent hostelries

There are just three in Middenheim; all

shown on the City Map: (location 7) The Graf's Repose; (location 6) The Prospect, and (location 29) The Scholar's. They are superbly luxurious; rooms are well furnished, with rugs and cushions, the mattresses are of the finest down, you get a hot bath every day... They have a nightporter, and give you a key to get in in the early hours.

The abbreviations used in the table below are:

St: number of staff;

S (single) and D (double) rooms - the number of each is given, followed by the cost of the room for 1 night (without meals);

B, L, D are the costs for breakfast, lunch, and dinner, assuming you go for the set menu. Prices shown are per person including good house wine (half-bottle). For the à la carte menu at lunch or dinner

the prices should be increased by three or four times, depending on how greedy you are. But these places are really something!

GOOD/AVERAGE hostelries

There are about 25 of these in Middenheim, so only a small sample is detailed here - use these figures as guidelines for other cases.

The rooms are comfortable and pleasant, with fair furnishing and comfortable if not luxurious beds. Baths cost 3/- extra. Rooms are single (S), double (D), or large (L), the last-noted sleeping three or four people. Most of them have nightporters, but they may sometimes be surly sorts who dislike being woken by people trying to get back in late at night.



cheap hostelries

The poorer quarters of the City (Ostwald, South Gate, the Old Quarter and so on) have dozens of these establishments. Some have been going for donkeys years, others open one week and close the next.

In general, they vary from the clean but fairly spartan (first example), to the not-so-good but tolerable (second), to the frankly pretty nasty (third example). Only a few have single rooms, but many have double (D), large (L), and common (C) rooms (the table below shows how many people can sleep in each common room and the charge shown is per person).

The proprietors aren't bothered about when their guests come and go (payment, of course, is always in advance). The inns don't get locked at night, and there are some unsavoury types about in the lower dives. Really for skinflints or degenerates only. There are currently about 40 such places in the City.

night life in middenheim

The markets may quieten down after dark, but entertainers still throng the streets, and taverns are open late (often 'til 2 or 3 in the morning).

Moreover, if your PCs have money to spend and are hoping to do a little social climbing, make a few contacts in the City's high society, and so on, they could do worse than frequent one of the exotic night spots listed here. Details of all these places can be found in the *Gazetteer*, but their names and locations, together with details of typical prices, are given here for ease of reference.

Name	Location & Page Ref.
The Harvest Goose	Nordgarten (p34)
The Laughing Jackass	Sudgarten (p48)
The Man O'War	Kaufseit (p40)
The Showboat	The Great Park (p32)
Heaven's Lament	Geldmund (p49)
The Red Moon	Freiburg (p43)
The Singing Moon	Neumarkt (p41)
The Templar's Downfall	Neumarkt (p42)

Major NPCs who might be seen in these establishments include Rallane the Court Minstrel, Dieter Schmiedehammer the Graf's Champion, Allavandrel Fanmaris the Master of the Hunt, and the Ladies-at-Court (see pp84-89). These establishments are all protected by half-a-dozen 'gorillas' (two on the door, more

inside) who will pounce at any sign of trouble. These are *not* the sort of places to start a barroom brawl!

Typical Prices

Ale: You must be kidding! Peasant!
Mead (half-pint): 1/9. Rather peasantish to ask for this.
House wine (bottle): 12/- (usually not very good)
Fine L'Anguille Claret (bottle): 3 GCs
Fine Bordeleaux (bottle): 2 GCs
Fine Reikland Hock (bottle): 37/6
Fine Tilean Policella (bottle): 36/-

Fine Mousillon Dry White (bottle): 35/- (an acquired taste)
Brandy (glass): 2/6
Liqueur (glass): 3/-
Cocktails*: 7/6 and up

* (Yes, Middenheim has discovered cocktails!) These are mixtures of brandies and liqueurs, sometimes with fruit juices and even cider or white wine, and vary from the fairly innocuous to the skull-splitting (which cost 1 GC or more). Examples are given under the description of each establishment, in the *Gazetteer*.

Name	Proprietors	St	Rooms & Costs	B	L	D
The Graf's Repose (location 7, p33)	Rolf & Ulrike Steinmeyer	7	10S (5GC) 10D (7GC)	15/-	25/-	35/-
The Prospect (location 6, p33)	Rudolf & Sigrid Buffler	6	12S (4GC) 8D (6GC)	13/-	22/6	50/-
The Scholar's (location 29, p43)	Hugo & Petra Schmidt	6	8S (5GC) 8D (130/-)	18/-	22/-	37/6

Stabling charges in all cases are 10/- per mount per day for fodder plus 2/3 stabling charge.

Name	Proprietors	St	Rooms and Costs	B	L	D
The Templar's Arms (location 43, p49)	Uli Breitner	4	6S (1GC) 10D (27/6) 10L (37/6)	7/6	12/6	15/-
Stoneholm ¹	Hildi Leichentuch	3	8S (22/6) 8D (30/-)	7/6	10/-	15/-
The Hog's Head	Aldhelm & Erika Bonhoffer	5	6S (1GC) 16D (30/-) 10L (35/-)	9/-	12/6	18/-
The Hungry Halfling ²	Halrida	5	8S (17/6) 12D (25/-)	10/-	15/-	1GC
The Anvil ³	Halдар Dalgrumman	4	6S (18/-) 8D (27/6) 4L (35/-)	7/6	No	No
The Spinning Wheel ⁴	Axel Hartmann	6	6S (22/6) 10D (34/-)	9/-	No	21/-

Notes

1 - Quite an institution, this. Hildi is a fervent worshipper of Ulric and gives edifying recitations from scriptural works over breakfast (served from 7-9 a.m. - you're expected to be down at 7 sharp). No-one gets let in after midnight. If two people of the opposite sex share a double room Hildi demands to see evidence that they have been properly married.

2 - The female Halfling proprietress is simply known as "Halrida" and her staff love her dearly - she is an effervescent and tireless little creature. Visitors have been known to put a lot of weight on after a few days here.

3 - The proprietor is an aged Dwarf who can spin amazing yarns of troll slaying in the mountains around Karak-Varn. He has a badly scarred left arm to prove it. Elves are distinctly unwelcome here. Hot breakfast only - lunch and dinner are staple bar fare.

4 - This hostelry also has a casino (admission charge 1GC, or 12/6d for residents). Hartmann is a crook: both the roulette wheel and the other games are rigged in favour of the house (add 20% to the house's *Gamble* test).

Stabling charges: some of these places have stabling, for others there is stabling nearby; cost is 2/- per day, 9/- per day for fodder. These costs are typical for Middenheim.

Name	Proprietor	St	Rooms and Costs	B	L	D
The Journeyman	Udo Stielike	2	10D (15/-) 10L (25/-)	6/-	8/-	No ¹
The Regent's House	Wolf Schefflin	3	8D (12/-) 10L (1GC) C25 (2/6)	3/-	5/-	6/-
The Drowned Rat ² (location 19, p39)	Johann Smaltart	3	6D (8/-) 6L (15/-)	2/6	No	No
The Last Drop (location 16, p38)	Werner Wutend	4	None	-	-	-

Notes

1 - No cooked dinners are available because the cook only works during the day (the breakfast and lunch aren't too bad though). Bar snacks in the evening.

2 - Dirty and horrid. The bed linen gets changed once a year. Bedbugs, fleas, and a 5% chance per person per night of catching Galloping Yellow Scumbox. Drunks keep you awake at nights and the doors don't lock properly. Breakfast here is one of the most appalling experiences known to humanity; stale bread dipped in rancid tepid dripping and the like.

Stabling charges: none of these establishments provide stabling facilities.

a Gazetteer of middenheim

This section presents condensed information about the eleven City districts and some of the locations which may be found in them. The treatment of each district is the same: some general notes on the district (including notes on the strength and frequency of Watch patrols) are followed by brief descriptions of principal locations (and character sketches of any interesting NPCs to be met there). There is also a detailed map of the district, and a simple set of encounter tables to generate random passers-by or for when you want a short list of nearby NPCs from which to improvise.

how to use the gazetteer

It would obviously take a book many times the size of this one to describe every building in Middenheim - and even if we managed to do it before we died of old age, most people will only use a tiny proportion of those buildings anyway. So we have detailed the main buildings of interest in the City, as well as a selection of places which the adventurers might visit, such as taverns and shops; you can easily adapt the descriptions to cover other places of a similar type. There are some standard building plans on pp73-79, which you can use when the adventurers enter an unmapped building, while the section on *Hostelries and Accommodation* (p25) includes details of a variety of different types of inns and clubs which can be plonked on any suitable and convenient street. (Remember to make a note of where you put them!)

After all, no matter how much time and effort you put into bringing the City to life, the adventurers are never going to visit every building. So, how do you get them to the places you want them to visit, because you've spent a lot of time preparing interesting encounters there?

handling city movement

The first step is to get the PCs into the area you want them to be. This is easily handled - the first time they go out, into the strange city, they could easily get lost, or misdirected. The players may have the City Map on the table in front of them, but that's only to give them some idea of the layout of the place, of the geographical relationship of some of the major 'landmarks', and of the names

of some of the better known inns and institutions (which is all knowledge that the characters might be expected to have, but not the players). The map is also, of course, a useful reference for you. Similarly then, you must explain that the characters do *not* have maps with them - such things are not generally available. Adding as a hint, perhaps, that partial maps might, for a suitable price, be commissionable from the Architects' and Stonemasons' Guild, say, and if not from there, then at least the clerks there should be able to say from where.

And even if the adventures don't get lost, you can always re-direct them on arrival at their first destination - 'Sorry, squire, the man you're after usually 'angs out in The Scholar's over in the Freiburg district...'

Now, unless you're in a great hurry to get to the main scene of the action, you should always describe the general atmosphere of any district which the adventurers enter for the first time - even if they are just passing through. In this way, the players will come to learn about how the City works. And of course, because they have no map, the adventurers can't determine the exact route they will follow. So if you want to take them past one or more of the interesting buildings in an area - you should feel free to do so: "The street layout is fairly confusing around here, so you only realise that you're heading in the wrong direction when you pass The Templar's Downfall..."

Often, the mere fact that a place is close to hand is enough to impel a group of adventurers to enter it. But you can always add an extra incentive - have someone they are trying to avoid appear around a corner, or have someone they are looking for enter the building in question (be sure it's the right sort of place for the NPC to visit). Or you could have a stranger (a cultist? a thief? a patron? a short-sighted nobody who's made a mistake?) beckon to them from the doorway.

As the adventurers become familiar with Middenheim, you can gloss over the descriptions of individual areas, and just concentrate on the particular places and streets they wish to go. There's no need to stretch out game time to account for every alley the characters pass. On the other hand, if you can slip just one or two minor incidents into each journey, you'll keep the players on their toes, and they'll never be sure whether they've just seen something of relevance to the

current adventure, a red-herring, a whiff of another plot, or a bit of 'real' Middenheim everyday life.

the districts

The general notes on a district should help you to create the overall atmosphere of the place when the adventurers are strolling about - are the streets narrow and twisting, or broad and tree-lined? Do the houses look seedy and run-down with boards in the windows, or are they tall and imposing, with gleaming windows and brass name-plates?

There is also mention of the type of people to be seen about the place - servants shopping for their masters and mistresses; street vendors carrying out trays and calling boldly, "Getcher 'ot pies, here! Luvverly 'ot rabbit pies!"; or maybe a shadowy figure or two, lurking in a nearby alleyway.

As for how these 'incidental' NPCs react, if at all, to the adventurers, that's for you to determine. Bear in mind how the PCs are dressed - do they blend in with the other, NPC-types wandering about, or do they stand out like a sore thumb? They could be 'dirty commoners' to some pompous noble, or 'country bumpkins' to an embittered, underpaid, city labourer, or even 'ladies and gentlemen' to a discerning landlord seeing a group of tourists to be ripped off! Also bear in mind what the PCs are doing. In general, they won't find any trouble (well, not much...) unless they go looking for it - mind you, wandering through the Ostwald or Old Quarter districts could well be construed as looking for it!

And for those occasions when players want to approach a passer-by, or when you need some inspiration from which to improvise, you can glance down the appropriate column of the encounter table. Notes on all the NPC-types listed in the tables can be found on pp51-57. Many of these include some suggestions as to what the characters will be doing when the PCs first see them. Finally, of course, the encounter tables can simply be used to generate random encounters - just roll D100 and consult the table.

entrances to the city

There are two alternative ways of entering the fortress City - through one of the four great gates, or by one of two chair lifts which look hazardous indeed!

A. CITY GATES

There are four gates, each marked A on the maps. They consist of great wooden gates, with a stone keep on either side. The keeps stand some 40 feet, while the City wall is some 25 feet high. There are always at least 20 members of the City garrison at each gate.

Inside the walls and adjacent to each gate are the barracks for one of the four detachments of the City Watch. And under the gatehouses themselves are the cells where criminals awaiting trial are held (see *The Long Arm of the Law*, p22).

It is only possible to use the gates because of the four mighty viaducts which lift the roads from the forest floor. These incredible structures represent a unique collaboration between Dwarven engineering skill and Human magical prowess. They start well away from the Fauschlag rock - so that the gradient is not too much for even the most heavily laden farm wagon - and are so cunningly designed that they can be destroyed by a single word of command, in time of war.

There is a toll gate where each viaduct begins, but local farmers and coaches bearing the City's coat of arms are not

stopped, and neither are Clerics of Ulric, Knights Panther, or Templars of the White Wolf. *Everyone else* pays a crown-a-leg!

The roads into the City are clogged with traffic from just before dawn. There are farmers bringing foodstuffs to market, herdsmen driving cattle to the slaughterhouse, merchant caravans with spices from Estalia via Marienburg, pilgrims come to worship at the mighty temple of Ulric. From near and far, the weak and the strong, the rich and the poor, the noble and the corrupt, Middenheim seems like a magnet to them all - at least in the morning.

But as the day wears on, the flow of traffic starts to reverse. The coaches go first, their great horses snorting impatiently. The Castle Rock company runs the route to Altdorf and the South, while Wolfrunner Coaches ply the Marienburg and Northern roads. Many are accompanied, at least initially, by a roadwarden patrol.

In the afternoon, those returning to the surrounding villages begin to depart, but they tend to do so in dribs and drabs, so the roads are not so busy.

Finally, just before sunset, the coaches from Altdorf, Marienburg, and beyond, labour up the roads which can seem all

too steep to horses that have just covered 30 miles through a dark and oppressive forest. Then, as the sun sinks behind the distant Laurelorn forest, the gates are closed and barred for the night; only Knights and messengers on the Graf's business will be admitted before the morrow...

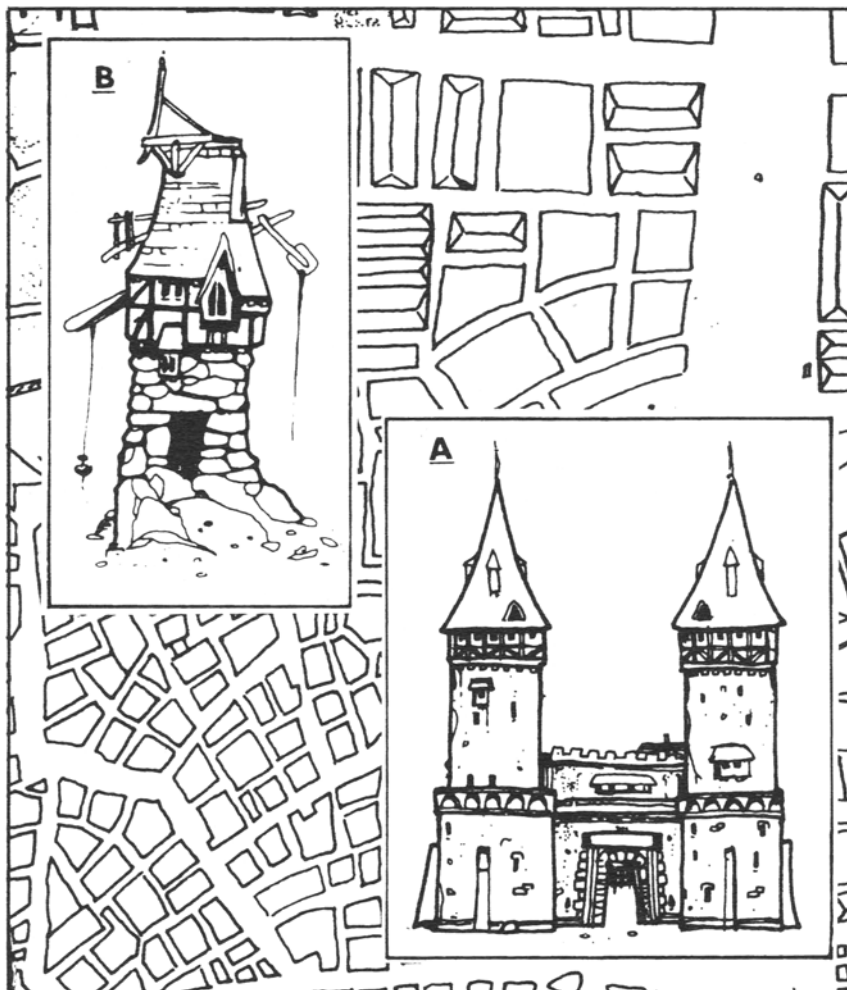
The Guards obviously do not have time to stop and interview everyone - but spot checks are carried out. Caravans are invariably stopped and their owners asked either to show evidence of their Guild membership, or to pay a levy of 10% of the value of their goods. Farm wagons are rarely stopped, since these are invariably locals - either personally known to the guards, or assumed to be renting a stall in one of the City's street markets. Pilgrims are often waved in without a word, as are members of the nobility - adventurers, however, (especially adventurers bearing heavy arms and armour) will almost certainly be stopped. A gruff sergeant at arms will demand "Names! Purpose of visit! Come on, I 'aven't got all day. You! Where do you think you're goin'? Yes, you in the tin suit! This ain't no mutant-ridden Reikland village, you know, this is Middenheim - civilisation!" All plate armour must be carried rather than worn, and heavy weapons (anything bigger than a short sword or rapier) have to be properly sheathed and deposited either at the gatehouse (a receipt will be given if the characters insist) or at their place of residence. Anyone refusing to comply will not be admitted.

B. chair lift terminus

Pedestrians who can afford the fare often enter the City by one of the two chair-lifts. There are stone and wood buildings where the chair lift apparatus is located, and the fare collected. Prices are 1/- for unladen passengers, plus 1 to 4/- per backpack (depending on weight); 5 to 11/- per trunk; and 12/- to 1GC per chest.

There are 20 guardsmen at either terminus and the reception here is much the same as that at the gates (see above). The main difference is that the guards have more time here, and can be more thorough!

The chair-lifts, while not being quite so impressive in terms of engineering, are nevertheless a breath-taking way of entering the City (especially for those prone to vertigo). The chairs themselves resemble nothing more elaborate than slats of wood suspended from a great chain. Passengers are strapped on and then borne aloft at a fairly gentle pace. Which means of course that they have plenty of time to admire the view, to swing in the gusting winds which tear round the Fauschlag, and to contemplate the mind-numbing drop beneath their dangling feet!



a. palast district

Situated on the northern edge of the City, the Palast District comprises the Middenpalaz (the palace of the City's ruler), the Konigsgarten (his Royal Park) and the Square of Martials. It is generally true to say that the further north or west you go in Middenheim, the better the neighbourhood, and this is just about as far as anyone can go in either direction.

The few buildings in the district all belong to the Middenpalaz; they are all what one would expect from the palace quarter of a large and wealthy city state. The Middenpalaz itself is set in what are, by Middenheimer standards, extravagantly extensive grounds. Almost the only other buildings are the barracks blocks set on the north and west sides of the Square of Martials.

During the day, the Konigsgarten is open to the public and the Square of Martials is thronged with people; some have business in the Palast district, but many have simply come to gawp through the railings in the hope of catching a glimpse of someone famous. At the right times of the year - particularly during Carnival Week when visitors flock to Middenheim - there are also many hawkers and traders selling cheap and tacky souvenirs (such as tin medallions bearing the City's coat of arms, badly carved bone and clay statuettes of Ulric, and bottles of 'genuine' Middenheimer water from the Begierbaden spa bath-house).

At night, practically the only people in the area are the members of the Guard posted on the palace gates. There might be the odd pickpocket or group of footpads lurking in the alleys of the nearby Grafsmund, Ulricsmund, or Freiburg districts, but they will not generally strike out into the open of the Square of Martials.

Watch Patrols

The Palast District is not patrolled by the City watch, but the continuous presence of the Graf's Household Guard (the Knights Panther, see p20) means that there are always armed men within calling distance if any disturbance should arise.

locations

1. The Middenpalaz

The Middenpalaz actually encompasses a number of buildings, the palace itself being separated from the rest by fifteen-foot-high spiked railings.

The buildings within the palace grounds (the Outer Palace) are spacious and fairly luxurious, made almost entirely of stone with fine decorative work. The Inner Palace is made of the same stone, but with marble pillars, and with exquisite, rococo facings which shows that artisans from outside The Empire (possibly Bretonnians or Tileans) must have had a hand in its construction.

It is the Inner Palace which is the official residence of the Todbringer family, the City's Law Lords, and the Chancellor (see *The Politics of the City State*, p15). But the visible part of the building is only half the story - beneath the palace are the Graf's vaults, the family mausoleum, the City treasury, and the City Mint. The latter is commonly known as the "Spear Mint," for it was originally the site of a Dwarven weaponsmith's forge, built when the fortress was first founded (see *History*, p6). The Imperial charter for the mint was granted in 1582, and Middenheim coinage is now accepted without comment all over The Empire.

The Outer Palace comprises various buildings: the High Court (or Court Martial); barracks for the Knights Panther (cf TEW, p20); apartments for various court members Guard officers, and counsellors; and offices for the bureaucrats appointed by the Graf to help him in the business of government.

Security

The grounds are entered from the Square of Martials through a guarded gate, and are surrounded by fifteen-foot-high, spiked railings. The gates are manned day and night by D6 + 6 members of the Knights Panther, and absolutely no one is admitted unless they are either known to be members of the court (or palace staff) or they have written authority to enter the palace. The latter might be a summons from the Graf or one of the other court dignitaries, or a note from the Hausmeister (steward of the Graf's household) explaining that the bearer is on some domestic business. Such documents are not easy to come by, and the penalty for forging the Graf's seal is death...

Inside the palace grounds there are 20-30 Knights standing in units, a further 10 at the gate to the Inner Palace, and 70 within the Inner Palace. Anyone acting suspiciously or causing trouble will be pounced upon at once. Indeed, it is a matter of routine for outsiders who have entered the palace regularly to be asked to show their passes or letters of authority, unless they are in the company of a resident dignitary who is known to the guard.

In short, characters determined to see the Graf have a hard job ahead of them.

2. The Konigsgarten

The Konigsgarten lies to the east of the Middenpalaz, and is open to the public from 10 a.m. to 8 p.m. - except when being used for one of the Graf's summer garden parties; then it's a case of admission by personal invite only.

The gardens are very lovely and well cared for, with lawns and rare trees and many flowering shrubs and flower beds. There is even an outdoor theatre where concerts are sometimes given.

The gardens are surrounded by railings and there are always some 10 or so guardsmen around, plus half-a-dozen park-keepers.

3. The Square of Martials

This impressive open space is used for drills and reviews of the City Garrison, for military parades at festivals, and occasionally for heraldic exhibitions and the like. The square has a central fountain and statue of Graf Gunthar Todbringer, and there are many wooden benches along the north side, before the palace railings.

An unusual feature is the fact that all the streets which lead here are separated from the square by a short flight of stairs. This is to allow the square to be flooded during the great Autumn Carnival (of which more in **Power Behind the Throne**). The square is, in fact, frozen over first. Several Druids (invited from the outlying regions) cast a number of *Hail Storm* spells, and then the hail is raked over and water poured on it to create a smooth surface. Next, several *Zone of Cold* spells are used to produce a smooth, icy surface - the perfect venue for an ice dance pageant and competition! Overnight, the ice melts, the water is topped up, and a water-polo tourney is held in the resulting pool. Is there no end to the inventiveness of these Middenheimers?!

There are always some 20 guardsmen and a Sergeant here in addition to the guards at the palace gates.

encounters

No encounter table is presented for the Middenpalaz, mainly because it is not intended that such matters be left to chance - if the PCs do get into the palace, they will be always be escorted, either by guards or by the person who has invited them in. **Power Behind the Throne** provides a number of highly detailed palace residents who can be persuaded to take the PCs into their confidence...

D100

Roll

Encounter

Day	Night*	Square	Konigsgarten
01-15	01-60	Citizen ¹	Citizen ¹
16-20	61-65	Event ²	Court member
16-35	66-70	Hawker	Hawker
36-50	71-65	Petitioner	Park-keeper
51-60	70-80	Pickpocket	Pickpocket
61-00	81-00	Sightseer ³	Sightseer ³

* it is an offence to be in the Konigsgarten after dark - ignore rolls producing Sightseers and Hawkers.

Notes

1. An NPC of your choice, or roll on Grafsmund encounter table (p34).

2. Some suggestions:

A minor event could be something which is simply interesting to watch, like the changing of the guard - accompanied with a great of ceremonial rigmarole, and precision marching.

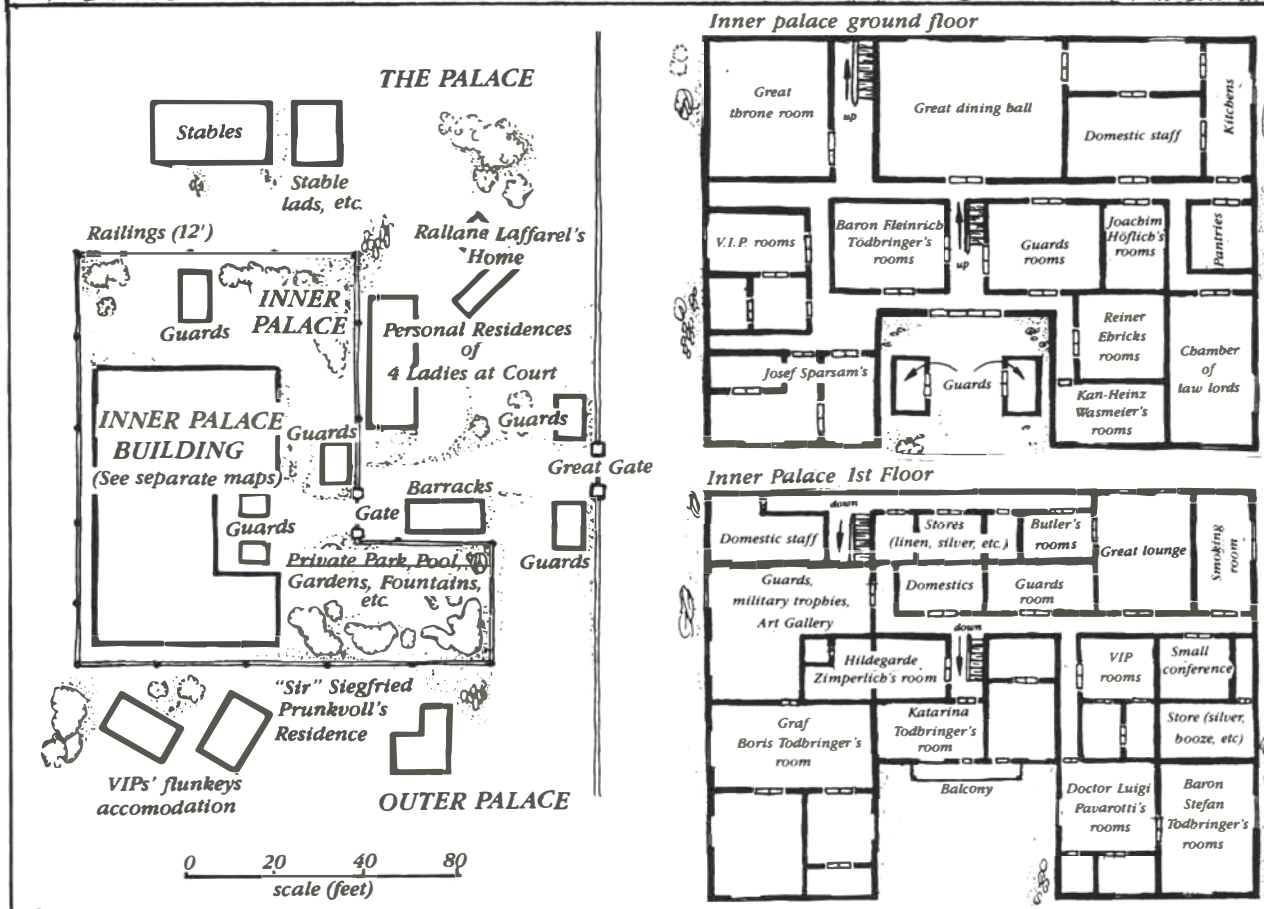
A trivial incident might be something like a PC being elbowed out of the way by someone wanting a better view.

A major event would be the arrival of an ambassador - from Kislev, for example, accompanied by an honour guard of fur-clad, steppe horsemen, or perhaps a messenger from the

Emperor in an Imperial Coach with an escort of Knights of the High Helm (cf TEW, p28).

An advertised event might be the return of a detachment of Templars or Knights Panther from an expedition into the forest - their lances 'adorned' with the heads of mutants and beastmen, with perhaps a live one or two for the Bernabau Stadium (location 4, p31), or maybe a live snotling for a snotball tournament.

3. All sightseers will be strangers to the City. Roll 1D4. 1 - any Academic; 2 - any Ranger; 3 - any Rogue; 4 - any Warrior.



B. the Great park

This is the largest of Middenheim's parks, and stands roughly at the centre of the City, encircled by the tree-lined avenue known as the Garten Ring. The Great Park is open round the clock, and is the site of a popular nightspot, The Showboat, and the renowned Bernabau Stadium (see below). As well as a large expanse of tree-studded grass with gravel walkways running across it, there are sheltered gardens of rare and exotic plants, and even one or two ornate hot-houses, like giant terraria, with brightly coloured blooms, and fruit-bearing trees (helping oneself to the fruit counts as grand larceny - see *The Long Arm of the Law*, p22).

The central feature of the park is the lake - commonly known as the Black Pool because its waters, for some reason, reflect the dull grey rock of the bottom rather than the sky overhead. This pool is also the site of the spectacular finale to Middenheim's Carnival when the Wizards of the City put on a stunning light show. This is, of course, known as the Black Pool Illuminations.

At various points in the park are wooden benches, small fountains, statues and the like, and on a sunny day there will be several stalls set up by hawkers selling food and drink.

During the day, the Great Park is invariably thronged by all classes of Middenheim's society, and social divisions are more relaxed here than elsewhere. Pickpockets, beggars, hawkers and the like are as numerous as in other populous areas. You are just as likely to see the Graf's Champion or the Court Minstrel, as a ragged, alcoholic vagrant. Of course the former will probably be with a retinue of friends and hangers on, while the latter might have a couple of equally seedy associates, or be surrounded by three of four Park Keepers, insisting - none-too-gently - that he "move along."

At night, the Great Park is scarcely less busy: for, aside from the patrons of the popular Showboat (location 5, below),



the park is a favourite place for romantic assignations. If you see Rallane, the Elven Court Minstrel after dark, the chances are that he will be serenading a female companion or three!

Watch Patrols

The Watch patrol at 3-4 hour intervals during the day, and at 6 hour intervals at night when things are a little quieter. There is close co-operation between the Watch and the Park Keepers, and between them they ensure that there is seldom any trouble here.

Locations

4. Bernabau Stadium

The Bernabau Stadium is renowned throughout The Empire, and indeed few cities in the Old World can boast such a facility.

This fine amphitheatre is the home to many sporting events, and has a capacity of 5,000 - 2,000 seated on wooden benches, the rest standing. Originally built as a theatre for the performing arts, there hasn't been a play here since 2412 when Graf Dieter first had the idea of staging a 'Snotball' match (not unlike soccer using a heavily bound Snotling as a ball - see p90). The idea proved so popular that the stage was never replaced, and now the place is used solely for sporting competitions - track and field athletics, chariot racing, the occasional bout of pit fighting, and, of course, Snotball.

The pit fighting is actually fairly lame, since most of the beastmen have been wounded during their capture and aren't up to much. Once a year, however, (usually during the Carnival) a healthy minotaur or two will be brought out, and the more reckless of the pit fighters (plus one or two young Knights with a reputation to establish) will do battle with it. And pretty dangerous it is, too - the minotaur fights for real, but its opponents must use the flat of the blade only (wounds inflicted in this manner heal more quickly and replacement minotaurs are hard to come by).

The place is managed by Aleksandr Aleksandrovich Yarblinsky - a Kislevan emigré who now holds the office of Magister Ludi or Games' Master, thanks to his years of service in supplying the Beastmen used in the gladiatorial combats. But his days of such big-game hunting are now long past. Still, he's fit enough to take responsibility for seeing that any minotaurs housed in the labyrinths under the stadium get plenty of exercise...

Aleksandr can usually be found in the bar of "The Pit Fighter's Head" - the small tavern located under the stadium's main stand. Admittance is for members only and costs 20GCs per month, or 200 GCs per year. The price guarantees tickets for all main attractions, although the definition of 'main' can vary, and tickets are only 'guaranteed' if bought well in advance! Still, the place has an exclusive ambience and there is always a long waiting list - even if it does tend to attract some of the more crushing bores among the City's upper classes. Most notable among the latter is Hermann von Krumpstein, who will regale anyone foolish enough to listen, with his infamous story of how he once "bagged three beastmen single-handedly, back in '87..."

Entrances

There are only four entrances to the stadium, and these are usually heavily policed by units of the City Watch. This is not only to ensure that people don't try to get in without paying, but to deal with the crowd violence which all too often accompanies the various inter-city Snotball matches (the supporters of the Southgate Slammers are especially notorious).

According to the hardened fans, standing on the terraces is the only place to be (the wooden seats are rather uncomfortable), although the best view is undoubtedly to be had from the Graf's luxuriously appointed 'box'. Ticket prices range from 10/- (standing room at a 'league' match) to 10GCs (a box-seat for the Cup Final), although the sky is the limit for *any* tickets for the latter event - demand usually exceeds supply by at least 50%.

Facilities

In addition to "The Pit Fighter's Head," the spaces beneath the arena and the stadium's stands are honeycombed with rooms and corridors. Some of these function as quarters for the half-dozen Pit fighters who are permanently employed here; they fight captured and hamstrung Beastmen rather than each other, and act as referees and linesmen for the Snotball matches. Some act as animal and/or beastmen pens, while yet others are used as offices, store-rooms and staff quarters. There is even a small armoury/blacksmith's shop.

Halving vendors sell hot pies and ale during the sporting events, and there are usually three or four unofficial bookmakers touting for bets...

Whatever the occasion, enterprising characters should find plenty of opportunities for the exercise of their skills at the Stadium. All events are well attended by people of all races, professions, and social backgrounds.

There are opportunist pickpockets making a healthy profit, gamblers having a flutter or conning the unwary, social climbers trying to get a seat near some notable, and plenty of ordinary Middenheimers enjoying a little harmless blood-letting...

5. The Showboat

(Restaurant/Cabaret)

Staff: 3 waiters; 1 chef; 1 boatman; manageress and husband; 4 musicians and singer.

Facilities: main dining room, 6 private rooms, kitchen, wine cellar, manageress' living quarters, landing stage on lake.

Sited on the edge of the Black Pool, the Showboat is a restaurant and cabaret bar, favoured by scholars and the upper classes. There is no entrance fee, but patrons will find it impossible to get a table without tipping a few shillings to Otto, the six-foot tall, basso profundo, head waiter (details of prices can be found on p26).

The place is managed by Rolf Rosencrantz and his wife Elise, on behalf of Gunnar Guildenstern who is also co-owner of Castle Rock coaches (location 27, p42). Indeed, the coach company's haulage division is occasionally used to smuggle in Reikland wine. Rolf is a sentimental old fool, and the atmosphere of the place reflects it. The food is excellent, thanks to the Halfling head chef, Harrani Busuk, and the atmosphere is peaceful and intimate. A four-piece string quartet plays throughout the evening, occasionally with a singer. There are half-a-dozen, intimate, private rooms which can be hired (at 5GCs per evening) for those who don't want their romantic candle-lit dinner spoiled by an audience.

Elise handles all the finances and buys all the food herself, always driving a very hard bargain (many an Altmarkt stallholder groans inwardly on seeing her approach with a determined glint in her eye).

While the Showboat lacks the excitement of, say, the Templar's Downfall (location 25, p42), it is the perfect place for a quiet liaison. It is a favourite haunt of two of the better known Ladies of the Court - Emmanuelle Schlagen and Petra Liebkosen (p86) - who are often to be seen in the company of Officers of the Garrison, or other eligible batchelors. A special attraction is the fleet of small boats moored by the Showboat's landing-stage - lit by dim lanterns, they set off for slow trips around the Black Pool at intervals throughout the evening, and can be hired (for a mere 10/-) by the restaurant's patrons.

encounters

The table below only applies to people found strolling in the park - you should determine the identities of any interesting diners at the Showboat or noteworthy spectators at the Stadium as you see fit.

D100 Roll

Day Night Encounter

01-05	01-05	Beggar ¹
06-54	06-70	Citizen ¹
55-60	71-73	Event ²
61-75	74-80	Hawker
76-85	81-90	Park Keeper
86-90	91-95	Pickpocket
91-00	95-00	Snotball hooligan ³

Notes

- 1 Use a character of your own choosing, or see pp51-57.
- 2 Typical, minor events:

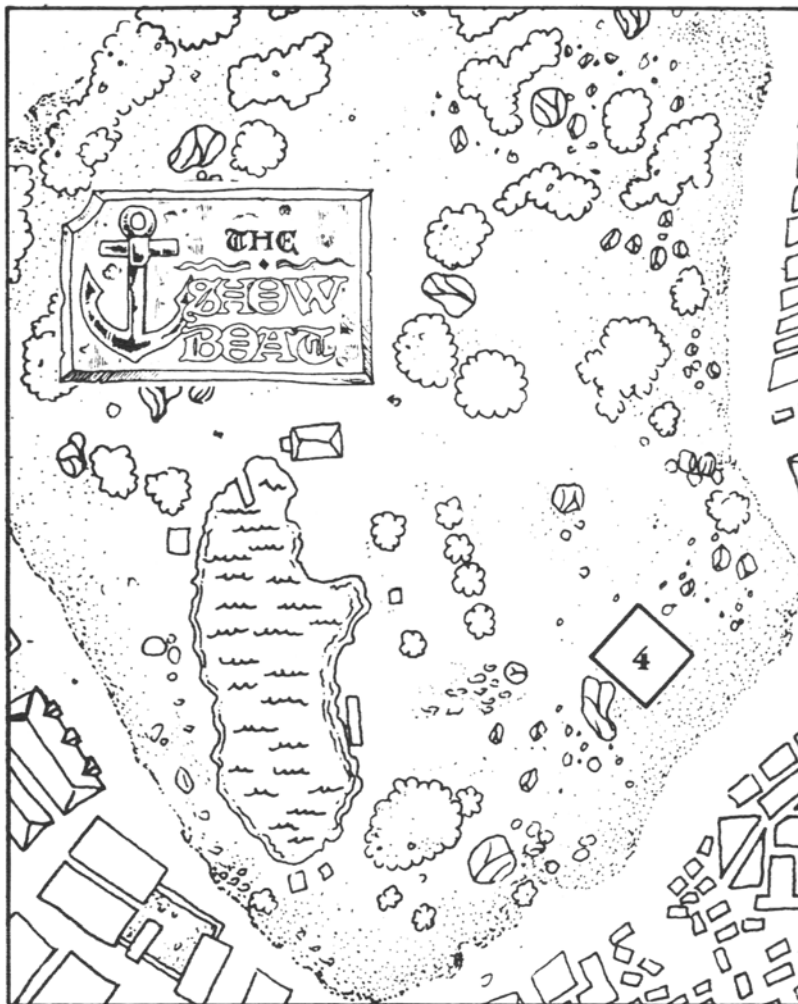
The adventurers disturb a young couple, engaged in a romantic tête-a-tête.

A patrol of watchmen are seen chasing a young urchin who has apparently been spotted picking someone's pocket. As he runs past the adventurers, the boy throws the purse at them. Do the Watch notice?

A self-styled ticket tout has rare tickets for a forthcoming attraction at the Stadium. These will be double the normal price and may or may not be forgeries (depending on how vindictive you're feeling).

A more dramatic event might start with loud screams coming from the vicinity of the Stadium - a beastman has escaped from the pens and is wreaking havoc among the terrified crowd.

- 3 Snotball hooligans will only be encountered on their way to or from a Snotball match. They usually go around in groups of 2-12. If there's a big game (like the cup competition during the Carnival), there is a 25% chance that the hooligan couldn't get a ticket and so is in a foul mood. The character will be drunk 40% of the time before a match, and 80% of the time after one.



c. the grafsmund-nordgarten district

Situated to the south and west of the Middenpalaz district, Grafsmund and Nordgarten are the two areas where the homes of the City's upper crust are to be found.

If there is any difference between the two areas, it is perhaps that there are more minor nobles in Grafsmund (which is nearer the Middenpalaz) and more merchants (the so-called 'nouveaux-riches') in Nordgarten (so named because of its proximity to Morrsparke). But in any event, wealthy merchants, famous artisans and minor nobility form the majority of both areas' population.

The streets are broad - to accommodate the horses and carriages of the inhabitants - and often lined with trees. The buildings are mostly on the grand scale, (in appearance if not actual size) with elaborate facades and ornate stonework. Many frontages are decorated with plaster columns, and heraldic figurines of dragons, griffons, and other exotica. The majority of the houses stand in their own grounds, which is a luxury indeed in the crowded City. None of the buildings actually qualifies as a mansion - Middenheim does not have the room - but local residents live in far greater comfort than other Middenheimers.

The types of people who live in this area all have one thing in common - they are rich! Many of them have titles (granted by either the current or earlier Grafs, or by the Emperor - although the latter are much rarer), and all have a house full of servants (stewards and housekeepers, doormen and footmen, maids and cooks, etc., etc).

The nobility have certain privileges and few responsibilities - some may be officers in the City Garrison, or serve as titular heads of the various City Councils, but many simply live off the income from their estates outside the City, leaving the day-to-day management of their affairs to trusted stewards and family retainers.

The merchants tend to work a little harder (but not much!). They have generally got where they are by their own efforts (with a little palm-greasing here, and the odd shady deal there). So they often find it harder to delegate - for fear that their employees will fleece them at every opportunity.

The master artisans are the smallest group in this district, but all are acknowledged artists. They are able to pick and choose their work - although

commissions from the Graf are rarely turned down. They own many workshops in the City, and many are the Heads of their respective Guilds (Stonemasons, Armourers, Weapon-smiths, Tailors, Painters, etc.).

During the day this area is relatively quiet - the most common encounters will be with servants running errands, delivering business messages and invitations to private functions. The streets occasionally echo to the passage of some elaborate carriage or other - carrying someone on a courtesy call, perhaps. The general atmosphere is unwelcoming to those who have no particular business here, and 'lowlives' will almost certainly be moved on by the Watch at regular intervals.

It is partly because of this zeal on the part of the City Watch that this area is rarely enlivened by buskers or other impromptu entertainers. Even during the City's many festivals one can still find peace and quiet here, and there are certainly no street markets or side shows allowed.

At night, however, the younger set tend to emerge, and the place gets a little livelier. Young rakes and various privileged cliques can be seen striding arrogantly to or from one or other of the fine hostleries found in the area.

Watch Patrols

Patrols by the City Watch are fairly frequent (every 1-2 hours) and there is a 20% chance that any patrol encountered will be an Elite unit (see p93).

locations

6. The Prospect

(Hostelry)

Prices: from 5GCs (Single room, no food) to 11GC 5/6 (Double room, full board)

Staff: 6 plus Proprietors

Rooms: 12 Single, 8 Double

The Prospect is one of the City's three finest hostleries catering for the City's upper classes and well-heeled visitors. Owned and run by Rudolf and Sigrid Buffer, this inn is superbly luxurious. All rooms are tastefully furnished, the mattresses are of the finest down, guests are entitled to a hot bath every day, and so on.

This inn is also a favourite starting point for young blades out for a night on the

town, but they generally avoid causing trouble so close to home. The Bufflers are well-known to most of the City's upper classes, and their complaints are always taken seriously. Which is ironic, given the little known fact that Rudolf and Sigrid are two of the City's most daring cat-burglars. They both conceal their true natures (highly ambitious, cunning, and vindictive) behind masks of genteel respectability. They dress well, but not flashily, and are always suitably deferential to their titled customers (whom they invariably pump for information on personal security, and then rob at a later date).

7. The Graf's Repose

(Hostelry)

Prices: from 6GCs (Single room, no food) to 12GCs (Double room, full board)

Staff: 7 plus Proprietors

Rooms: 10 Single, 10 Double

Run by Rolf and Ulrike Steinmeyer, the Graf's Repose is a high-class hostelry, comparable with Prospect in terms of quality of facilities. By virtue of its position, in a quieter corner of Nordgarten, it is less popular with young nobles out for a night on the town. Which suits the Steinmeyers just fine; they are a mealy-mouthed couple, who love to associate with the nobility and take every opportunity to bow and scrape. They concentrate on projecting a genteel, homely atmosphere, where, to use their own words "gentlefolk can come and have a quiet drink and meet their friends, or gentlefolk staying in the city can rest their heads, without running into the rowdy element that you see so much of these days."

The Graf's Repose is an excellent place to come for a quiet drink in a relaxing and refined atmosphere, but any rowdy behaviour - such as singing, loud talking, falling over and so on - meets with a polite but firm response from the staff. People who look as if they might cause trouble - people openly carrying weapons, people from the lower classes and anyone the proprietors don't like the



look of - are politely turned away at the door. And Boris, the six-and-a-half-foot, mute doorkeeper is *not* to be argued with.

8. The Harvest Goose

(Restaurant)

The Harvest Goose is probably the best restaurant in the City. The bill of fare is long and impressive, and although the cheapest meal is a phenomenal 9GC including house wine, it is generally agreed that the quality justifies the price. Details of other prices can be found on p26.

Surprisingly, given its reputation, the Harvest Goose is not Halfling-run; the proprietor is Fanamis Shassaran, an Elf, and this has given rise to some spirited discussion of the relative merits of Halfling and Elven cuisine.

The Harvest Goose is named after the old Middenheimer custom of eating goose at harvest-time, and the house speciality of Harvest Goose is available all the year round. Succulently roasted, stuffed with

a delicate blend of fruits and spices, it is the pinnacle of the house cuisine; it costs 20GC including wine and side-dishes, but is enough to feed up to eight - and that's before you try Fanamis' concoctions of cooked fruits, ultra-light pastry, caramelised sugars, crystallized liqueurs and mouth-watering sorbets.

The wine list encompasses Bretonnia and Estalia as well as The Empire, and the Harvest Goose is the only place in Middenheim - apart from the Palace - where it is possible to drink 50-year-old Echte Brandenburger, widely renowned as the finest brandy in the Old World. It has been said that, properly served, it is inhaled rather than drunk.

Fanamis' past is a mystery which he refuses to discuss. He first came to the City some 40-odd years ago, with, so the story goes, a whole mule-train of gold (which is probably what it cost him to buy and equip the Harvest Goose!).

The restaurant's clientele is a cross-section through the highest reaches of Middenheimer society; nobles dine here regularly, and a curtained booth is set

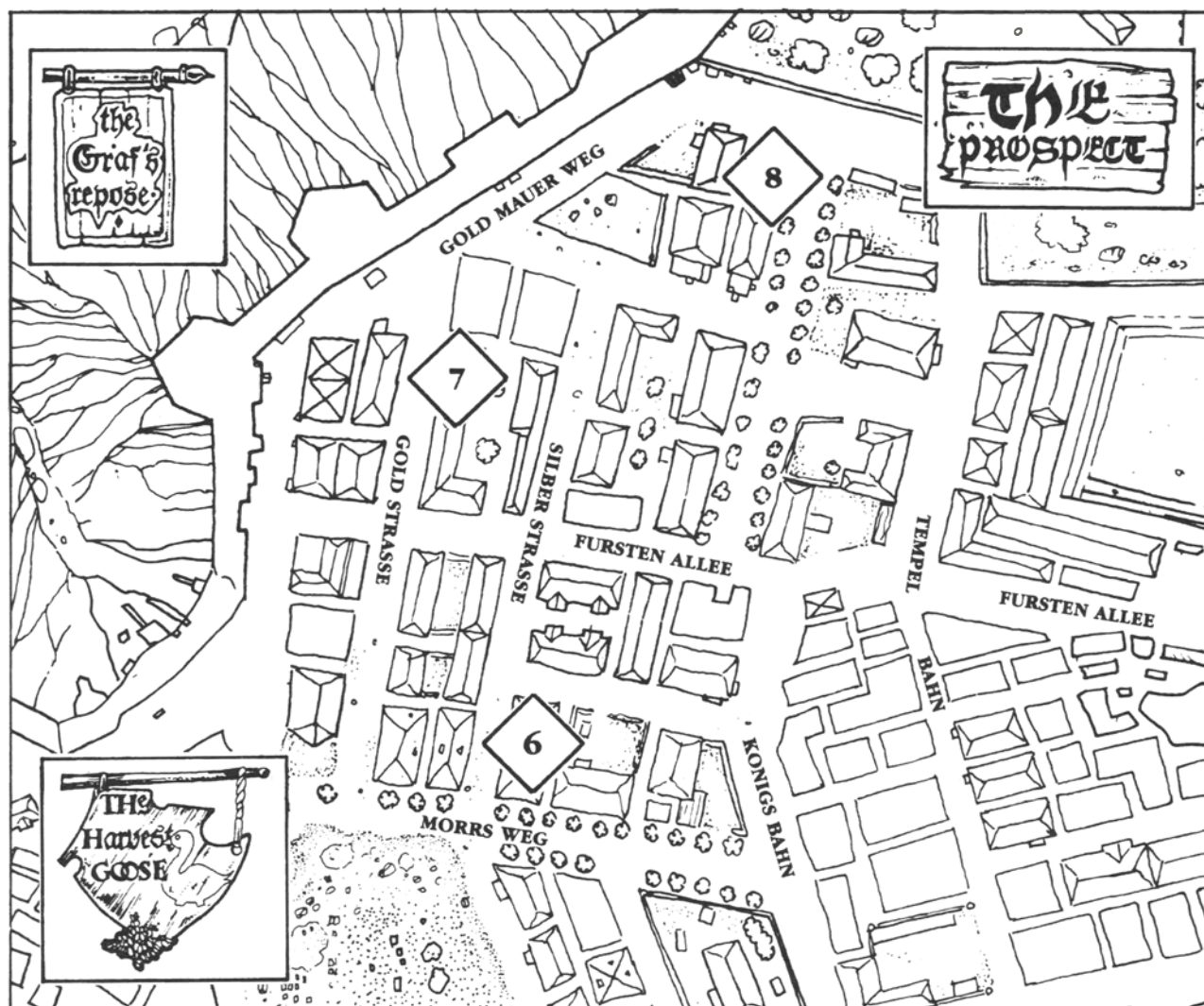
aside for the use of the Graf and his family. Although they seldom visit the restaurant, Fanamis is proud to be able to display the Todbringer coat of arms above the booth. Rallane Lafarel, the Elven Court Minstrel (see p85) often plays here, and Gotthard Goebbels, the Council Convenor is another, albeit less welcome regular (see p84).

Dwarfs and Halflings are seldom seen here, the former because of the Elven accent to the decor, and the latter, allegedly, because of wounded pride.

encounters

D100 Roll

Day	Night	Encounter
01-05	-	Beggar
06-50	01-35	Citizen
51-60	36-40	Entertainer
-	41-50	Footpad
61-70	-	Hawker
71-85	51-70	Lackey
86-90	71-73	Pickpocket
-	76-95	Rake
91-95	-	Rat Catcher
96-00	96-00	Wizard



ð. the ulricsmund district

The Ulricsmund District is a 'middle-class' residential area, and lies between the Great Park (p31) and the Grafsmund-Nordgarten District (p33). The great Temple of Ulric (location 10, below) lies in the south-west corner.

The houses here are mainly semi-detached and terraced, but all are spacious and comfortable. The bulk of the district's population is made up of moderately well-to-do artisans and merchants, and some of the lesser priests from the Temple of Ulric also live here.

During the day, the district is busy with citizens going about their business, lackeys on errands, tradesmen making deliveries, hawkers selling goods door-to-door, plus the occasional busker or beggar. Thieves and pick-pockets may be encountered here at busy times. During festivals, Priests of Ulric and Templars of the White Wolf lead great processions through the streets.

At night there is less activity; people come and go, on their way to a dinner party or a night on the town, pickpockets are a little more common, and the occasional gang of footpads might be encountered.

Watch Patrols

Patrols by the City Watch are at 2-3 hour intervals during the day, and every 4-5 hours after dark. 10% of such patrols are Elite units (see p93).

locations

9. The Black Plague Memorial

Facing the main entrance to Ulric's Temple, in the centre of a busy street intersection, where the Great West Way (West Weg) meets Southern Way (Sudetenweg), there stands a great, bronze statue. The figure of a man, with a crowned helm and noble expression, carries a child on each shoulder and a third in his arms; beneath his right foot is an evil-looking giant rat, its neck broken.

This is Graf Gunthar, the City's ruler during the Black Plague of 1111. He it was that gave the orders to seal the City - refusing entrance to *anyone* for 6 months until the Plague had run its course. His actions certainly kept out the Plague, but hundreds starved.

The memorial was made by the great sculptor, Heinrich Meer and erected in

1547. It was ordered and paid for personally, so the story goes, by the High Priest of Ulric shortly after his return from 'exile' in Talabheim (see pp7-11).

10. Temple of Ulric

A blend of castle and cathedral, this vast temple is the centre of the worship of Ulric in the Old World. According to legend, it was built largely thanks to the drive and vision of an ancient High Priest of the Cult, who had a vision of the god standing on the spot which is now the site of the *Sacred Flame*, right in front of the High Altar (see pp7-11). The flame is reputed to have magical properties, and is occasionally used in the trials of heretics.

The Temple's high, vaulted roof (120 feet at highest point) is a triumph of architecture, and gives the building superb acoustic qualities - despite the Temple's great size, a speaker standing by the high altar can be heard easily throughout the Temple, scarcely having to raise his voice.

A statue of the god, almost twenty feet high, dominates the far end of the Temple, and there are side-chapels used by the Knights Panther and the Order of the White Wolf. These house regimental standards in peacetime and are decorated with reliefs and memorial slabs commemorating memorable actions in which those units took part (e.g. the Siege of 1812, the Chaos Wars of 2302, the Annexation of Middenland, in 1152, and so on).

The Temple can hold up to a thousand worshippers, and a complex of buildings around the Temple provides accommodation for the senior members of the priesthood, archives, and other essential support functions. Among the more noteworthy of these buildings are the Star Chamber - the religious court where a special order (the Brothers of the Book) tries all those accused of blasphemy, heresy, and so on (see pp22-24); and the Lore Haus - a great library of religious manuscripts (run by the garrulous Brother Bengt - see pp11-14).

Worshippers are drawn from all levels of Middenheim society, and this is where the bulk of the population worships. There is a notable increase in the size of the congregation at festival times (but only a cynic would attribute this to the people's fear of the Templars...) There is quite a number of noted festivals, however. There are days devoted to Ulric: Mitterfruhl - the Spring equinox; Mitterbst - the Autumn Equinox; and Mondstille - the Winter Solstice. Other days commemorate some of the

highlights of the City's great history (e.g. Sonnstill - the Summer Solstice, reputedly the day when the City was founded, and when newly dubbed Knights Panther and/or Templars of the White Wolf are invested with great pomp by the High Priest). And on the first day of the month of Ulriczeit, the City remembers the ending of the Great Siege, when Grand Duke Karl-Heinz of Middenland was finally beaten off. From dawn to dusk, Priests of the Temple distribute the kind of 'food' that was eaten at the time; such delicacies as fried rat, moss and dandelion salad, and cockroach stew. But when the sun sets, everyone indulges in a great orgy of feasting and drinking - the City is often unusually quiet on the following morning...

Despite the fact that Sigmar is the officially acknowledged patron deity of The Empire, Middenheim is still very much Ulric's city. If a character asks a Middenheimer about 'the Temple', without specifying a deity, it will be assumed that they are talking about the Temple of Ulric.

11. Temple of Verena

A stunning, grey marble statue of the goddess stands at the right-hand side of the entrance to this temple. With its arched pillars, a nested dome at the centre, and a fine collection of marble busts in alcoves along the interior walls, it is an exceptional piece of architecture even by Middenheim standards. A huge gilded owl, fully twelve feet high, spreads its wings around the main altar.

As with all temples to Verena of any size, there is an extensive library (see p13); here, it takes the form of a rectangular annexe built onto one side of the main Temple.

The Temple is attended regularly by most members of the Worshipful Guild of Legalists, as well as many of the City's officials and some merchants and other Middenheimers. The services seem especially popular with the City's Wizards - especially when they need to use the library... In any event, those who worship here generally worship at another temple as well, following either Ulric or Sigmar according to their inclinations.

The Temple is usually to be seen at its fullest on the first day of Nachexen (New Year). A great procession assembles at the West Gate just before dawn, and twelve fatted calves are driven into the City by the Priests, to be ritually slaughtered before the Temple's doors. The people pray for a prosperous and mutation-free year, and the carcasses are then



butchered and the meat given to the poor (if there's any left after the miserly, not-so-poor have taken their 'fair share').

12. The Guild of Physicians

The Physicians' Guild is situated opposite the Temple of Ulric, and is an impressive single-storey building faced with marble. Like the Physicians' Guilds in other towns and cities, it licenses all medical practitioners in the City, but, unlike its counterparts elsewhere in The Empire it cannot itself bring prosecutions against those practising medicine without a licence. Instead it must register complaints with the City Council for Health, Education, and Welfare (location 26, p42 - see also p18). In such cases, the patient is not permitted to speak for the accused. The Guild also hears complaints against its members, and answers such from the City Council. In line with practice elsewhere, complaints are only heard from the patient in person, and most are dismissed on the basis that a patient who is capable of coming to the Guild has no grounds for complaint.

13. Offices of the Kommission for Elven, Dwarven and Halfling Interests

This grey stone-faced building houses the branch of the City's extensive civil service which deals with the interests of non-Humans in Middenheim. There are separate offices for Elves, Dwarfs and Halflings within the building, staffed by members of each race, and the KEDHI deals with all complaints and problems arising from the City's non-Human population.

Yarnad Magradil is the Head of the Dwarven section - a bad-tempered, pompous individual who always gives the impression of being over-worked and underpaid, although this is patently not the case (the Dwarfs in Middenheim have little to complain about).

Estelle Dindelgon deals with any Elven enquiries, although she will quickly turn the conversation to her own 'plight' - "I'm not an exile, you know. I'm really a Princess, but I was captured by some bandits as a little girl. They would have sold me into slavery, but I was rescued by one of the Knights Panther. I keep trying to find someone willing to take me back to the Laurelor, but no-one wants to take the risk..." and so on. Any Elf gallant enough to offer an escort will find that "unfortunately, I can't leave just now. I promised to complete this history of Elves in Middenheim..."

Bimbo Wobbulbeli - a cheerful and helpful Halfling historian is more than happy simply to have a chat with any Halfling visitors to the City.

14. The Begierbaden

Built over one of the many springs which rise through the rock on which the City stands, the Begierbaden is a medicinal bathing establishment, much favoured by the upper classes and by visitors to

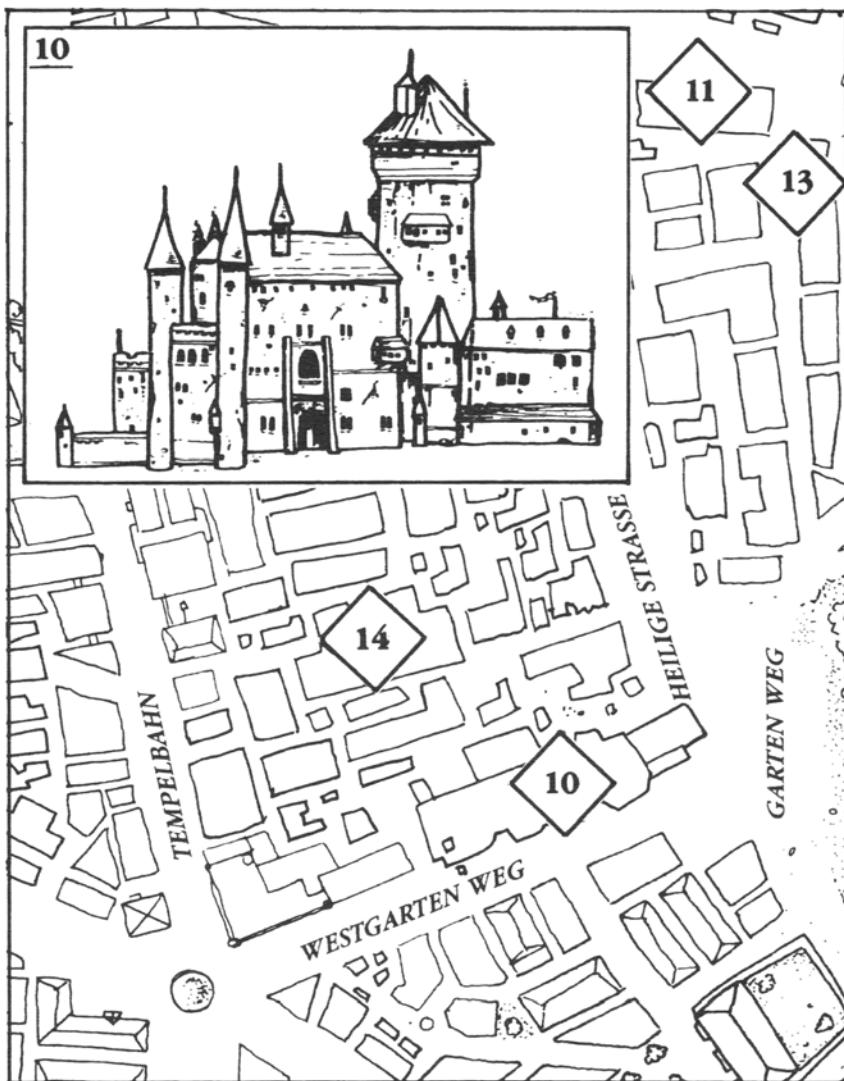
the City. There are steam baths, hot and cold (icy!) pools both indoor and outdoor, and a small infirmary caters for patients who come to the City for a protracted cure.

The waters have the reputation of reducing the likelihood of mutations and so are especially popular with pregnant women. Indeed, the place is used almost like an informal club by the City's rich and powerful women, and the baths' female attendants could be an invaluable source of information to anyone who could loosen their tongues...

encounters

D100 Roll

Day	Night	Encounter
01-10	01-05	Beggar
11-60	06-60	Citizen
61-70	61-65	Entertainer
-	66-80	Footpad
71-80	81-85	Hawker
81-90	86-95	Pickpocket
91-00	96-00	Pilgrim



e. the altmarkt-altquartier district

altmarkt

Altmarkt and Neumarkt (p41) are the two main market areas in the City. There are several markets in the area - mostly foodstuffs, but no livestock (such markets, including the province's biggest horse fair, are invariably held in one of the nearby villages - see the *Area Gazetteer*, p95).

Goods such as fresh fruit and vegetables, meat and so on, are brought into the City through the Osttor ('East Gate') shortly after dawn, and the markets are open from an hour after dawn until dusk. The Altmarkt is where most of the basic food requirements of the City are satisfied. The market from which the district takes its name is situated in the south-eastern corner, and is backed by narrow, winding streets; in the south of the district is an area known as the Kleinmoot, which houses the bulk of the city's Halfling population. The lay-out of a typical street-market (such as may be found in either the Altmarkt or Neumarkt areas), along with a *Consumer's Guide* to local prices is provided on pp70-72.

Most business is done early in the morning, immediately the market opens; buyers from the Graf's household and the City's better eating places arrive early so as not to miss the best produce. As soon as it is light, the market is bustling with buyers and sellers, as well as entertainers, pickpockets and the like, making what they can from the crowds. By 9 a.m., the market is quieter, and for the rest of the day the bulk of the market's customers are householders and servants. Hawkers are about at all hours of the day selling hot pies and other food as well as cutlery, clothes pegs and other small items.

The area behind the market-place is mostly residential, with shops and workshops on the ground floor of many buildings. Known as the 'Kleinmoot', since this is where the bulk of the City's Halfling population lives, the district is well-supplied with small eating and drinking establishments, especially round the edge of the market-place. As you might expect, these are mostly Halfling-run, and are open all hours.

The majority of shops in this area sell cooked or uncooked foodstuffs, and there are a few artisans' workshops, dealing mainly in food-related produce such as cooking utensils and tableware.

During the day the Altmarkt is generally a peaceable place, thronged with shoppers from early morning, but growing quieter in the afternoon. There are often numerous bunko artists, charlatans and so on, not to mention the occasional agitator haranguing the establishment from some busy street corner. During festivals the Altmarkt is a riot of sound and colour, with street theatre and many other events.

At night the place is almost deserted; you might perhaps glimpse a group of shadowy figures passing through from the Old Quarter (below), but that's about it.

Watch Patrols

Small units of the City Watch (1D4+1 watchmen) will be around the place at all times during the day, but they will often be perusing goods themselves. At night, patrols are every 2-3 hours.

altquartier - the old quarter

It is not clear how the Altquartier (or Old Quarter - the names are interchangeable) got its name, since there is no evidence that it is any older than the rest of Middenheim. The Altquartier is adjacent to the Altmarkt, and is a maze of winding streets and alleys, lined with run-down houses and tenements. The atmosphere is generally anarchic, and even the Watch thinks twice about venturing into the Old Quarter without a very good reason and a lot of reinforcements.

The Old Quarter is the home of a large part of Middenheim's underworld, and their rule there rivals that of the Graf; Watch patrols are openly reviled and spat upon, and generally leave the inhabitants to their own devices.

One of the biggest villains in the area is Edam Gouda from Marienburg, known locally as 'the Big Cheese'. On top of the income he gets from selling 'insurance' to the Altmarkt's stall-holders, he makes a handsome profit from his extensive drug-smuggling operation. Dried Moonflowers (p91) are brought in from the Laurelorn Forest in the guise of packing for pottery, and Laughing Powder (p91) is manufactured by his Alchemist brother in a disused warehouse. A flamboyant dresser, with great waxed moustaches, Gouda is easily noticed among the dowdy inhabitants of this area, especially as he is always accompanied by four, hulking bodyguards.



The taverns are invariably of low quality (or worse!) and offer exotic - but sordid - facilities and 'entertainments' which make them a favourite haunt for large groups of young rakes out 'slumming'.

Roughly in the centre of the district is a soccer-pitch sized rectangle of derelict land. This is the 'home venue' of the area's Snotball team (p90) - the 'Eastenders'. Matches don't get played here very often as they invariably end in a bloodbath. Nevertheless, there are usually two or three young men having a kickabout.

During the day the streets are crawling with examples of Middenheim's most disreputable types - professional beggars, bawds, gangs of urchins playing street Snotball with an inflated pigs bladder, and so on.

At night, the Altquartier is much the same as it is during the day, but more so - only the brave and the foolish walk the streets after dark.

Watch Patrols

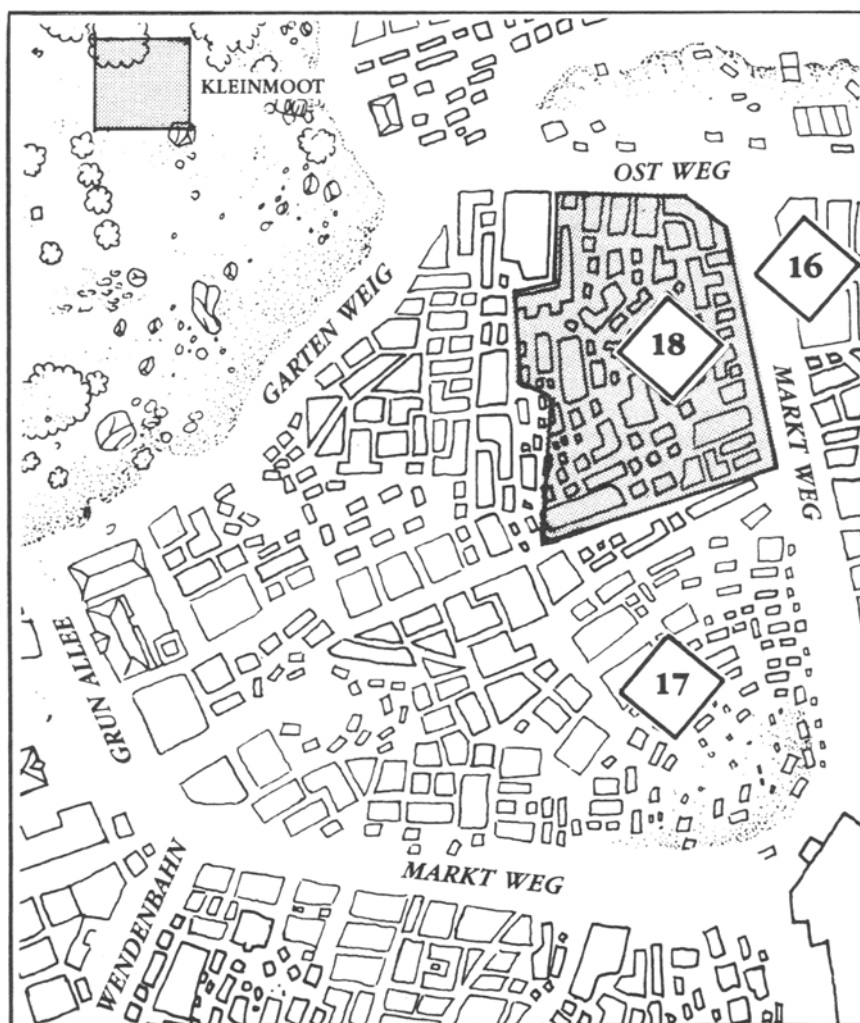
In the Old Quarter, Watch patrols are infrequent (every 12-18 hours) and uninquisitive, only responding to obvious and serious violence; they come in double-strength units with a 25% chance of an Elite unit as back-up.

locations

15. The Worshipful Guild of Legalists

The Worshipful Guild of Legalists is based in a large three-storey building, fronting onto the Ost Weg. The building is faced in stone and decorated with elaborately carved reliefs.

From 10 in the morning 'til 4 in the afternoon, the offices are open to the public. A number of clerks can be seen staring blankly into space in the general office behind the enquiry counter, but visitors are always kept waiting for at least half-an-hour.



Occasionally one can catch a glimpse of one of the cobweb-covered, dodderly scribes emerging from goodness only knows where to deliver a dusty or mildewed tome to one of the bored-looking clerks. There are dozens of these scribes, apparently, employed fifty years ago to introduce a new, efficient filing system. Unfortunately, it was decided to return to the old system some 10 years ago, so now *no one* ever finds anything except by chance.

The Fusspolver Court (see p22), housed in an inner chamber of the building, is much more businesslike. It is rare for the civil cases tried here to last more than an hour - although litigants' complaints about the arbitrary nature of the magistrates' judgements *are* fairly common.

16. The Last Drop

(Inn)

Services: Watery ale, Vinegary wine, or Rotgut spirits only - no accommodation
Staff: 4 plus Proprietor

The Last Drop is a typical Altquartier ale-house - its sign is a small gibbet with a hangman's noose! A notorious den of

iniquity, characters with underworld contacts will learn that it is a good place to buy illicit goods of all descriptions, as long as you can survive the journey there and back.

The proprietor is Werner Wutend, a man in his thirties, easily recognised by the wicked-looking scar which runs down the left side of his face from forehead to throat. He chews tobacco constantly and does a little business on the side by selling drugs for Edam Gouda.

The inn is a two-storey building; the ground floor is the bar area, a cramped and filthy place, low-ceilinged and smoky. It is best not even to consider the state of the floor. The upper floor houses Werner's rooms, as well as accommodating a drug den to which only known customers are admitted. Practically all the furniture has been broken and crudely repaired, and brawls are a common occurrence.

17. Fleischer's Slaughterhouse

This is the main abattoir servicing the markets; livestock comes into the City on the hoof, and is slaughtered here and prepared for sale. The slaughterhouse is

owned by one Bruno Fleischer, a tall and muscular man in his late thirties. It is rumoured that he and his staff sometimes work as frighteners for Edam Gouda's protection racket, but since payments are always collected by masked men after dark, this is difficult to prove.

18. The Blazing Hearth

(Restaurant)

This restaurant in the Kleinmoot is one of several traditional Halfling eating-places in the area. It is staffed and run by Halflings, and the Mootland dialect is used exclusively by the staff and on the menus. Very few non-Halflings even know of its existence, but it is one of the best places outside the Moot for Halfling cuisine at its finest.

The decor suggests a Mootland cottage or barn, and the clientele are almost exclusively Halflings. However, a few Human Middenheimers do come here from time to time, having discovered the place by accident.

The Blazing Hearth is owned by Silas Greenhill, a rotund and hearty host, and run by himself and his large family. Halflings from out-of-town are made especially welcome, particularly if they bring news from the Moot or from other Halfling communities. If there is a Halfling in the party, this is a good place to pick up news and gossip; the adventurers could be directed here by any NPC Halfling they meet in the City.

encounters

Altmarkt

D100 Roll

Day	Night	Encounter
01-05	-	Agitator
06-20	01-10	Beggar
21-40	11-15	Entertainer
41-60	-	Buyer
61-65	16-17	Bunko Artist
66-80	18-20	Citizen
-	21-80	Footpad
81-90	81-90	Hawker
91-95	-	Lawyer
96-00	91-00	Pickpocket

Altquartier

D100 Roll

Day	Night	Encounter
01-05	-	Agitator
06-10	01-20	Bawd
11-40	21-30	Beggar
41-50	31-50	Drunk
51-60	51-55	Entertainer
61-70	56-80	Footpad
71-75	81-85	Hawker
76-90	86-90	Hooligan
91-00	91-00	Pickpocket

f. the southgate-ostwald district

This part of the City is where the bulk of Middenheim's lower classes dwell.

Southgate is a moderately respectable, if poor, residential area; almost all the houses are terraced, with no elaborate decoration of any sort. Many have fallen into disrepair and are little more than rat-infested hovels. Whilst there are *some* average taverns, there are, many more poor-quality ones.

The majority of the inhabitants are unskilled labourers, and runaway peasants come to seek their fortune but finding only squalor.

While **Ostwald** lacks some of the menace of the slums of the Old Quarter (see p37), it is just as possible to end up dead in an alley here, and none of the taverns are better than poor quality, while the majority are far, far worse (see p25).

There is also plenty of criminal activity behind the scenes here - it is rumoured that there is great rivalry between the criminal organisations of Ostwald and the Altstadt.

The head of the largest Ostwald crime ring is known simply as 'the Man'. Not even his most trusted lieutenants know his real name. Rumoured to be a master of disguise, he has no known permanent headquarters, but his organisation of footpads, thieves, and fences can be contacted (via someone who knows someone who knows someone else) in most of the area's seedier inns.

'The Man' has his fingers in many an unsavoury pie - anyone making discreet enquiries about *any* illegal item or deal will be told "you need to contact 'the Man' ". Later on, the character will be approached by a respectable looking stranger who quickly reveals that he is remarkably well-informed about the character's business, and may be able to help - if a price can be agreed. Whether it's buying or selling stolen property, arranging a 'hit', or even supplying ingredients for spells, there is *nothing* that can't be arranged. But woe betide anyone who reneges on a deal - those who fall from the "Cliff of Sighs" aren't always dead before they hit the tree-tops!

During the day Southgate is fairly quiet as the majority of inhabitants will be working - either at their own 'cottage' industries, or elsewhere in the City.

Ostwald, in contrast, will be bustling with colourful but mostly unpleasant people - drunkards, diseased beggars,

bawds and degenerates of every kind, with plenty of thieves and footpads.

At Night both areas are always lively; bustling with lower-class citizens of all types.

Watch Patrols

By and large, Ostwald is a law unto itself; the City Watch is very reluctant to enter the area, and will only come here for some definite purpose. When the Watch does come to Ostwald, there will be at least 15-20 of them, with two Watch Sergeants and a 50% chance of an Elite squad accompanied by a Watch Captain.

In Southgate Watch patrols are at 4-6 hour intervals, with no Elite units.

locations

19. The Drowned Rat (Tavern)

The Drowned Rat is run by Johann Stallart, a big-built, bearded ruffian who is rumoured to have extensive criminal connections. Although he is running slightly to flab it is an unwise man who picks a fight with him.

The interior of the tavern is dark, dingy and malodorous, with a low ceiling and half-a-dozen small and battered tables scattered around the main room. The decor is either dirt or totally obscured by dirt - no-one can actually remember which. The clientele of the Drowned Rat is drawn from the very dregs of the City's society.

The inn's cellar connects to the City's sewer network (see p63) and is regularly used by thieves and footpads en route to or from some 'job' elsewhere in the City. In addition, the upper floor has a secret room which is used as a meeting place for the area's burglars, or as a hide-away for cut-throats on the run.

As soon as any outsider enters the main bar, all conversation ceases as if a *Zone of Silence* had been cast. Many pairs of eyes will follow the stranger's every move, and two brutish-looking thugs will move to block the exit. Characters who appear to be worth robbing will almost certainly be robbed, either in the tavern itself or immediately outside when they leave. Johann turns a blind eye to this, believing that anyone who comes here unprepared deserves everything they get - and besides, he usually gets a share of the profits.

20. Pfandleiher's (Pawnbrokers)

Tucked away down a side-alley, this tiny, cramped and dingy shop is distinguished by its strong, multiply-locked door, the stout bars over the windows, and the pawnbroker's sign hanging outside. Through the grime on the windows, the shop is crammed with miscellaneous objects - clothes, weapons, furniture, musical instruments, and so on.

The shop is run by Josef Pfandleiher, a scrawny, unkempt, unwashed man who appears to be in his late fifties. He wears a filthy, broad-brimmed hat at all times, and a pair of cracked eyeglasses teeter precariously on the bridge of his nose. He is able to estimate the value of an object with uncanny speed and accuracy, and will generally offer between 25% and 50% of its value, depending on how desperate the client is.

Josef is also one of the principal fences in Ostwald and a trustee of 'the Man'. His business is conducted under the guise of normal pawnbroking; and he has contacts, either direct or indirect, throughout Middenheim, allowing him to dispose of most goods easily. Josef maintains cordial if guarded relations with various other criminal gangs, and can call on them for help if necessary.

21. The Labourers' Hospice

This large two-storey building was once a warehouse, but a sign now hangs over the door reading 'Labourers' Hospice' in Reikspiel.

Free accommodation is provided for labourers working in the City, and there is a moderate charge for breakfast. Accommodation is in a series of dormitories, each furnished with a dozen or so straw mattresses. The hospice is run by the Labourers' Guild for the support of its members, but the bulk of the running expenses come from an endowment made by one Wolfgang Bandpater, whose bust stands on a plinth in the lobby of the building. Bandpater



is, in fact, one of the most prominent racketeers in the City, and the hospice is used by his followers for various purposes; as a safe house, contraband store, rendezvous point and recruiting ground, among others.

As a prominent member of the Merchants' Guild, Bandpater is very careful to be linked with the hospice only in his guise of philanthropist. Consequently he leaves the day-to-day running of the place to his lieutenant, Helmut Beckenbauer, and limits communications to the coded messages which accompany his 'donations'.

In addition to his criminal activities, Beckenbauer is also a keen Snotball player, and although the days when he was the most-feared centre-forward in the City are now long past, he still coaches and manages the notorious Southgate Slammers. Using the Grunpark (p47) as their training ground, this team of labourers has established a reputation as the most professional Snotball outfit in the City State. Their meetings with the 'Eastenders' from the Old Quarter are well worth a visit (providing you can take care of yourself in the inevitable after-match brawl!).

22. Dragon Ales

(Brewhouse)

This small brewing establishment supplies most of the district's taverns. The ales have a distinctly yeasty flavour, and are *very* strong (-10 to all *Poison* tests).

Hilberry Stilburg is the Halfling proprietor, but most of the brewing is done by his apprentices. What they don't know, however, is that Hilberry is also a skilled Alchemist (but not one registered at the Wizards' and Alchemists' Guild). In fact, beneath his cheerful, rosy-cheeked exterior, Hilberry is a thoroughly nasty piece of work. A well-balanced Halfling (with a chip on *both* shoulders), Hilberry specialises in the manufacture of poisons. He maintains an extensively equipped laboratory in a locked 'storehouse' and is currently working to develop a special preparation that will counteract the effects of both Toughness Loss and the onset of Cadaverous Appearance - disabilities which afflict many Necromancers (see *WFRP*, pp138-9).

Hilberry's biggest customers, not surprisingly, work for 'the Man', but Hilberry ensures that any transactions are always carried out after dark, when his apprentices have returned to their Southgate homes.

encounters

Southgate

D100 Roll

Day	Night	Encounter
01-05	-	Agitator
06-10	01-10	Bawd
11-20	11-15	Beggar
21-75	16-60	Citizen
76-80	61-75	Drunk
81-85	76-79	Entertainer
86-87	80-90	Footpad
88-92	91-92	Hawker
93-99	93-96	Pickpocket
93	97-00	Racketeer

Ostwald

D100 Roll

Day	Night	Encounter
01-05	-	Agitator
06-10	01-20	Bawd
11-20	21-25	Beggar
21-60	26-50	Citizen
61-65	51-65	Drunk
66-70	66-68	Entertainer
71-80	69-85	Footpad
81-85	86-88	Hawker
86-97	89-95	Pickpocket
98-90	96-00	Hooligan



g. the neumarkt-osttor district

neumarkt

While the Altmarkt (p37) deals mainly in foodstuffs, the Neumarkt supplies other goods of all descriptions. There are actually several markets within the Neumarkt district, interspersed with artisans' workshops and dwellings of various types. In the south-east corner, opposite the Altmarkt, is the Gerberbahn, an area occupied by the City's tanners, dyers and fullers. A little further north and west is the Schmiedstrasse, where metalworkers are in the majority, and the Topferplatz, which is the potters' quarter. As well as artisans' workshops, the guildhouses of a number of lesser craft guilds can be found in this area.

During the day, the area is bustling with shoppers and tradesmen, apprentices out on errands, servants and householders visiting the workshops, and so on. There are also many beggars, entertainers, pickpockets, charlatans, bunko artists and others who make their living from the crowds.

At night, there are few people about except the occasional apprentice out on an errand, and small but noisy groups of outrageously-dressed young people on their way to the Templar's Downfall (location 25) for the evening. There will also be a number of beggars and entertainers about, making what they can from the revellers. Footpads sometimes strike here, and an occasional group of agents for a local racketeer might be encountered, on their way for a quiet word with an artisan about lapsed 'insurance' payments.

Watch Patrols

Small units of the City Watch (2-5) will be around the place during the day, but they will often be perusing goods themselves. Elite units are only deployed here in the event of serious trouble. At night Watch patrols are only every 4-5 hours.

OSTTOR

The area between the east and north-east gates is given over mainly to middle-class homes. A few are semi-detached, but most are terraced, and all these homes are comfortable and well-appointed, if not overly spacious. There are a few shops, and rather more average/good quality taverns and hostleries. Streets are slightly narrower than those in the comparable Westtor-Sudgarten district (p47), and houses are a little smaller, but not by much. Osttor has a lower-middle-

class reputation, which seems to arise solely from the fact that it is not in the fashionable north-west part of the City. The bulk of the population consists of junior and middle-rank clerks in the various Kommissions and mercantile concerns, and some moderately well-to-do artisans who find the area convenient for the Neumarkt.

During the day, these places will be busy with citizens, entertainers, a few beggars, servants, brats and the like. Thieves and pickpockets may be encountered here at busy times.

At night, there will be groups of revellers on their way to the Templar's Downfall (location 25, below), and a few beggars, entertainers, pickpockets and the like, as well as the occasional gang of footpads.

Watch Patrols

Patrols by the City Watch are at 2-3 hour intervals both day and night, with 10% of such patrols being by Elite units (see p93).

locations

23. The Royal College of Music

This magnificent, vaulted building is home to the Middenheim Orchestra, and one of the centres of the City's cultural life. Concerts and other events take place here throughout the year, especially during festivals. The College of Music is sponsored by the Graf, and numbers many of the City's dignitaries among its patrons.

The Director of the Royal College of Music is Eberhardt Geiger, a retired merchant who handles all the financial aspects of running the College and

Orchestra. Subordinate to him are the Hall Manager, Axel Buhnleiter, and Amadeus Tonkunst, the Musical Director. Buhnleiter's responsibilities include maintenance of the 250 capacity concert hall and managing the cleaning and front-of-house staff, while Tonkunst is in charge of all performers and has the responsibility of arranging each year's concert programme. He has frequent and often violent arguments with Geiger over the contents of concert programmes, and constantly tries to introduce new and avant-garde works to broaden the audience's horizons, while Geiger prefers to stick safely with the old 'standard' works.

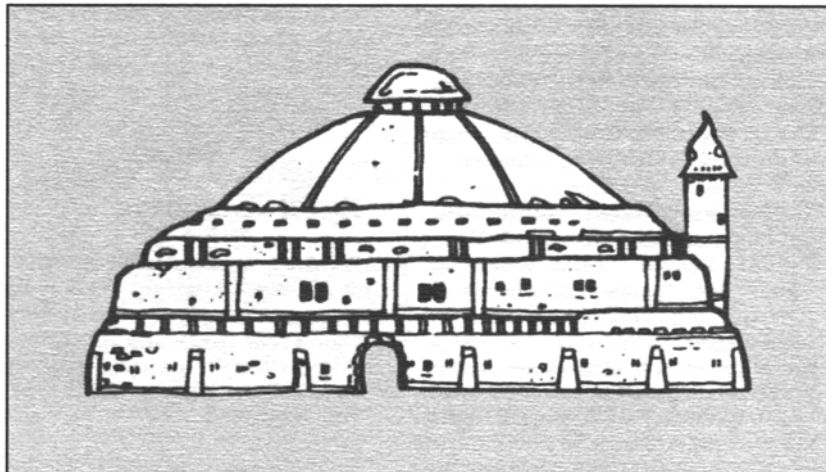
There is generally a concert or some other event during the last week of every month; additional concerts are staged on notable occasions such as the Graf's birthday, and there is a three-day festival of religious music at midwinter, celebrating the main festival of the Cult of Ulric. During Carnival Week, the Royal College of music is host to many events and attractions.

Ticket prices vary according to the event and to the quality of the seats. For the normal concert programme, tickets range from 1GC (an aisle seat at the front) to 5GCs (a seat in a box), while for special events they can be twice or three times as much.

24. The Singing Moon (Cabaret/bar)

This night-spot is owned and run by Kirista Kallarial, a female Elf, and is a favourite haunt for the City's elven population, as well as for dedicated aesthetes of other races. The atmosphere is relaxed and stylish, and like the Harvest Goose (p34), the decor has a distinct Elven accent.

Admission is by membership only; membership costs 20GCs per year, and non-members are admitted only if they



are Elves (admission 2GCs) or the guests of a member (admission free). Dwarfs are not admitted under any circumstances, although few Dwarfs would care to enter in the first place.

The Singing Moon has an extensive cellar, with wines and spirits from all over the Old World and even a small 'special' stock of Elven wines and fruit brandies. Prices are high, but are justified in the main by the quality of the drinks on offer; the 'special' stocks are not for sale, and are only drunk by Kirista and her particularly favoured Elven guests.

Rallane Lafarel, the court minstrel (see p85), visits the Singing Moon regularly, occasionally giving impromptu recitals and, if the mood takes him, sometimes sitting in with the house musicians. Allavandrel Fanmaris, the Master of the Hunt (p84), is also a regular patron, and sometimes the two Elves bring Dieter Schmiedehammer (p87), the Graf's Champion, to the club - "In the hope," as they sometimes say, "of instilling some culture into him." It is rumoured in some quarters that Rallane and Allavandrel are friendly rivals for Kirista's affections; however, the light and bantering manner in which the three talk and joke with each other suggests that they simply enjoy each other's company.

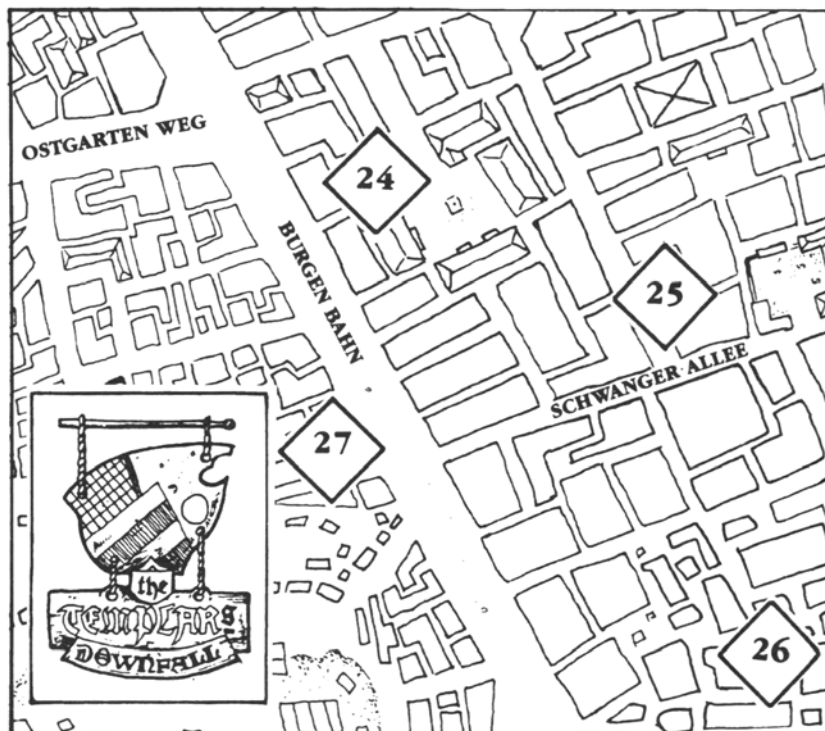
The Singing Moon has a reputation for an unusual cabaret - fire-eaters, contortionists, escapologists and the like are often to be found performing here, and are always far superior to those who are to be found performing on the streets. As well as these acts, the Singing Moon boasts the finest musicians and singers outside the Royal College of Music.

25. The Templar's Downfall

(Cocktail bar/restaurant)

Owned and run by 'Gorgeous' Georg Mikael, the Templar's Downfall is a favourite night-spot for the young fashionable set, and is *the* place to be seen in Middenheim. It is a riotous place, and although there's no admission charge, only those dressed in the height of outrageous fashion are admitted.

The place is always full of heavily made-up and outrageously-dressed Pale Young Things (some bordering on transvestism), posing like there's no tomorrow and drinking the latest and most extreme cocktails (and making no secret of the fact that that's not all they are consuming...). The prices are almost as outrageous as the patrons, but regulars seem to think that it is worth paying extra to be at the hub of fashion.



The cocktails in the Templar's Downfall are phenomenal. The "What Vow of Chastity?" at 18/- is good value, but the *pièce de résistance* (all the rage with young rakes) is the horrendous 'Hush Puppy', which comes at 45/- and comprises innumerable alcoholic ingredients infused into the stomach cavity of an eviscerated small dog. Don't even ask about how it is drunk While cocktails are *the* thing to drink here, and there is a standing reward of one free drink for anyone coming up with a new recipe, the Templar's Downfall does have a small and badly-kept stock of wine; anyone asking for beer or mead here is instantly ostracised.

26. Offices of the Kommission for Health, Education and Welfare

The offices of this Kommission are in a drab grey stone building on the Ost Weg. Full details of its functions and facilities can be found on p17.

27. Offices of Castle Rock Coaches

Castle Rock coaches are co-owned by Gunnar Guildenstern and Rudolf Finkelstein. The former is also owner of the Showboat (p32), and occasionally uses the Coach company's haulage division to smuggle in wines for that establishment.

Castle Rock coaches serve Altdorf and

the south while Wolf Runner coaches (location 48, p50) run the routes to Marienburg and the north.

The company's offices and terminus are situated on the Burgenbahn; there is a large Coaching Inn - the Castle Rock (see WFRP, p329) - and a coachyard with stabling and a small smithy. The yard can accommodate up to four coaches at a time, and there is sufficient stabling for a dozen or so horses.

encounters

Neumarkt

D100 Roll

Day	Night	Encounter
01-05	-	Agitator
06-20	01-10	Beggar
21-40	11-15	Entertainer
41-60	-	Buyer
61-65	16-17	Bunko Artist
66-80	18-20	Citizen
-	21-80	Footpad
81-90	81-90	Hawker
91-95	-	Lawyer
96-00	91-00	Pickpocket

Osttor

D100 Roll

Day	Night	Encounter
01-10	01-05	Beggar
11-75	06-60	Citizen
76-80	61-65	Entertainer
-	66-80	Footpad
81-90	81-90	Hawker
96-00	91-00	Pickpocket

h. the FREIBURG

The Freiburg is a middle-class residential area, distinguished by the fact that many scholars, wizards, clerics and the like dwell here. The standard of housing is comparable to the other middle-class areas, but the atmosphere is somewhat more bohemian.

There are several small eating establishments (which do very good hot breakfasts), small book, antique and curio shops, craftsmen's workshops, and rather fewer drunks than in many places, although the locals do tend to be rather eccentric.

During the day, the area is bustling with householders and lackeys of various sorts going about their business, scholars and students visiting bookshops and cafes (the scholars tend to be abroad earlier in the day than the students!), with buskers and other street entertainers dotted about. Unlike the rest of the City, the street entertainers of Freiburg include a number of artists and several poets and mime artists - the street entertainments here reflect the generally bohemian and 'arty' nature of the district.

At night, little changes. The Freiburg stays alive with entertainers of almost every description right until dawn. The main difference is that the scholars visiting bookshops are replaced by groups of students visiting the area's hostels. Footpads and other rogues are few - although the students may come from wealthy families, they very rarely have enough money to make them worth robbing. On rare occasions, a group of thugs from the Old Quarter may come to beat up a few students, but trouble rarely lasts long.

Watch Patrols

Patrols by the Watch are at 3-4 hour intervals both day and night; 10% of patrols are by Elite units (see p93).

locations

28. Temple of Sigmar

An impressive but forbidding stone temple, it boasts some remarkable gargoyles (of the inanimate variety!) and a fine altar. While the bulk of Middenheimers follow Ulric rather than Sigmar, a goodly proportion of senior town functionaries and military men worship here; cynics might conclude that they are trying to curry Imperial favour by doing so.

The chief priest here, who goes under the resounding title of the High Capitular

of Nordland, is one Werner Stolz, and is assisted by 6 junior clerics and 6 Initiates (see TEW, p19 for more details of this Cult).

Stolz enjoys the great favour of the Grand Theogonist in Altdorf, and his current post is a delicate one. As well as presiding over the Cult in Nordland, the area where it is least accepted by the general populace, his being based in Middenheim makes him particularly vulnerable to political intrigue by High Priest Ar-Ulric (p84), and at the same time a valuable spy in the enemy camp. It is thought by many - Stolz among them - that if he acquits himself well in the post of High Capitular, he has an excellent chance of being groomed to succeed Yorri XV as Grand Theogonist. More details of the religious-political situation in Middenheim are on pp12-15.

As well as his duties as High Capitular, Stolz is nominal head of the Gragh Mar School, which is attached to the Temple. The school is run by a monastic order of the Cult and many of the children of the followers of Sigmar in Middenheim are educated here between the ages of 8 and 13.

The Temple makes a special effort to celebrate Sigmar's main holy day (on the 18th day of the month of Sigmarzeit - the first day of summer). There is a procession through the Freiburg and a night-long service at the Temple itself. Most of this is traditionally filled by one of Stolz's 'hellfire specials', a sermon in which he exhorts the congregation to be "especially vigilant - for the Mark of Chaos is all around us; beware the Enemy Within!"

29. The Scholar's

(Hostelry)

Prices: from 5GCs (Single room, no food) to 10 GCs 7/6 (Double room, full board)

Staff: 6 plus Proprietors

Rooms: 8 Single, 8 Double

Run by Hugo and Petra Schmidt with a



staff of six, the Scholar's is an excellent hostelry, boasting sixteen rooms and stabling for a dozen mounts.

Hugo is an avid collector of antiques and curios, which make the Scholar's a cluttered but convivial place, full of surprises. He is friendly with Chancellor Sparsam (p88) through their mutual interest in antiques, and sometimes acts as a buyer for him in auctions; Hugo is able to bid on items whose price would go through the roof if it became known that the Chancellor was interested in them. The friendship between the two men is kept secret, and the Chancellor only rarely visits the hostelry.

The clientele consists mainly of scholars, students, wizards and the like, who come here to drink, debate, and play chess. The tavern boasts about a dozen chess sets of various sizes and styles, including sets from Araby, Ind and Nippon. Hugo is an excellent chess player, and may often be found having a game with his customers; he can play both the Nipponese and Old World versions, and a game of chess is a good starting-point for enquiries here.

30. The Red Moon

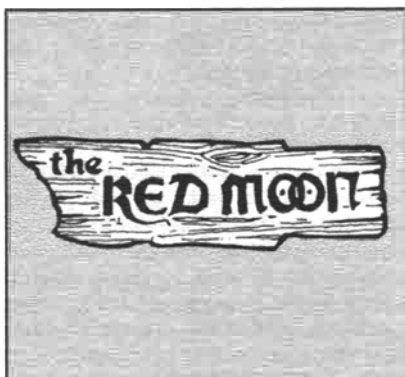
(Cabaret/bar)

The Red Moon is a cabaret-bar run by Eva Dietrich, a glamorous figure and a byword throughout Middenheim for the *femme fatale*. She appears to be in her fifties, but it is whispered - especially by jealous women - that she is considerably older, and maintains her appearance with magical preparations. Certainly there are few Middenheimers who can remember a time before the Red Moon opened, and although rumours abound about Eva's past and background, the truth is a mystery.

There is a 35/- admission charge, which Eva sometimes waives for regular customers (for details of other prices, see p26). Her two bouncers, Hannes and Karl, are huge and powerfully-built men, and although many are turned away at the door, no-one causes trouble. The decor is plush and stylish with a hint of camp - the wife of one customer rather unkindly described it as 'almost, but not quite, like an overpriced whorehouse.'

Upstairs is a small casino (not rigged), and the lower floor is occupied by the bar-room and the stage, where a three-piece band plays throughout the evening as Eva wanders grandly from table to table.

The clientele of the Red Moon is a cross-section of the City's upper and upper-middle classes, and the club begins to fill up from about 10 p.m. onwards. The cabaret is typically rather risqué, but



never crude. The high point of the evening is at midnight, when Eva takes to the stage in a flame-red taffeta dress, and delivers a song to her guests in her distinctive husky voice. A reverent hush descends as she begins to sing.

The Red Moon has a number of distinguished 'regulars'. Janna Eberhauer (p88), deputy to the High Wizard, often visits the club, and is on very friendly terms with Eva. It is rumoured in some places that Janna supplies Eva with the magical preparations which some suppose she needs to maintain her appearance, and in others that they are mother and daughter, but no proof has been put forward to support either contention. A more occasional visitor is Emmanuelle Schlagen, one of the Ladies-at-Court (p86), who comes here from time to time for an evening's gambling. She is generally accompanied by one or more ladies-in-waiting, or by a high-ranking officer from the Knights Panther.

31. The Wizards' & Alchemists' Guild

This is a three-storey building, built in a grand but eccentric style which would look out of place anywhere in the world except the Freiburg. The High Wizard and the head of the Guild is Albrecht Helseher (see p88). He lives on the top floor of the building, and the other floors are occupied by offices, workrooms and storage space.

Because of Middenheim's reputation as the magical capital of The Empire, there is a steady stream of would-be apprentices calling at the Guild, but few are admitted (see notes on p18). Those that do get in receive a training in Wizardry that is second to none. *All* non-specialist Battle Magic spells can be taught here (only to members), but the prices are high (GM's discretion). Members can also be trained in Illusion magic here (but not Elementalism, and Demonology and Necromancy are both illegal).

The Guild has a well stocked library,

several research laboratories, and a stock of reliable ingredients for spell levels 1 to 3. Again these facilities are only available to members.

32. Collegium Theologica

The Collegium was founded in 1762, to train young people for the priesthood of Ulric and to promote the study and dissemination of the Cult's religious writings. Its activities have broadened since then, and it now covers almost every subject from the history of art to the development of safer methods for manufacturing gunpowder. Although the Collegium does not have an Imperial charter granting it the official status of a university, it behaves as one in most respects, and considers itself the equal of the Universities of Altdorf and Nuln.

The largest faculty is the Department of Holy and Scriptural Studies, generally known as the D.H.S.S. This department receives disbursements from the Graf's coffers and the Temple of Ulric as well as donations from wealthy citizens; such donations are tax-deductible, and are an important source of revenue. The D.H.S.S. has the largest library in

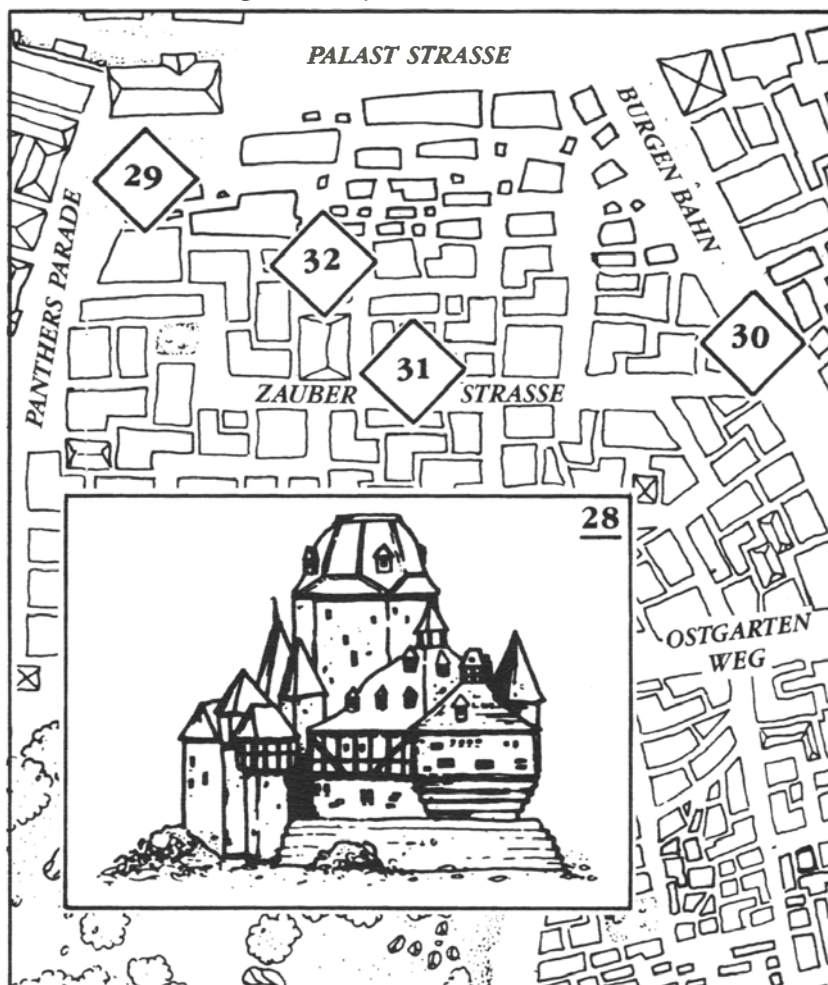
Middenheim, embracing history and law as well as the religious writings of the Cult of Ulric, and is able to employ two full-time librarians, Hermann Grosz and Hugo Durchfall. The library is available for research - the crossing of a palm with silver works wonders here - but results can be slow, since both librarians are old and used to the gentle pace of college life.

About 50 new students are taken on each year, for a fee of 50GCs, and (at your discretion) characters can take special courses to learn such skills as History, Law, Additional Languages, Astronomy, Heraldry, and Theology.

encounters

D100 Roll

Day	Night	Encounter
01-10	01-05	Beggar
11-50	06-40	Citizen
51-60	41-45	Entertainer
-	46-60	Footpad
61-70	61-65	Hawker
71-80	66-80	Lackey
81-85	81-90	Pickpocket
91-92	-	Scholar
93-96	91-98	Student
97-00	99-00	Wizard



1. the wynd district

Situated in the south-west corner of the City, the Wynd consists mostly of artisans' workshops and merchants' warehouses, with a sprinkling of middle and lower-class homes and taverns and hostleries of average or lower quality.

Most of the buildings here are built along strictly functional lines with no pretensions to ornamentation. This is not surprising given that most of them were built for working in rather than as domiciles. Some parts of the area are obviously poorer than others and here the buildings are mostly tenement blocks. On the whole, however, the streets and yards are relatively neat and tidy, with little signs of the squalor associated with areas such as Ostwald or the Old Quarter.

Many of the 'ordinary' artisans have workshops here - this is the place to come for carpenters, smiths, cobblers, coopers and candlestick-makers; especially if you just want a straightforward, workmanlike job with no frills for a reasonable price.

During the day, the Wynd is busy with buyers and sellers, artisans, apprentices, workmen, and stable-lads with horses - there are several stables here - plus a sprinkling of entertainers, beggars and so on.

At night, it is still busy, with apprentices and other lackeys on errands, some beggars and buskers still on the streets, and the occasional group of footpads or racketeers' agents going about their nefarious business.

Watch Patrols

Patrols by the City Watch are at 2-3 hour intervals during the day, and every 5-6 hours at night. 10% of all patrols are made by Elite units (see p93).

locations

33. Chapel of Grungni

The temple is entered via an unremarkable doorway between two buildings on the Wendenbahn. A covered alley slopes sharply downwards for several yards, before turning sharply to the left and leading down beneath the buildings. About forty feet below ground, the tunnel opens out into a cavern, which has been excavated by Middenheim's Dwarven community and fitted out as a chapel to Grungni.

There are two main chambers, an outer and an inner. The outer chamber contains a large statue of Grungni,

standing about six feet high and leaning on his pick after opening the way to the underground world. Very occasionally, non-Dwarfs are permitted this far into the shrine - a great honour, and not one that is granted to Elves under any circumstances.

The inner chamber is smaller, and only Dwarfs are permitted to enter. There is another statue of Grungni here, four feet high and made of solid brass with small jewels set into the helmet and around the belt. There is a rumour current among the City's non-dwarven thieves that the statue is actually made of gold, and that the jewels with which it is set are many times their actual size, but so far no thief has dared to attempt to rob the shrine - at least, so far as is known. The rumour is almost certainly founded on the common knowledge that the Dwarfs who helped build the fortress from which the City grew, discovered some minor veins of gold in the Fauschlag rock. Most of this has since found its way into the City Treasury beneath the Graf's Middenpalaz, or been turned into coinage by the Spear Mint.

It is also rumoured that the shrine leads to the Undercity (see p63), but only the Dwarfs know for certain, and they are not telling.

The chapel is attended by the Dwarven cleric Mungrim Dalmin, a dour and serious individual even for a Dwarf. He lost his right arm in a battle with a group of Orcs eighty years ago and came to the chapel as an Initiate shortly afterwards. He lives in a suite of small chambers behind the shrine, and rarely ventures above ground, sending his Initiate, Jodur Gnagrum, on any necessary errands. Gnagrum is a quiet, placid Dwarf, who takes everything at his own pace - much to Dalmin's annoyance at times - and his hobby of gem-carving is perfectly suited to his calm and patient personality.

The chapel is generally the first stopping point for any Dwarf of any note visiting Middenheim. Visiting dignitaries from the Dwarven Engineers' Guild, mining bosses from the Middle Mountains, and the occasional high-ranking functionary of the Cult of Grungni may be found here from time to time, and practically the whole of the City's Dwarven population comes here to worship every ten days.

34. The Guild of Stonemasons and Architects

This is the most important of the artisans' guilds, and all non-Dwarven masons and architects are members; the Dwarfs are, of course, members of the

Dwarven Engineers' Guild (location 36, below).

There is professional rivalry but no bad feeling between the two guilds, since the Guild of Stonemasons and Architects generally receives commissions from the temples and from those who want something built or repaired in the Human style, while the Engineers' Guild deals with all underground work and the maintenance of the viaducts and the chair-lifts; the Graf and the City authorities generally divide commissions evenly between the two guilds, to avoid bad feeling and accusations of bias.

The guildhouse is not large, but it is impressive - a two-storey building with a roofing of streaked grey slate and two marble pillars at the entrance doors. As well as being the Guild's headquarters, it is a showcase for the abilities of its members, and incorporates a number of impressive but completely unnecessary architectural features.

If any of your PCs want a career change to Artisan (or even Master Artisan), they are quite likely to be directed here (but see p18 for details of Middenheim's Guilds).

35. Offices of the Kommission for Public Works

This is a drab, grey, nondescript building tucked away at one side of the Markt Weg. See p17 for full details on the facilities and functions of the Kommission.

It is common knowledge that the Kommission has numerous maps of the City's streets and sewers, as well as plans of many of the public buildings. These are not available to the general public, but a letter of introduction from one of the Law Lords, say, might just get you a quick peek at some of the less politically sensitive maps.

36. Offices of the Dwarven Engineers' Guild

This is a small, unobtrusive building on the Wendenbahn near the Chapel of Grungni. Unlike the offices of the Guild of Stonemasons and Architects, it is not ornate or elaborate; the Dwarven Engineers' Guild trades solely on its reputation. Most Dwarfs in the City are members of the Guild; certainly the Guild has seen to it that there are no wetbacks in Middenheim working in the areas of engineering and construction.

The Engineers' Guild and the Chapel of Grungni are the twin foci of Dwarven society in Middenheim, and vital staging posts for any PC Dwarf wanting to make their way in the City. Unlike Human guilds, however, the Dwarfs will welcome any applicant (of their own race!) and are always pleased to provide training. Access to the Guild's extensive set of maps, and information about those parts of the Undercity which they still use (see p63) will not normally be imparted until the newcomer has been resident in the City for a year or more.



37. The Windhund Haulage Co.

(Front for the Purple Hand)

Ostensibly the offices of the little known Windhund Haulage Company, and managed by Theodor Gluckstein, this innocuous-looking warehouse is, in fact, one of the main operations centres of the Tzeentch-worshipping Cult of the Purple hand (cf pp58-60).

Visitors to the offices are greeted by Theodor, a severe-looking, middle-aged man, and informed that the company is fully booked for the next six months. True enough, there are regular arrivals and departures of wagons, but their cargoes are always either contraband or a cover for the delivery of messages to and from the Cult's numerous cells elsewhere in The Empire.

Anyone observing the warehouse over a few days might also notice that a surprising number of pigeons seem to have taken to roosting in the building's eaves. In fact, these are Theodor's carrier pigeons which he uses to maintain contact with other cultists elsewhere in the City.

Theodor is not the head of this operation, however. That dubious honour belongs to one Salladh-bar the Great - an Arabian necromancer of indeterminate age. He has been hired by the Cult to research into the creation of zombies. He has any number of projects on the go at once; currently he is working on animating corpses that aren't subject to *instability*, creating zombies with the power of regeneration, and creating 'super-zombies' that can be programmed to perform simple tasks and left without a controller.

He is kept well supplied with subjects for his experiments by the Cult's other activities - they blackmail alchemists and pharmacists when their own can't help, and use grave-robbers and cut-throats to ensure a steady stream of corpses. The operation is funded largely by slave trading. Solitary young men and women who have no family ties are kidnapped by the Cult, drugged, and shipped out in barrels by the haulage side of the business. The biggest market is Bretonnia, but some victims are sold to other cults...

In addition to the teamsters and muleteers (all cultists) who can be seen working in the yard during the day, the Cult makes use of Salladh-bar's zombies to do much of the work at night. If anyone were to take it into their head to peer over the yard's eight-foot-high gates, they might just see three or four zombies sweeping the yard or loading or unloading a wagon.

encounters

D100 Roll

Day	Night	Encounter
01-20	01-10	Beggar
21-60	11-30	Citizen
61-65	-	Entertainer
66-67	31-70	Footpad
68-75	-	Hawker
76-90	71-85	Lackey
91-95	86-00	Pickpocket
96-00	-	Rat Catcher



J. WESTOR-SUDGARTEN DISTRICT

The Westor-Sudgarten District extends from the West Gate to the Sudgarten Allee and Morrspark, and south as far as the Grunpark. It is one of four middle-class residential areas in Middenheim, and its population includes artisans and craftsmen of all descriptions, as well as shopkeepers, lesser attendants at the various temples, and those employed by merchants and the various arms of the City's administration.

The residential part of the district is split up into three areas, which are progressively wealthier as one goes from east to west.

The district is also known as the "Green Corner" by the locals, since it includes two of the City's four public parks. The streets are narrow but mostly clean, and the houses are terraced town houses of moderate quality, interspersed with shops and workshops.

During the day, the district is busy with citizens going about their business, lackeys on errands, tradesmen making deliveries, hawkers selling goods door-to-door, plus the occasional busker or beggar. Thieves and pickpockets may be encountered here at busy times.

At night there is less activity; people come and go, on their way to a dinner party or a night on the town, pickpockets are a little less common, and the occasional gang of footpads might be encountered.

Watch Patrols

Patrols by the City Watch are at 2-3 hour intervals during the day, and every 4-5 hours at night. 10% of these patrols are made by Elite units (p93).

locations

Morrspark

As well as being one of Middenheim's four public parks, Morrspark is also the sight of the City's only burial-ground. Because of the pressure on space in Middenheim, only the very wealthy can afford the price of a plot of land here, and the northern and eastern sides of the park are lined with stone-built mausolea owned by the City's richest and most prominent families. The less wealthy citizens usually cremate their dead, or bury them outside the City in the shadow of the Fauschlag rock.

The Grunpark

The Grunpark is the smallest of Middenheim's public parks and also the

least well-kept. It is not that the park-keepers shirk their duties here - it is simply due to the fact that the southern side of the park borders onto the notorious Ostwald slum area (p39).

During the day, the park is fairly pleasant, provided that one keeps to the main walkways and doesn't venture too far into secluded areas, where there is the danger of running into an Ostwald street-gang.

At night, however, it is haunted by juvenile gangs from Ostwald, and can be unpleasant or even dangerous. The homes around the edges of the Grunpark are all surrounded by high walls studded with glass at the top, in order to discourage break-ins.

38. Temple of Shallya

A stunningly lovely, if not overly spacious temple, the building has marble facades and stunning interior frescoes. High Matriarch Isolde Begegnen, her six clerics and two physicians are here at various times, and there is a small infirmary close by where they attend to some of the sick. The Temple is well known for its charitable work with the poor, and many of the common folk worship here.

The officials of the Guild of Physicians are regular worshippers at the Temple, although they generally hold closed services away from the common folk - the clerics are contemptuous of this attitude, but realise that it is more constructive to allow the physicians their petty conceits rather than antagonising the Guild. Notable by his absence from the Temple, however, is the newly-arrived 'Herr Doktor' Luigi Pavarotti (see pp11-16; Isolde is reluctant to construe this as a snub, but makes no secret of her curiosity over why the City's most prominent physician has not yet seen fit to pay the Temple so much as a courtesy visit.

The clerics from the Temple of Shallya also tour the poorer areas of the City, rendering assistance where they can. In many cases, they can go freely where other citizens of similar standing would not dare - the City's underworld leaves them alone, since an attack on the Temple of Shallya or its personnel would lose the perpetrators most of their support and goodwill among the lower classes.

As well as its work helping the sick and poor, the Temple of Shallya also runs a small orphanage and school (see 13).

39. Temple of Myrmidia

This is a small Temple of no especial grandeur or note, a relatively plain stone building which does, however, have a pair of tall spires at the entrance. The temple is several hundred years old, and was founded by a unit of Tilean mercenaries who served here during the Age of three Emperors. There are but three clerics here, with Uli Hanseher being the senior.

Few Middenheimers worship Myrmidia, but the Temple seems able to survive on the offerings left by travellers from the south, where her worship is more widespread. The three Midden-Marshalls (p87) all worship here occasionally, although their first loyalty is, of course, reserved for Ulric. General Schwermutt is the most interested in the Cult of Myrmidia, seeing her precepts as complementing those of Ulric to produce a complete and perfect approach to military matters, but will not renounce one deity in order to become inducted formally into the cult of the other. A handful of the junior officers of the Garrison also worship here, but the Temple will always be overshadowed by the City's patron deity.

40. Shrine of Morr

The small, featureless shrine to Morr stands by the northern entrance to Morrspark. It is built of plain black stone, and has no internal decorations save for a small statue of the god above the inside of the doorway. Middenheim boasts six full-time clerics of Morr, who conduct funeral services here prior to burial outside the City or in the cemetery in Morrspark; the senior cleric is Albrecht Zimmerman.

There is a 10% chance that a funeral will be in progress here at any time during the day; the body will be accompanied by 2D10 friends and relatives, and the funeral will be conducted by a Cleric of Morr of level 1-3. The level of the attendant cleric will depend upon the social status of the deceased - Zimmerman, the only level 3 cleric, will only be in attendance at upper-class and noble funerals.

Funeral costs vary according to the degree of elaboration required. A burial plot in Morrspark costs at least 100GCs, and probably an equal amount in bribes; practically all the available space has been taken up by the family plots and mausolea of the wealthy. The services of clerics and mourners range from 10-100 GCs, while a headstone or other



monument costs 20-200GCs - and again, probably a like amount in bribes to be able to place it in Morrspark. A pauper's burial is free, but consists merely of a cleric of Morr blessing the body as it is dropped from the City wall at the Cliff of Sighs. Those who cannot afford a burial in Morrspark generally cremate their dead in the Temple's Flames Eternal (at a cost of 25GCs, plus the cost of supervising clerics, plus any bribes necessary to allow the ashes to be buried or scattered in Morrspark), or bury them outside the City, at the edge of the forest (at a cost of 10GCs, plus the cost of clerics and mourners).

41. The Laughing Jackass (Restaurant/cabaret/bar)

The Laughing Jackass is a restaurant and cabaret-bar, run by Hans and Wanda Kaltenbrunner, a husband and wife in their mid-twenties. They met and

married while studying at the Collegium Theologica (p44), and started the business as much as a way of continuing to enjoy student life as to make a living.

The Laughing Jackass is very popular with the young fashionable set - who go there to be seen by their peers and to drink ever more extravagant and dangerous cocktails. The bulk of the other habitués are scholars and pseudo-intellectuals from the Freiburg District (p43). It takes second place to the Templar's Downfall (p42) as the hub of fashion, but regular patrons maintain that the atmosphere is more relaxed and friendly in the Laughing Jackass.

Only members and their guests are admitted; membership costs 55GCs, although evening membership is available at 5GCs on the door and is valid for one visit. Guests of full members may be admitted on payment of an entrance fee of 1GC; evening members may not bring guests.

Apart from its superbly-equipped cocktail bar, the Laughing Jackass is famous for its cabaret, which features lively and often slanderous satires on prominent City figures. At the moment the Baron Stefan and his Tilean physician are both cruelly mocked on stage (while not actually being mentioned by name, of course), and shortly after the PCs arrive at the club for the first time a very talented impressionist will take the stage, singing a scurrilous ditty which starts with the lines "I'm Gotthard Goebbels,

how do you do, I swindle all the merchants and I'm here to cheat you too".

This cabaret can be a useful and entertaining way to leak information about major public figures to the players; note, however, that only 'common knowledge' information can be passed on by this means.

encounters

Residential Areas/ Grunpark

D100 Roll

Day	Night	Encounter
01-10	01-05	Beggar
11-55	06-60	Citizen
56-65	61-65	Entertainer
-	66-75	Footpad
66-75	76-80	Hawker
76-85	81-85	Park-keeper
86-95	86-90	Pickpocket
96-00	91-00	Street Gang

Morrspark

D100 Roll

Day	Night	Encounter
01-05	01-10	Beggar
06-70	11-60	Citizen
-	61-75	Footpad
71-80	-	Funeral Party
-	76-85	Grave Robber
81-90	86-90	Hawker
91-95	91-95	Park-Keeper
96-00	96-00	Pickpocket



k. the geldmund-kaufseit-brotkopfs district

These three areas form the commercial hub of Middenheim. Most of the bulk goods entering and leaving the City spend some time in the great warehouses which flank the Sudetenweg, and there are many artisans' workshops and mercantile concerns of all sizes in both the Brotkopfs and Kaufseit districts. Across the Zellautstrasse from Kaufseit lies the Geldmund district, where many of the City's merchants and some of the wealthier artisans and scholars live.

Brotkopfs & kaufseit

The Brotkopfs and Kaufseit districts house the offices and warehouses of the City's mercantile concerns, as well as the occasional house, workshop and average quality tavern. Most buildings are in stone or at least stone-faced, and are one or two stories high. Warehouses line the Sudetenweg, with broad access roads providing easy access to the Southgate. Behind the warehouses, both districts are a network of narrow but well-kept streets.

During the day, the area is bustling with scribes, clerks and lackeys going about their business.

At night the area is virtually deserted, and footpads and Watch patrols are practically the only folk on the streets.

geldmund

The Geldmund district is a residential area, where some merchants and some of the wealthier artisans and scholars have large and impressive two and three-storey town houses. The streets are broad and tree-lined, but although the houses are grand, there is no room for gardens and such. Geldmund rivals the Grafsmund district as a fashionable area to live, but is regarded in the higher strata of society as a place for the *nouveaux riches* rather than a 'proper' high-class neighbourhood.

During the day, the Geldmund district is peopled mainly by servants on various

errands, tradesmen making deliveries and hawkers selling goods door-to-door.

At night, most encounters will be with groups of well-to-do citizens - on the way out for the evening or on the way back from a night out, depending on the time - or with Watch patrols. Footpads will be rare in the Geldmund district itself, owing to the zeal of the Watch; some will try to intercept potential victims on the fringes of the district, but there may be the occasional enterprising group in Geldmund itself.

Watch Patrols

Patrols by the City Watch are at 2-3 hour intervals both day and night. In the Geldmund district, 20% of patrols are by Elite units, while elsewhere the proportion is only 10% (see p93).

locations

42. The Heavens Lament (Cabaret/bar)

Run by Martina Graf (a masculine and aggressive, dark-haired woman), this place is expensive - membership costs 60 GCs a year, although in Carnival week visitors can be admitted (4GCs each per night). Existing members may bring guests (at your discretion, when the PCs become friendly with a suitable NPC they may be invited along). The club has a small gambling den (not rigged, gamblers play each other, not the house, but there is an extra 2GCs admission charge) and in the late evenings eleven minstrels play here (they are rather good - Rallane the Court Minstrel plays here himself occasionally). Dwarfs are *not* allowed!

43. The Templars' Arms (Hostelry)

Prices: from 1GC (Single room, no food) to 3GCs 12/6 (Large room sleeping 4, with full board)
Staff: 3 plus Proprietors
Rooms: 6 Single, 10 Double, 10 Large

The Templar's Arms is a two-storey hostelry of average quality, run by Uli Breitner with a staff of three. It is a plain but cheerful place, and opens from 8 a.m. to midnight. Although it has no stables of its own, Uli has an arrangement with Reiner Staller, the owner of Staller's Livery Stables a few doors away (location 47, below), so that stabling there can be included in the accommodation charge.

Over the door hangs a shield painted with a picture of an armoured Templar of the Order of the White Wolf on a fully



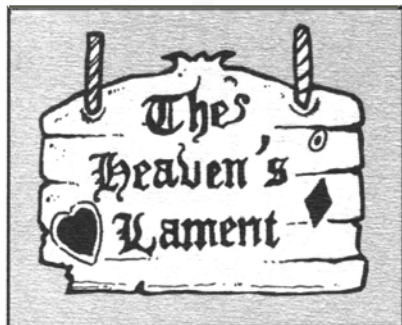
caparisoned horse, charging with lance levelled, and the theme is continued inside the inn itself. A suit of plate armour hangs on a stand in the bar and various weapons - two-handed swords, flails and a gaudily-painted lance - hang on the walls.

The weapons and armour are display items only, and are not intended for practical use; Uli and his staff will take grave exception to anyone tampering with the inn's decor, and will call the Watch if serious trouble develops. If characters insist on trying to steal any item, and actually get away with it, they will find that the weapons impose a -30 attack modifier and do -3 damage. The armour provides the same protection as leather armour, while encumbering as plate.

44. The Man O'War (Restaurant/bar)

This is a restaurant and bar, run by Captain Johannes Moescnleicher, known to one and all as 'Cap'n Jan', with a staff of four. Cap'n Jan is a strongly-built man in his late forties, with grizzled grey hair and a short beard. He is the epitome of the hearty host, with a cheerful red face and a booming voice.

The predominant theme is nautical; the prow of a boat - complete with painted mermaid figurehead - hangs over the door, and inside there are paintings of ships and naval actions hanging on the walls and a ship's wheel nailed up behind the bar. Cap'n Jan was at sea for fifteen years, and has an inexhaustible stock of tall tales concerning his travels and the places he has seen. In a brass cage at one end of the bar sits Feathers, a large and malevolent-looking green parrot brought back from foreign parts; it is a vicious beast, with a command of invective of which most of the inn's customers would be proud, and will attempt to sever any fingers it can reach through the bars of the cage.



The Man O'War keeps a good table and an excellent cellar, and Cap'n Jan has a small stock of Wastelander *Alte Gebeerentode* rum, obtained through an old friend in Marienburg. This is kept for 'special' customers - personal friends of Heinrich's, or any seafarer who walks through the door.

The Man O'War also offers some impromptu evening entertainments. Cap'n Jan has a number of friends at the Opera House who come here regularly, and Hartwig Steckel, the head barman, is a very talented violinist, so it is not uncommon for the clientele to be treated to the highlights of the latest opera during the course of an evening. While the Man O'War is not as fashionable as the Templar's Downfall (p42), say, it is a pleasant and colourful place to spend an evening. The clientele is a cross-section through the City's middle classes, with all professions and races represented.

45. The Merchants' Guild

The Merchants' Guild is an impressive three-storey building, decorated with elaborate stucco work in the Tilean style. All of the City's mercantile concerns have offices here, and it is the scene of many private deals which affect the whole economy of Middenheim and the surrounding area.

The chairman of the Guild, Herr Gotthard Goebels, beside being Convenor of the Kommission for Commerce, Trade, and Taxation, is a prominent member of the Jade Sceptre - a chaos cult dedicated to the worship of Slaanesh (see p60).

46. Offices of the Kommission for Commerce, Trade and Taxation

This imposing three-storey building was originally designed to house the Kommission that was going to "geld those damn merchants!" (in the words of Graf Rudolf). Nowadays, however, its governing body is comprised almost exclusively of merchants. Not surprising then that its activities amount to little more than rubber stamping the Merchants' requests.

Members of the 'general committee' of the Kommission include representatives of many of the guilds, however, so the building's debating chamber does provide a forum for them to 'discuss matters of mutual interest'.

Like the other Kommissions, it is open to the public. There are always a number

of clerks on duty whose prime task seems to be to discourage free-lance traders. This is fairly easily achieved by presenting the hopeful applicant with reams of incomprehensible forms which all have to be completed before any bulk sales can be made.

47. Staller's Stables

Run by Hans Staller, these stables offer accommodation for horses (Staller has an arrangement with the proprietors of the Templar's Arms - see above), and hires horses out for 5GCs a day, subject to a deposit of 50GCs.

48. Offices of Wolf Runner Coaches

Wolf Runner coaches are one of two coaching companies based in Middenheim, and a great rivalry exists between them and Castle Rock coaches (location 27, p42). The company's offices are situated on the Sudetenweg, and the yard behind them contains a small smithy, stabling for a dozen horses, and enough space to hold three or four coaches at a time.

Wolf Runner coaches ply the routes between Marienburg and the northern Empire, leaving Altdorf and the south to its rival.

encounters

Brotkopfs & Kaufseit

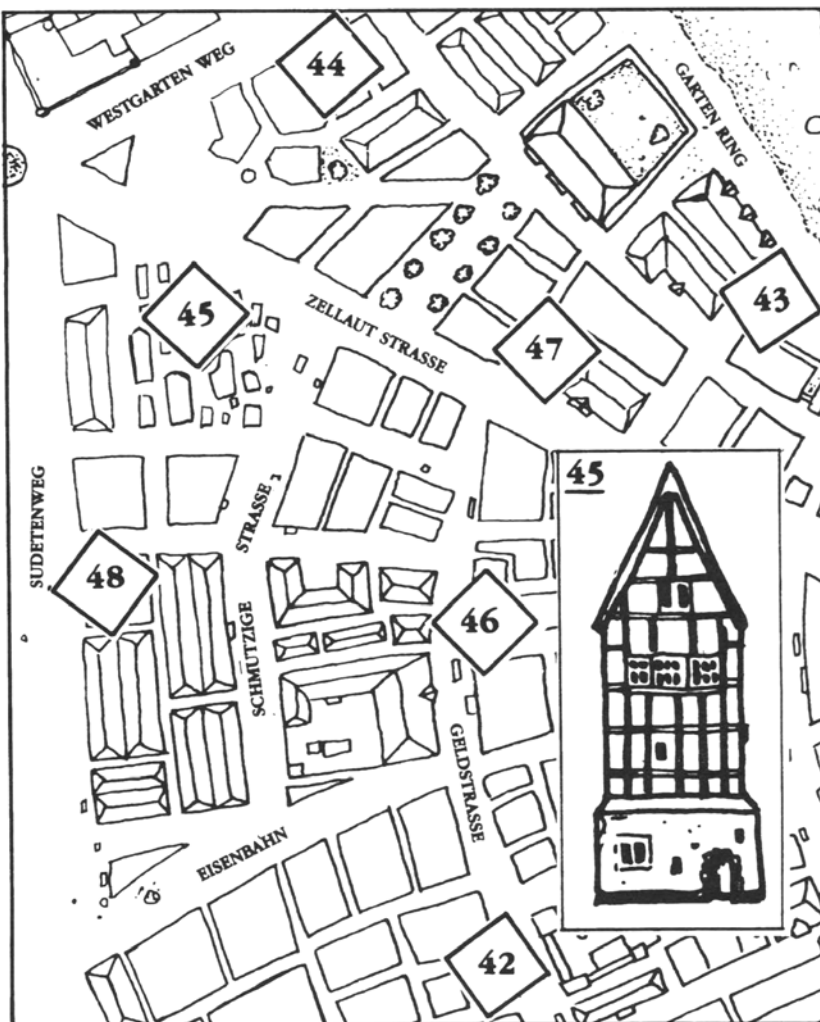
D100 Roll

Day	Night	Encounter
01-20	01-10	Beggar
21-60	11-30	Citizen
61-65	-	Entertainer
66-67	31-70	Footpad
68-75	-	Hawker
76-90	71-85	Lackey
91-95	86-00	Pickpocket
96-00	-	Rat Catcher

Geldmund

D100 Roll

Day	Night	Encounter
01-20	01-05	Beggar
21-60	06-40	Citizen
61-65	-	Entertainer
-	41-50	Footpad
66-80	-	Hawker
81-95	51-70	Lackey
96-98	71-75	Pickpocket
-	76-00	Rake
99-00	-	Rat Catcher



encounters in middenheim

using the district encounter tables

The encounter tables given at the end of each district are designed to be used when the adventurers actually interact with a member of the public at large, rather than just watching the world go by. When they ask for directions or information, for example, or when you decide to have something happen to them which isn't in the main thread of your adventure. Use the notes provided under each district's general description to set the overall scene and generate the atmosphere. You don't need to make dozens of rolls on the relevant encounter table just to determine this 'background noise'.

The encounter tables are included in the *Gazetteer* to provide you with a source of instant encounters when you need them; you can either select one from the table or generate one randomly, as you prefer. You can, of course, ignore them altogether, and improvise encounters as you like, using the notes on each district's population as a guide.

The following notes explain the entries on the encounter tables, providing ideas as to what people might be doing when they are encountered. Remember that NPCs don't walk around with little badges proclaiming their career. Don't give the players too much information about an encountered NPC at first glance - generally only the NPC's age, sex, and approximate social class will be apparent. Except, of course, in the case of Watchmen, Guardsmen, Park-keepers and other types whose dress is intended to reflect their career.

NPC Profiles

The profiles of the characters on the next few pages should be treated as 'skeletons' only. Feel free to flesh them out according to the stage your campaign has reached. Most of the time, you will hardly need to glance at them. If your players' characters have already gone through three or four careers, however, they will probably have profiles far superior to those shown here. In this case, treat all NPC profiles as *minimums* - the PCs will probably look like hardened, not to say heroic, adventurer types, and so most of the City's minnows will be very wary and avoid them. On the other hand, they will present a challenge to an experienced Pickpocket, for example, so increase the **Dex** of any such NPC who decides to try his luck. Similarly, if easy successes in early run-ins with Middenheim's ruffians have encouraged the adventurers to go for their weapons at every opportunity, have them turned over by some *real* thugs; NPCs who have completed as many careers as they have.

encounter notes

AGITATOR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	7	45	1	30	45	30	30	30	45

Skills

Public Speaking; Read/Write

Possessions

Hand Weapon; Leather Jack (0/1 AP, body/arms); Leaflets; 2D6 shillings



Agitators will often be found at the centre of a small crowd of citizens, making a speech about the level of taxes, the attitude of the Watch, the state of the drains or anything else they can find to complain about. Some Priests of Ulric have been known to hire agitators to stir up anti-Sigmar feelings (see p12). If the subject is particularly contentious,

you might have a Watch patrol arrive and break the crowd up. They may try to arrest the agitator, or simply move everyone on. There is a good chance that one or more Pickpockets (p55) will be working the crowd.

BAWD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	8	40	1	35	30	30	35	30	50

Skills

Bribery; Secret Language - Thieves' Tongue; Street Fighting; 25% chance of Wit

Possessions

Hand Weapon; Leather Jack (0/1 AP, body/arms); 1D6 GCs



Bawds will be hanging around on street corners, accosting anyone who appears to be wealthy and offering them a guide through the various dubious entertainments on offer in the area. Some will be in league with gangs of Footpads or Cut-throats owners, leading their 'customers' into traps, while others may be paid a commission by various taverns for bringing customers in. Bawds are normally encountered singly.

BEGGAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	35	3	4	6	30	1	35	25	25	30	30	35

Skills

Beg; Concealment - Urban; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; Silent Move - Urban

Possessions

Begging Bowl; Tattered Clothes; Stick; Fleas; Knife; 3D6 Pennies



Beggars will follow any wealthy-looking individual for 1D3 minutes, pleading and whining until they are given a few coppers. Any character giving a Beggar silver or gold will instantly be mobbed by all the Beggars in sight (roll 2D6 to determine this randomly). Some Beggars may be acting as look-outs for gangs of Thieves and Footpads. A

Rogue character may be able to buy information from a Beggar; they see and hear a lot of things, and can be valuable sources of information. Beggars are encountered singly or in groups of 1D4.

BODYGUARD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	25	4	3	8	40	1	30	35	25	35	30	30

Skills

Specialist Weapon - Fist Weapon; Street Fighter; Strike Mighty Blow; Strike to Stun

Possessions

Leather Jack (0/1 AP - body, arms); Knuckledusters; Dagger (I +10, D -2, P -20) or Club; 50% chance of 1-2 GCs, and 1D10+10 shillings; 50% chance of shield

Bodyguards are often found at the shoulders of wealthy citizens (see below).

BUNKO ARTIST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	8	30	1	45	30	30	30	30	45

Skills

Blather; Palm Object

Possessions

3 wooden cups and 3 balls; Pack of Cards; 2D10 GCs, 4D6 shillings



Bunko Artists love the market areas, since they are always thronged with people. Their methods range from cardsharpping and cup-shuffling to more elaborate set-ups, such as coconut shies with the coconuts nailed down or hoop-la stalls with the hoops slightly narrower than the prizes. Each Bunko Artist will have at least one urchin hired as a lookout,

and the more mobile ones will pack up and move on if the Watch approach too closely. Bunko Artists invariably operate alone.

BUYER

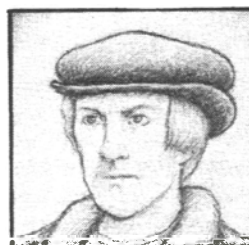
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	4	8	50	1	30	50	50	40	40	30

Skills

Evaluate; Haggle; Numismatics; Read/Write; Secret Language - Guild; Super Numerate

Possessions

Ledger; Purse with up to 50 GCs



Buyers are agents for mercantile concerns, taverns and restaurants, and the Palace, buying goods in bulk. They are generally out very early to get the best produce. Buyers are highly professional and always in a hurry, and will not waste their time talking to adventurers. Most Buyers will be accompanied by 1D6 porters, with or without barrows. Those from

the Palace will also be followed by a scribe carrying a purse and a ledger, and 1D3 Bodyguards.

CHARLATAN

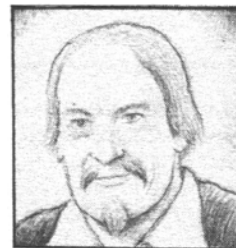
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	8	30	1	40	30	35	30	30	45

Skills

Blather; Palm Object

Possessions

3 wooden cups and 3 balls; Pack of Cards; 1D6+20 GCs



Charlatans can be found hawking their wares in the markets or on the streets of the City; a few might actually have set up small shops selling fake medical treatments and the like. Some may even have some genuinely useful skills and/or items to sell, acquired in former careers.

CITIZEN

The profiles of three types of Citizen are given here. You may choose which to use according to the specific district where they are encountered, or roll 1D6 (1-2: Wealthy; 2-3: Middle-Class; 5-6: Poor)

Wealthy Citizen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	5	30	1	30	45	35	30	40	45

Skills

Evaluate; Haggle; 50% chance of Etiquette; 10% chance of Wit

Possessions

Dagger (I +10, D -2, P -20); Fencing Sword; Purse with 2D10 GCs and 2D10 Shillings; 25% chance of flunky carrying bag of shopping

Middle-Class Citizen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	4	3	5	30	1	30	35	35	30	40	40

Skills

Evaluate; Haggle; 33% chance of an Artisan-related skill; 25% chance of Specialist Weapon - Fencing Sword

Possessions

Dagger (I +10 I, D -2, P -20); Fencing Sword (if relevant skill possessed); Purse with 1D6 GCs and 1D10 Shillings; 50% chance of bag of shopping

Poor Citizen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	5	30	1	30	25	25	30	30	30

Skills

Evaluate; Haggle

Possessions

Dagger (I +10, D -2, P -20) or Stick; 1D10 shillings, 6D6 pennies



Citizens will be normal householders and servants, visiting the market to buy foodstuffs and other necessities. They will generally be suspicious of anyone questioning them and unwilling to become involved in anything. Citizens may be encountered singly or in groups of 1D3. Wealthy Citizens will invariably be accompanied by 1D3 Bodyguards (profile above).

CIVIL SERVANT

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	25	25	3	3	5	40	1	30	30	35	65	29	29

Skills

Blather; Etiquette; Read/Write; Secret Language - Classical; 50% chance of Speak Additional Language

Possessions

Smart Clothes (50% chance of Robes); Quill, Vellum, Inks; 50% chance of University References (50% chance these are forged); 2D6 GCs



Civil Servants are employed as clerks and scribes by all the City's numerous Komissions (p17). They will normally be encountered behind enquiry desks, but can be seen in the streets of appropriate districts. To a man they are full of their own self-importance, hate to be kept waiting, but insist on making enquirers wait to see *them*. They talk in strange, convoluted

sentences, larded with legal jargon, and full of sub- and relative clauses, linked with phrases like 'heretofore', 'in as much as', 'hereinafter' and so on.

CLERIC (1st level)

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	30	25	3	3	8	40	1	30	30	35	40	40	35

Skills

Arcane Language - Magick; Cast Spells (Clerical 1); Meditate; Public Speaking; Read/write; Scroll Lore; Secret Language - Classical; Theology; *plus* skills as appropriate for deity (cf WFRP, pp193-210).



In a City with 2 Electors, where one is also the head of his entire Cult, there are bound to be a fair number of Clerics. 30% of those encountered will be visitors to the town - here on official Cult business, or come to ask for guidance, or simply to pray for advancement at the Great Temple.

DRUNK

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
3	16	16	3	3	6	16	1	16	16	16	16	16	16

Note that all percentage characteristics have been reduced by the effects of alcohol.

Skills & Possessions

At GM's discretion.



Drunks are just that - citizens of various types who have had a little too much to drink. How they react to the adventurers is up to you - you might make a secret Fel test for the PCs if you wish, to decide whether the Drunks greet them as long-lost friends, hurl barely coherent abuse, attack, throw up over a character, or whatever. If necessary, use one of the

Citizen profiles (above), halving all percentage characteristics. Drunks are encountered singly or in groups of 1D6.

ENTERTAINER (Troubadour)

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	30	25	3	3	8	30	1	45	30	30	30	30	45

Skills

Musicianship; Sing

Possessions

Pan pipes, or flute, or mandolin; Hat or small box containing: 1D4 GCs and 3D6 shillings in assorted change.



Entertainers are generally lone buskers trying to make a few coppers by performing in the market or on street corners. The above profile is for a Troubadour; entertainers of other types will have a similar profile, and appropriate skills and possessions taken from WFRP, p25. You can select the type of entertainer from the list in the rulebook, or generate it randomly from the following table:

D100 Roll	Type	Number
01-05	Acrobat	D3
06-10	Escapologist	1 + assistant
11-20	Fire Eater	1
21-25	Fortune Teller	1
26-30	Juggler	1
31-45	Pavement Artist	1
46-65	Performing Dog	1
66-70	Strongman	1
71-00	Troubadour	D3

FOOTPAD

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	45	35	4	3	8	40	1	30	30	30	35	30	30

Skills

Silent Move Urban; Strike to Stun

Possessions

Club; Hooded cloak; Leather Jack (0/1 AP, body/arms); Dagger; 1D3 GCs, 2D6 shillings



Footpads lurk in many a dark alleyway, waiting to pounce on careless passers-by. Their tactics are crude but effective, and they never attack unless they outnumber their intended victims by at least two to one - or more if the prospective victims are armed. Footpads are generally encountered in groups of 2D6.



FUNERAL PARTY



Funeral parties are only found in the immediate vicinity of Morrspark (p47). They generally consist of 2D6+2 mourners (Citizens), a Cleric of Morr and, of course, the deceased. The level of the Cleric will vary with the social status of the deceased, as explained in the description of the Shrine of Morr (location 40, p48).

GRAVE ROBBER

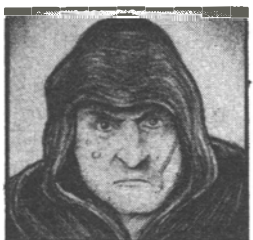
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	3	9	40	1	25	35	25	45	30	25

Skills

Silent Move - Rural & Urban; Spot Trap

Possessions

Black Cloak; Sword; Lantern; Large Sack; Shovel; 1D3 GCs



Grave Robbers haunt the same area as funeral parties (see above), but at different times. Middenheim is a city with a thriving medical and academic element, so there is a constant demand for fresh bodies. A demand which the underworld is only too happy to supply, for the right price. The price need not necessarily be a monetary one - some Grave Robbers, especially those associated with organised crime in the City, trade corpses for drugs; incautious physicians and academics can find themselves being blackmailed into providing their services for the underworld free of charge - and without reference to the authorities. Grave Robbers usually travel in pairs. When encountered, they may be on their way to a new grave, in the process of robbing it, or actually transporting a stolen body to their buyer.

HAWKER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	35	3	3	8	40	1	30	25	30	25	30	45

Skills

Blather; Haggle

Possessions

Tray on neck-strap or large bag containing goods; Purse with 3D6 GCs in assorted change



Hawkers are strolling vendors, selling anything from hot pies to religious texts as they wander about the markets and other bustling areas. Some Hawkercs, especially those selling herbal remedies and lucky charms, have a 10% chance of being Charlatans, whose goods will be worthless (an *Estimate* test will reveal this). Hawkercs are almost always encountered singly. Lists and prices of the kinds of things sold by Hawkercs can be found on p71.

HOOLIGAN (Snotball Fan)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	35	4	3	7	40	1	35	25	20	35	30	25

Skills

Consume Alcohol; 25% chance of Frenzied Attack; 25% chance of Marksmanship; 25% chance of Street Fighter; 25% chance of Wrestling

Possessions

Dagger (I +10, D -2, P -20); Stick; 1D6 Empty Bottles; 1D6 Large Stones; 1D3 Bottles of Ale; Long Woollen Scarf; Wooden Rattle; Meat Pie; 2D10 shillings



Hooligans appear as if by magic, whenever and wherever there is a Snotball game. They purport to be 'experts on the finer details of the game', but it is hard to see how this can be so, since they are often too drunk to be able to focus on the action, and usually spend most of the game fighting amongst themselves. They are especially to be avoided

when their team has lost! Hooligans are never encountered singly, but always in groups of 1D4+1 or more. After a match they will always be drunk (halve the percentage scores of the above profile).

LACKEY

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	6	30	1	30	25	30	30	30	30

Skills & Possessions

At GM's discretion



Lackeys are found in any part of the City where the population is wealthy enough to afford them. They may be servants in a middle or upper-class household, or artisans' apprentices, or junior scribes in a mercantile concern or the offices of one of the City's Kommissions. Despite their various backgrounds, Lackeys all have one thing in common - they are the

ones who get all the menial jobs and errands. A Lackey encountered on the street will typically be out on an errand, on the way to collect or deliver something, carrying a message, and so on. Lackeys are nearly always encountered singly, except when something large needs collecting or delivering.

LAWYER

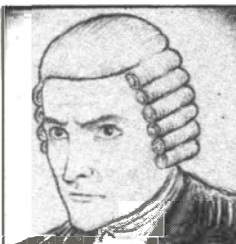
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	6	35	1	35	30	40	35	30	35

Skills

Etiquette; Law; Public Speaking; Read/Write; Secret Language - Classical; Secret Signs - Lawyer

Possessions

Hand Weapon; Wig and gown; 10D6 GCs



Lawyers are only rarely encountered on the streets, since they prefer to keep the time spent out of their offices (and thus not making money) to a minimum. They may be encountered singly or in groups of 1D4, and a lone Lawyer may be accompanied by a bodyguard (profile above) and/or 1D3 junior scribes (use the *Lackey* profile). They will not

deign to stop and speak with people in the street, except in the most exceptional of circumstances.

PARK-KEEPER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	4	3	8	31	1	30	40	30	40	25	30

Skills

Strike to Stun; Others at GM's discretion

Possessions

Leather Jack (0/1 AP, body/arms); Hand Weapon; Livery; Stout cane (treat as Club); 2D6 shillings



Park-Keepers may be found in the City's parks at most times. They are often retired members of the City Watch, and it is their job to stamp out littering, vandalism, rowdy behaviour and other undesirable activities. They wear a distinctive livery, with the City's coat of arms on a metal badge, and are encountered singly during the day and in groups

of 1D3+1 at night. If they are approached in the right manner, they will answer questions about the City and the parks, give directions, and so on, but they will not generally indulge in gossip about prominent City dignitaries. They have a short manner with people from the lower classes, but treat the obviously wealthy with great deference.

PICKPOCKET

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	41	3	3	8	41	1	41	31	31	31	31	41

Skills

Concealment - Urban; Flee!; Palm Object; Pick Pocket; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; Silent Move - Urban

Possessions

Sword or Club; Sack; 1D6 purses, each with 1D6 GCs



Pickpockets are found wherever there are large crowds of people, and have been mentioned in connection with some of the other encounters. You must decide whether the Pickpocket is attempting to rob one of the adventurers or a random NPC nearby. If the target is one of the PCs, choose the most well-dressed, or one who has been spending conspicuously. You should make a *Pick Pocket* test for the thief. If the test is successful, the victim has lost his or her purse and notices nothing; if the test is failed by 20% or less, the attempt is unsuccessful but the victim still notices nothing. If the test is failed by more than 20%, the attempt is unsuccessful and the victim realises what has taken place. Pickpockets who are detected will try to lose themselves in the crowd as quickly as possible.

PILGRIM

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	8	40	1	45	40	50	50	50	40

Skills

Read/Write; Scroll Lore; Secret Language - Classical; Theology; 15% chance of Clerical skills & spells

Possessions

Robes; Religious symbol; backpack with bed-roll etc.; 2D6 shillings



Pilgrims are often Initiates or low-level Clerics - or those with a vocation to become such. They are invariably followers of Ulric who have travelled from all over the Old World to worship at the great Temple. They are encountered singly or in groups of 1D10+1, and may well be seen looking bewildered and confused by the bustle and sophistication of urban

life. Prey to all sorts of unscrupulous rogues, they are often in need of a helping hand - directions, translations, food or money being but a few examples.

RACKETEER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	45	4	4	9	41	2	30	40	35	40	30	30

Skills

Dodge Blow; Silent Move - Urban; Specialist Weapon - Fist Weapons; Specialist Weapon - Incendiaries; Street Fighter; Strike to Stun

Possessions

Club; Hand Weapon; Knuckledusters; 2D10 GCs, 2D10 shillings



Racketeers are an established part of the City's underworld, and a great rivalry exists between gangs in Ostwald and those in the Altquartier. This only rarely erupts into violence, however, since a series of 'gentlemen's agreements' divides the City up into territories. There is widespread protection racketeering on businesses in Ostwald and the

Altquartier, and on those in some of the lower-class areas nearby, from which the gangs draw the bulk of their income. Other activities include loansharking, smuggling, and dealing in drugs and other prohibited substances (including dead bodies - see *Grave Robber* above); there is also money to be made by blackmailing wealthy people - such as scholars, wizards and physicians - who have bought illicit materials from them. The profile above is for a middle-rank Racketeer; the kind who might be used as a frightener when people have been slow to pay. If the adventurers meet Racketeers of greater or lesser status, you should feel free to adjust the profile and skill list.



RAKE (Noble)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	3	6	30	1	25	45	25	40	30	40

Skills

Charm; Luck; Specialist Weapon - Fencing Sword

Possessions

Expensive clothes; Fencing Sword; 10D6 GCs in jewellery, 2D6 + 10 GCs in cash



Rakes are well-to-do young people out on the town. They are encountered in groups of 2D6, and may be accompanied by 1D3 bodyguards (25% chance) and/or a bawd (25% chance in lower-class areas only). While they are basically harmless, they are high-spirited and usually drunk, and delight in playing pranks on members of the lower classes and generally being loud and obnoxious.

RAT CATCHER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	45	3	3	7	35	1	45	25	30	40	35	30

Skills

Animal Trainer - Dog; Concealment - Urban; Immunity to Disease; Immunity to Poison (Rat venoms); Set Trap; Silent Move - Urban; Specialist Weapon - Sling; Spot Trap

Possessions

Ratter's pole; Sling and ammunition; Dog; 1D6 animal traps; 2D6 shillings



Rat Catchers are well-established in Middenheim, as they are in most settlements of any size. They are a common sight, especially in the poorer areas, with their ratting-poles and their small but vicious dogs. Middenheim even has a Ratters' Guild, based in a room above one of the taverns in Ostwald. This organisation looks after its members' interests and deals with (the all-too-rare) contracts from the Kommission for Health, Education and Welfare (p42) to exterminate vermin in public buildings. The Guild also has long-standing contracts with the City's mercantile concerns, for dealing with the warehouses which line the Sudetenweg. Rat Catchers work and are invariably encountered alone. In Middenheim, they may often be distinguished by their high-crowned hats of rat-skin, which are a popular fashion in the Guild.

SCHOLAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	7	30	1	45	35	65	40	60	40

Skills

Arcane Language - Magick; Astronomy; Cartography; History; Identify Plants; Linguistics; Magical Sense; Numismatics; Read/Write; Rune Lore; Secret Language - Classical; Speak Additional Language - GM's choice

Possessions

Sword; Writing Kit; 2D10 books; 2D10 GCs, 2D10 shillings



Scholars are most often found in the Freiburg and surrounding areas. Many have secured posts at the Collegium Theologica (location 32, see p44), while others support themselves entirely by providing tuition for the children of the City's upper classes. They may be alone when encountered, going about some business or other, or they may be accompanied by 1D3 students or children, explaining some esoteric point as they walk. They may be happy to stop and talk to characters - particularly if one of them can somehow demonstrate that they have at least a working knowledge of one of the scholar's pet subjects - or they may repulse any questions with a sharp retort.

STREET GANGS

Are only really encountered in and around Ostwald and the Altquartier. They consist of 2D6 teenage thugs (use the Thug profile - below), dressed in a distinctive gang 'uniform' and armed with knives, clubs and the occasional sword. Their main interest is acting tough and frightening lone citizens, with the occasional mugging. They provide a recruiting-ground for the city's racketeers, often acting as lookouts, passing on information, and carrying out minor errands.



STUDENT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	7	40	1	30	25	45	40	35	40

Skills

Arcane Language - Magick; Read/Write; Secret Language - Classical; 25% chance of Consume Alcohol; 1D4 knowledge skills

Possessions

Hand Weapon; Books; Writing kit; 2D10 shillings



Students are found in the same areas as scholars (see above), but their activities are often somewhat different. During the day, they may be travelling between their digs and their tutors' residences, or drinking wine and discussing art at one of the numerous watering-holes in the Freiburg. At night, they are often to be found in groups of 2D6, out on the town and behaving little differently from rakes (see above).

THUG

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	25	3	4	7	30	1	25	35	25	30	30	25

Skills

25% chance of Street Fighting; 25% chance of Strike Mighty Blow

Possessions

Leather Jerkin; Dagger or Club; 2D6 shillings



Thugs wander about the City in rowdy groups with the aim of getting drunk, starting a fight, or generally being loud and unpleasant. They will hurl crude witticisms at anyone they meet, non-humans, and take particular delight in taunting Watch patrols. A typical group of Thugs numbers 1D6+6.

WIZARD (level 1)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	30	25	4	4	6	40	1	35	35	45	45	45	45

Skills

Arcane Language - Magick; Cast Spells (Petty Magic, Battle Magic Level 1); Dodge Blow; Identify Plants; Magic Sense; Night Vision; Read/Write; Rune Lore; Secret Language -

Classical; Scroll Lore

Possessions

Dagger (I +10, D -2, P -20); 50% chance of minor magical item (see WFRP, pp183-190)

Power Level: 16**Spells: 1D4 Petty Magic, and 1D4 Battle Magic (1st level)**

Wizards are occasionally seen in and around the Freiburg - marching briskly and determinedly - as though on some urgent errand. Quite what that errand might be is hard to say, since their apprentices run all their mundane errands and carry out all the menial work. But most Middenheimers accept the fact that no-one can understand a Wizard

except another Wizard. They are generally too preoccupied with what they are doing to notice other people, let alone stop and talk to them.



chaos cults in middenheim

The information here deals with but two groups of followers of the Chaos gods. The first is the Cult of the Purple Hand - followers of Tzeentch (see TEW, p24 and p40) - whose agents have been dogging the trail of PCs in The Enemy Within Campaign for some time. The second, known as the Jade Sceptre, will be new to all players and GMs; its members are all followers of the hermaphroditic Slaanesh - arguably the most decadent of all the Chaos gods.

Although no details of their numbers or organisation are provided here, various other Cults (particularly followers of Nurgle - cf. *The Undercity*, p63) can be found in the City. Treat the information on the Purple Hand and the Jade Sceptre as an example of the activities and methods of Chaos cultists when creating your own.

the cult of the purple hand

To players and GMs of *The Enemy Within* Campaign, the Cult of the Purple Hand will be a familiar, if mysterious, organisation. The information below is intended both to introduce the Cult's aims and methods to those who are unfamiliar with the Campaign, and to provide some ideas for mini-adventures. GMs already running the Campaign might like to skip straight to *The Cult in Middenheim* - but then don't blame us if you miss some previously unrevealed secret...

the cult's organisation

The cultists in Middenheim like to think of themselves as the command group of Tzeentchian followers in The Empire - the centre of a noxious web that reaches into every main population centre. But this is largely self-delusion. True, Middenheim has the highest concentration of Purple Hand cultists, but by their very nature, followers of Tzeentch are an independent breed. There are many other 'organisations' dedicated to the worship of the Great Mutator (the Cult of the Red Crown described in *Death on the Reik* is but one example), and there is little love lost between any of them.

The Purple Hand basically operates on a 'cell system'. That is, little groups of Tzeentchian worshippers are dotted all over The Empire, and communications

between them are often intermittent and contradictory. Obsessed with secrecy, the various leaders and groups are constantly changing their recognition code - it is not altogether uncommon for a genuine messenger from one group to be murdered by another, because he was taken for a witch-hunter's agent!

Nonetheless, all members share the common aim of striving to subvert the current order from within. In some places, high-ranking members of the nobility, or of the Cults of Sigmar and Ulric are controlled and manipulated by the Cult; in others, the cultists themselves have wormed their way into positions of power and influence. It is probably only because the Cult is so poorly coordinated that it has not done more damage than it has - but the Time of Changes is coming...

For all its bungling inefficiency, the Cult is a very real threat to the stability of The Empire. Over the years, it has gradually infiltrated many powerful, political and religious institutions and is only waiting for a sign from Lord Tzeentch, the Great Mutator, to rise simultaneously in towns and cities all over The Empire.

the cult in middenheim

In Middenheim in particular, the Cult has a large and active membership whose plans for take-over are well advanced. The foremost mover in these events is the Cult's Magister Magistri, Head of the Inner Circle, none other than the Law Lord Karl-Heinz Wasmeier. But the machinations of Herr Wasmeier require, nay, deserve a whole book to themselves, and are thus fully detailed in *Power Behind the Throne*, being the next instalment of *The Enemy Within* Campaign.

But the Cult has more than one fish to fry... If your players' characters want to go cultist hunting, there's more than enough for them to get their teeth into (but don't spoil their appetite for the forthcoming 'feast'!)

Organisation

In addition to Wasmeier's intrigues (carried out by the Cult's upper echelons or Inner Circle), the day-to-day operations of the Cult in Middenheim are split into three fields of operation: recruitment and indoctrination (the Ordo Novitiae); fund-raising (the Ordo

Impedimentae); and research and development (Ordo Terribilis).

Each field has its own group of agents (organised into cells) and is based in one-third of the City. The Ordo Novitiae operates from Ulricsmund (p35) and concentrates on the north-western City districts, the Ordo Impedimentae is based in Kaufseit (p49) and concentrates on the south-western areas, while the Ordo Terribilis is based in The Wynd area (p45), with cells in the eastern districts.

Controlling each Ordo are three high-ranking cultists, known as 'Magistri'. These are either 'specialists' (Wizards, Academics, Assassins, and so on), or long-standing members who have achieved positions of power and influence (important members of the City Guilds, Counsellors on one or other of the Kommissions, etc).

Overseeing everything, while somehow remaining far removed from the dirty business of the Cult's day-to-day operations, are the shadowy figures of the Inner Council. Three is their number, but their names are not written here... On the rare occasions when the cultists dare talk about their masters without feeling that they'll be overheard, they refer to them as the Triumvirate. But most of the time, they try not to think about them, let alone discuss them - such is the fear they inspire.

Partly for security reasons, and partly because the cultists are obsessed with secrecy, communications between the three Ordos and the Inner Circle are kept to a minimum. Carrier pigeons are used to send short, coded messages between the Heads of the Ordos, but they meet in person only twice a year; the nine Magistri don't even know each other's real identities.

The twice-yearly meetings take place deep within the Drak Wald forest on the nights of Hexenstag and Geheimnistag (the two nights of the year when both moons are full). In a magically hidden clearing, the masked Magistri of the three Ordos re-dedicate themselves to the service of Tzeentch, sing hymns to the Chaos God, and watch in frenzied delight as the members of the Inner Circle conclude the ceremony with a human sacrifice.

To whet the appetites of you and your players, the following notes provide an example of a typical Purple Hand enterprise. The current activities of the Ordo Terribilis are followed by some

suggestions as to how the PCs might become entangled in this web of intrigue. The details are left deliberately vague to allow you to integrate these events into your campaign more easily.

the ORDO TERRIBILIS

This Ordo - charged with the responsibility for research and development - currently operates from behind the seemingly innocent facade of the Windhund Haulage Company (location 37, p46) in a quieter part of The Wynd district.

The head of the Ordo is a relative newcomer to the City, a mysterious Arabian Necromancer known only as Salladh-bar the Great. How he was recruited, no other members of the Ordo dare ask. He first appeared at the Geheimnistag 'celebrations' in the Drak Wald forest and although they greeted him warily, the Inner Circle did not seem very surprised to see him. Not that any of the cultists suspect his loyalties - the palm of his left hand bears a purple birthmark, in the shape of the symbol of Tzeentch.

Within a week after the Geheimnistag ceremony, Salladh-bar had been installed in the cellars of the Haulage Company as Magister Tenebrae, and a new line of research was begun. For the Necromancer has discovered a formula which, he believes, will allow him to create Zombies with the power of regeneration. In his experiments to date, however, all the zombies he has created with this power have also been highly unstable (GMs: make *Instability* checks every round, not turn - cf. **WFRP**, p215).

The responsibility for masking Salladh-bar's activities falls to Theodor Gluckstein, a severe-looking, middle-aged merchant. He is the ostensible owner of the company - and does indeed operate regular runs to all parts of The Empire. And even beyond. Merchants with genuine cargoes, however, are always informed ever so regretfully that all wagons are booked six-months ahead... Thus Theodor ensures that he always has a wagon available to run contraband, or the Cult's own 'produce', or even simply to carry messages to distant agents.

Logistics

Needless to say, Salladh-bar's experiments require both funds and suitable subjects. The former are provided by a number of sources: in addition to the budget provided by the fund-raising Ordo Impedimentae (see above), Gluckstein has two or three



blackmail operations on the go, and is currently making a healthy profit out of a slave-trading racket (see below). Corpses for Salladh-bar's experiments have to be bought from 'freelance' grave-robbers (Morrsark is too far away to risk using inexperienced cultists), while the wide variety of drugs and preparations are either stolen or extorted from local alchemists and pharmacists.

Involving the Player Characters

There are any number of ways in which the PCs can have their attentions drawn to the activities of the Ordo Terribilis. A few examples are provided below, but these are only guidelines and by no means exhaustive.

If the PCs manage to get firm evidence, they may well wish to involve the Watch. If you cannot encourage them to tackle the Ordo alone, be prepared to increase the numbers of cultists.

Rumours about Salladh-bar: Two old regulars, exchanging 'odd stories' in a tavern in the Wynd (p45) are as good a way as any of passing on this information:

'D'ye remember that strange A-rab who put up at the Horse and Groom? Paid for

a week in advance, he did, in foreign gold. He spent three days and nights shut in his room, wi' nary a word to anyone, not even coming out to eat, and then 'e appears one night in the snug, asks the way to somewhere-or-other, walks out, an ain't been seen since.'

'Ay, I remember. An' the next night, someone breaks into his room an' gets away wi' all 'is luggage...'

If pressed further, neither of the gossips can recall exactly where the 'A-rab' wanted to go.

The Windhund Haulage Co.: the owners of Castle Rock Coaches (location 27 p42) can't understand what keeps the haulage company so busy. They take





50% of the City's business, and Wolf Runner Coaches take the rest; or so they thought. But not only is there apparently enough business to maintain an independent company, there's so much that Gluckstein can afford to turn customers away!

Curiosity is a powerful emotion. And Gunnar Guildenstern would pay good money to find out who charts the Windhund wagon trains...

The Blackmail Victims: Velma Karbunkel is a moderately successful Halfling Alchemist in the Osttor area of the City, but one with a terrible secret - her brother is a mutant. She had kept him hidden in her cellar for years, and all was well until Gluckstein somehow found out about him. Then the blackmail started. At first it was just the odd, inoffensive chemical compound, but soon the Halfling was being asked for preparations to offset Necromantic disabilities (see **WFRP**, p138).

Velma has so far refused these latest demands, and even threatened to go to the authorities. Gluckstein has given her one last chance - if she doesn't come up with the goods within the week, he will send a group of cut-throats to murder her and bring the body back for Salladh-bar to experiment on.

The PCs could well be approached by Velma to act as bodyguards. Alternatively, they might just happen to be passing the Halfling's workshop when the cut-throats strike. It is up to you to determine the numbers and profiles of these minor cultists, but all bear a tattoo of a purple hand, and might even be recognised by characters who have played **Death on the Reik**.

The Grave Robbers: what with unscrupulous Physicians, closet Necromancers, Nurgle followers in the

cemetery, and Salladh-bar's activities, local grave robbers can hardly keep up with demand and prices of fresh corpses are going through the roof. The City's most successful grave-robbers - Waldo the Weasel and Manny the Maggot - have money to burn, it seems. This unlikely-looking couple can now be found in the City's most expensive establishments, and anyone sitting near them is likely to overhear all sorts of cryptic references to their latest 'commission' (100GCs per corpse, to be delivered to the Windhund Haulage Company...).

The shortage of corpses can have all kinds of ramifications: the number of 'disappearances' in the City's poor quarters will increase as less successful grave-robbers take to murder; and if the followers of Nurgle should find out that 'their' corpses are being sold to followers of Tzeentch, intercult hostilities will escalate into a series of assassinations and arson attacks.

The Slave Trade: Middenheim attracts a fair number of young people, drawn by the glamour and wealth of the 'big city'. Many of them are quickly disillusioned: ignorant of the streetwise ways of the locals, and with no friends or relatives to help them, they are prey to all kinds of unscrupulous characters - racketeers, thieves, smugglers, and even pimps and drug-pushers. But Gluckstein has found an even more lucrative use for them. Agents of the Ordo are on the look-out for young, unattached, new arrivals to the City. The more gullible are lured by promises of cheap accommodation to a disused tenement behind the Haulage Company, where they are overpowered, drugged, and shipped out in large barrels. There are many markets for these unfortunate slaves - Bretonnia is the biggest, but Gluckstein does not scruple to sell them to other cults as well...

From time to time, however, a friend or relative of one the Cult's victims *does* turn up. Such a character is Anya Luger - a bounty hunter from Salzenmund - who came to Middenheim a few weeks ago to meet her orphaned nephew. She has learnt that he was offered free lodging in a tenement in The Wynd, but the place is empty and no one has seen young Klaus for weeks. Anya's investigations have unearthed many a similar story and she has begun to suspect that some evil is at work. She is alone in a strange City, however, and would be ~~extremely~~ grateful for the help of a group of experienced adventurers. But the Ordo's agents have already marked her down for elimination...

Klaus is currently imprisoned in the Haulage Company's cellars until a fee has been agreed between Gluckstein and a contact in Parravon in Bretonnia. Carrier pigeon messages are coming and going with unusual regularity, and anyone intercepting such a message could learn a great deal.

the jade sceptre

The followers of Slaanesh in Middenheim have certainly seen more auspicious times than at present - they once had the largest Slaaneshi Cult in The Empire, but now number only around twenty. Although their numbers are small, the members of the Jade Sceptre are active enough, and the schemes of one member in particular should provide your PCs with plenty to think about.

members of the cult

The activities of the followers of Slaanesh revolve around a small group of wealthy young rakes who style themselves 'The D & D's' (or 'Deviants

and Decadents'). These represent the Inner Circle of the Slaaneshi Cult known as the Cult of the Jade Sceptre (after the rod carried by the Chaos God).

Unfortunately (for the devotees of the hermaphrodite, that is), the Cult's spiritual leader who actually recruited all the current D & D'ers, was "recalled into the swirling void" less than 12 months ago. Not only did the Cult thus lose its most energetic adherent, but it also lost its only toe-hold on the ladder of political power. And although only the most precarious of toe-holds, it was on a very high rung indeed, and thus the loss was even more to be regretted. For their leader had been none other than the vivacious second wife of Graf Boris himself, Anika-Elise Nikse, daughter of the Baron von Nordland.

Quite how she met her untimely end (aged only 23 years), the surviving members are not quite sure. Some believe that a witch-hunter/spy had infiltrated the group and assassinated her (either with or without the Graf's connivance). Others - who, it must be said, have better contacts with the court - maintain that her death was a natural one and must be ascribed to the wishes of the deity; for, "however great a blow it might seem to them¹ mortal servants, the deity knows what them is doing."

¹ Since Slaanesh is neither male nor female, but hermaphrodite, the members of the Jade Sceptre have invented a new personal pronoun, "them." Thus they avoid the use of the more cumbersome "he or she" and "him or her," without recourse to the impersonal "it." "Them" is used for both subject and object, while "them's" replaces the possessive pronoun "his or her." With similar obsessiveness, the cultists are careful always to use the neutral word "deity" instead of "god" or "goddess".

Whichever version of Anika-Elise's death is true, the fact is that none of the Cult experienced any persecution, and were not even aware of so much as the occasional side-long glance from their business associates, relatives, or fellow nobles.

Truth to tell, the death of their one noteworthy possessor of power and influence did not worry the cultists half so much as the loss of a highly inventive and athletic 'prayer leader'.

There is hardly anywhere in the Old World where a Slaaneshi Cult has much political clout (unless you count one or two of the more debauched Bretonnian cities). Power and politics don't matter that much to followers of the hermaphrodite (money, of course, is a quite different matter). After all, the rise

of Chaos is unstoppable, the cultists argue (at least, this is how they might argue, if they were given to such intellectual pursuits, and few of them are). And since the rise of Chaos is inevitable, since we're all, in the end, going to be absorbed back into the bubbling, primeval slime from which all things emerged, the important thing is to have a good time while we're waiting. So let's party! Do everything, try everything (at least once, but preferably to excess). Which is where money comes in - it is certainly much easier to indulge one's depravities when one is filthy rich. Fortunately (for them that is), all the current Cult members are just that.

So, after throwing a few tantrums - "Now we'll never know what surprise Nikki had planned for the next orgy!" - the cultists shrugged their shoulders and got on with living as decadent a life-style as their pockets could stand.

And things would probably have continued in this vein until they all died of old-age (or cirrhosis of the liver, or some other, unmentionable disease), had it not been for the presence in the City of a certain Gotthard von Wittgenstein - protégé of Anika-Elise herself. Were it not for him, the cultists might have continued their debaucheries in the privacy of their own homes (with, perhaps, the occasional excursion to Altdorf or Talabheim for the sake of variety), and the player characters would never have heard of the Jade Sceptre.

Gotthard von Wittgenstein

As players and GMs of *Death on the Reik* will know, this character is the last remaining member of an ancient but little-known Reikland family. The von Wittgensteins had risen to prominence in the service of the Empress Margaritha in the 1980's (Imperial Calendar), but by the time of the current campaign have sunk back into obscurity. (Those of you in ignorance of the reasons for the decline into infamy of this once noble family should rush out and buy, borrow, or steal - but preferably buy - a copy of *Death on the Reik* immediately!)

For one reason and another (but mainly due to the fact that each succeeding generation was developing more and more mutations), none of the family had left their barony for over 70 years. But young Gotthard was bored in the family's crumbling, Reikland castle - he had tired of the same old faces (and beaks and tentacles). His sister spent all her time drooling over dismembered corpses, his brother was obsessed with taxidermy, his mother was completely deranged, and his father looked more like a giant cockroach every day. There was just nothing for a young, ambitious pervert (or 'YAP-py') to do - especially when he didn't even have any physical deformities worth mentioning. So when he stumbled across an old journal which mentioned the existence of an enormous Slaaneshi Cult in Middenheim, he decided he just had to leave.





On arrival in Middenheim, by a combination of good luck, dogged persistence, and a good nose for the stench of corruption, Gotthard soon located the Cult's headquarters. Introduced to Anika-Elise, Gotthard made a great impression - and he was rapidly promoted to the post of Deviant Master (or DM).

Realising the need to hide his real origins (the depths to which the von Wittgensteins had sunk was bound to be uncovered sooner or later), Anika proposed that he should adopt the name Gotthard Goebbels (see p84). Given that young Gotthard was blessed with a natural talent for swindling people, Anika saw him as the ideal person to infiltrate the Merchants' Guild. Within six months, thanks no doubt to some surreptitious, behind-the-scenes string-pulling, Gotthard was made Chairman of not only the Merchants' Guild, but also of the Kommission for Commerce, Trade, and Taxation.

the pie-eyed piper

Following "Nikki's" death, Gotthard was greatly distraught and determined to organise something outrageous by way of a memorial.

For a while, he toyed with the idea of drugging the City's water supply, hoping to induce a City-wide orgy for a day. But such potent love philtres are not easy to come by, at least not in any quantity. Moreover, the plan would require an expedition into the depths of the Undercity (see p63), and Gotthard has no love for dark tunnels.

Then he remembered the old Shallya festival of Twin Moons' Eve. Twice a year, on the evening before both Hexenstag and Geheimnistag (when both moons are full - see TEW, p56), the children of the City parade through the streets. Wearing masks and costumes - to look like vampires, werewolves, and so on - the children dance along behind a flute-playing jester, collecting fruit, cakes, and other goodies from the adult by-passers.

Gotthard now plans to replace the jester with an agent of his own, and to ensure that many of the children's 'presents' are spiked. He has recently acquired a large supply of 'elven-hair' (see p90), a tranquillising drug which induces a highly suggestible and passive state in the consumer. By feeding the children with this drug, Gotthard hopes to be able to lead them away from the City centre, through underpopulated areas and back streets, to an empty warehouse he owns in the Brotkopfs area (p49).

On the next day, the children will be sacrificed to Slaanesh and, if Gotthard can find a willing Demonologist, their hearts will be used to summon a lesser demon, or even a demon horde!

Tracking Gotthard Down

Players of **Death on the Reik** may well be keen to find Gotthard and bring him to justice. This will not be easy. His appearance as Gotthard Goebbels (see p84) is very different from any portraits they might have seen in Castle von Wittgenstein, although the timing of Goebbels' rise to power does tie in with any time scale they might have been able to establish.

Goebbels is notoriously hard to contact, however. It seems that he is *never* at home or in either of his two offices (at the Guildhouse and the Kommission), and he *never* responds to messages.

Occasionally, however, Gotthard reverts to his natural appearance to visit some of the more notorious dens of iniquity in the Old Quarter or Ostwald. Enquiries in either of these districts might prove more fruitful - someone, somewhere will match the PCs' description of Gotthard with an irregular visitor. Then, it's just a question of them keeping watch and waiting. Of course, if they do employ such a plan, they might well attract the attentions of the local thieves and racketeers. These types will be very suspicious - taking them for bounty hunters, spies of a rival organisation, or even just poachers on their patch.

Saving the Children

The PCs should discover Gotthard's foul plan in stages. First of all, introduce them to the real jester (an itinerant Gnomish Entertainer by the name of Addic). They could easily run into the Gnome Addic in any convenient tavern, and they should find him a likeable, easy-going character. He can explain all about the festival of Twin Moons' Eve, and may even serve as a useful guide to the City.

A few weeks before the next festival, however, Addic disappears (kidnapped

by Gotthard's agents). You may even wish to have the PCs foil one attempt - but Addic should eventually be captured. (He will be held in the same warehouse where Gotthard plans to hold his unspeakable ceremony.)

The Priestesses of Shallya will be at a loss for a replacement until a cross-eyed stranger turns up at the Temple, offering his services. Evidently a skilled musician, the stranger claims to be a rat-catcher who can even charm vermin out of their holes with his playing. Unless the adventurers can persuade the priestesses otherwise, the stranger (one of the D & D'ers) will be given the job.

When the festival takes place, Gotthard's agents and the other D & D'ers are out among the crowd. Observant characters might even notice that a number of people seem strangely obsessed with the children's procession (numbering about 150), and have a remarkably large number of apples and cakes to dish out.

If the adventurers managed to prevent Gotthard's agent getting Addic's job, the replacement piper will be 'accidentally' knocked over by a bolting horse, and the cross-eyed stranger (who just 'happened to be watching at the time') will be called on as substitute.

The drugged children (about 50) will happily follow the piper away from their planned route, while the others will gradually fall away - confused and a little frightened. But by the time they can alert their parents, however, the procession will have reached the warehouse.

If the PCs have not decided to follow the procession, Addic can escape from the warehouse and urge them to do so. He will not know Gotthard's plan, only that something wicked is afoot. He can, however, remember in which warehouse he was held.

Unless the adventurers act quickly - storming the warehouse is the simplest option - all the children will be sacrificed on the next day, and preparations will commence for the summoning of a Demonic Horde of Slaanesh...

In any event, the adventurers will have to be very clever to capture Gotthard. At the first sign of trouble, he will slip away via a secret door into the sewers.

If you plan to play **Power Behind the Throne**, you might prefer to frustrate the PCs' enquiries and delay the execution of Gotthard's plan until they are deeply enmeshed in other matters. Then you can enjoy seeing them torn between going after Gotthard and dealing with the matter at hand!

the undercity

inside the fauschlag

Grungni's Tower

That Middenheim exists at all is due in no small part to the labours of the Dwarfs. Over a thousand Dwarven miners and engineers spent the better part of a century working their way to the plateau by cutting through the very core of the Fauschlag (known to them as *Grazbyakb Grungni* - Grungni's Tower). And as they went, they mined it for useful minerals (and not a little gold). Fortifying the plateau was the first priority, the City followed after.

The legacy of honeycombed rock was well known to Middenheim's early leaders, but the tunnels were only sealed when the City all but fell to the besieging Middenlanders in 1750 (see pp7-10). The spectacular viaducts and chairlifts are now the only way into or out of the City. Or so most people think. But the Dwarfs themselves have secretly kept some of the tunnels in use, and from the surrounding wilderness other, darker creatures have found ways into the old network. Like a cancer, the servants of Chaos have slowly worked their way up towards the city, riddling the rock with their perverted kind. The beauty of Middenheim is only skin deep.

To give every detail of this realm would require a whole book. Instead, the next few pages contain notes on what's happening below Middenheim and guidelines for running adventures beneath the City of the White Wolf. The details have been left up to you.

under the skin

Just below the City's streets runs the sewer network (see the *Sewer Map*). Underlying the whole City, it is built around a core of main sewers fed from branching minor ones. The system is designed so that the nearer you get to

the centre of the plateau, the higher you are. The rise in level is subtle, but the resulting gradient allows a centralised sewer system to transport filth steadily outwards until finally it spews from the rock onto the forest below.

Some City districts have open sewers, of course. These tend to be in the poorer areas of the town such as Ostwald, Southgate and the Old Quarter, where the smell can become a little overpowering at times.

Defence

At the points where a sewer (open or otherwise) passes beneath the City walls, an iron gate is fitted across the tunnel. Each unit of the Watch that passes one of these locations as part of its patrol, inspects the gate for damage or signs of tampering.

Should there be obvious signs of someone (or *something*) having entered the City, the patrol will immediately sound the alarm and there will be a call to arms with men at every sewer outlet and manhole. Each gate is checked approximately once every six hours.

That's the theory.

In fact, there is a disturbingly large rise in the number of people who are willing to let undesirables in when the Watch have their eyes turned. And too few of the Watch who care. If you decide that the extent to which sloppiness and corruption have affected this aspect of security has rendered the system useless, then the implications for the future safety of the City's inhabitants are dire indeed...

Things are slightly different at the Middenpalaz (p29). The sewers under the Graf's residence have the same sorts of gates as the rest of the network, but the Knights Panther are responsible for carrying out inspections and, contrary to popular belief, they're more capable and less corrupt than their quasi-civilian colleagues.

Adventuring in the Sewers

If you find yourself faced with adventurers preparing to wander into the sewers, remember that major sewers will tend to run from the centre of the plateau, beneath the main streets and out towards the edges. Minor sewers run beneath the back street areas. Manholes always lead down to major sewers and are placed in main streets every 400 yards. Towards the centre of the City, sewers also have air holes to prevent the build up of explosive gases. These do not present any security risk, however, since they are not even large enough for a Halfling contortionist to pass through.

Gamesmasters with *Shadows Over Bogenhafen* may use the sewer descriptions presented therein as an accurate guide to how Middenheim's sewers also look. Alternatively, there are useful sewer floorplans available in *Games Workshop's Reds*.

the upper tunnels

Quite apart from the sewers and the rest of the tunnel network (discussed below), somewhere below the palace is an escape tunnel built for use when the safety of the Graf might be called into question. The tunnel works its way down the northern face of the Fauschlag to ground level in a spiral, independent of any other tunnels. However, it has never been used, is never inspected, and has been all but forgotten...

Some of the City's grander buildings have cellars that run deep below street level. At least one such cellar exists beneath the Wizards' and Alchemists' Guild (location 31, p44). But there are others which lie under less conspicuous and impenetrable properties - some of the homes of the nobility, for example. More than one cultist with money to burn has been on the look-out for such a house for some time, while others have undoubtedly already acquired one...



The Dwarfs' Great Secret

It is nearly two and a half thousand years since the Dwarfs of old emerged from their tunnel network onto the Fauschlag's plateau, but their descendants still keep a few secret entrances open. The two principle access points are from the Inner Temple of the Chapel of Grungni (location 33, p45) and the Council Chamber of the Dwarven Engineers' Guild (location 36, p45). There is also a direct tunnel link between the Chapel and the Guildhouse. The latter is common knowledge to many of the City's Dwarfs, but they'd never even dream of letting a member of another race in on the secret. The fact that the Dwarfs can (and still do) enter the deeper tunnels, really *is* a well-guarded secret, however. If a Dwarven PC were somehow to earn the trust and favour of a senior member of the Guild (by saving his life, say), then information about this *might* be passed on. The only other way to discover the Dwarfs' secret would be to conduct a systematic exploration of the entire tunnel network, and then find the Dwarven secret doors!

The Dwarfs use the tunnel network primarily to provide accommodation for visiting Dwarven dignitaries. To outsiders it merely appears that the person is staying with the Clerics at the Chapel out of respect. But the Dwarfs keep part of the tunnels open for another purpose - as insurance against the day when their above ground dwellings should no longer be safe...

Unfortunately, the Dwarfs have not been as assiduous as they might have been in clearing the tunnels of Chaos spawn. Indeed, their ancient enemies seem to be growing in number. However, the Dwarfs occupy so little of what is a vast area, that they have very few encounters with mutants or Beastmen and they aren't aware of the seriousness of the matter.

Neighbours of the Dead

The only remnant of the Dwarven network still in everyday use is the Middenheim Cemetery in the Morrspark (p47). It was at this point that Dwarfs

first surfaced onto the plateau. Now, the gaping wound left in the rock has become the entrance to a maze of underground burial chambers.

Obviously, surface area is a rare commodity in Middenheim so the tunnels provided an ideal solution. Unfortunately, over the centuries, several caverns have been blocked off by roof falls, and the still accessible parts can no longer accommodate all the dead. But prices have escalated so far, that only the most wealthy can expect to be interred here. The middle classes usually bury their dead in the forest at the foot of the Fauschlag, while the bodies of the poor are often cremated in Morr's Flames Eternal, or simply flung from the Cliff of Sighs.

Unbeknown to the townspeople, however, the servants of Chaos are at work in the cemetery. Small groups of cultists and mutants dedicated to that foul embodiment of Chaos, Nurgle, work and live in nearby tunnels. They collect new bodies for corruption by their dark masters deeper inside the Fauschlag, and when the need arises, they can use the cemetery as an entrance to the City proper.

A main sewer runs past the cemetery to the north of the graveyard. The cultists have tunnelled into this channel to give them access to the treasure house of the cemetery. And the tombs provide rich loot: both for their own experiments, and for sale to unscrupulous Academics and Physicians (not to mention the occasional closet Necromancer). These sales provide funds for essential supplies, and a group of powerful servants who can be kept loyal through blackmail.

Aided by the cultists, mutant and Beastmen groups have established bases in the catacombs as well. The Beastmen rarely stray into the upper levels, however, and although many of the mutants originally entered through the sewers, they too stay deep beneath the surface. They dare not risk discovery - they have still to build a power base and wait for the day when Chaos will control the face of the world.

It should be noted that one of the reasons why the forces of Chaos inside the

Fauschlag have not wreaked more havoc is that co-operation between the various cult groups and creatures is not all that it might be. Deep in the bowels of the Undercity, power struggles and fights continue to cause internal disruption.

Deeper into the Underearth

The most important factor to bear in mind is that the increase in Chaotic activity has not arisen through pure chance. It has been brought about through the unfathomable machinations of the dreaded Skaven. In the deepest parts of the rock, elements of three Skaven clans plot the City's downfall: the assassins of Clan Eshin control the normal sewer rats to act as spies and messengers; members of Clan Moulder breed fell beasts from mutant slave-stock; and the Plague Monks of Clan Pestilens are brewing a disease which will make the Black Plague look like a mild dose of the 'flu.

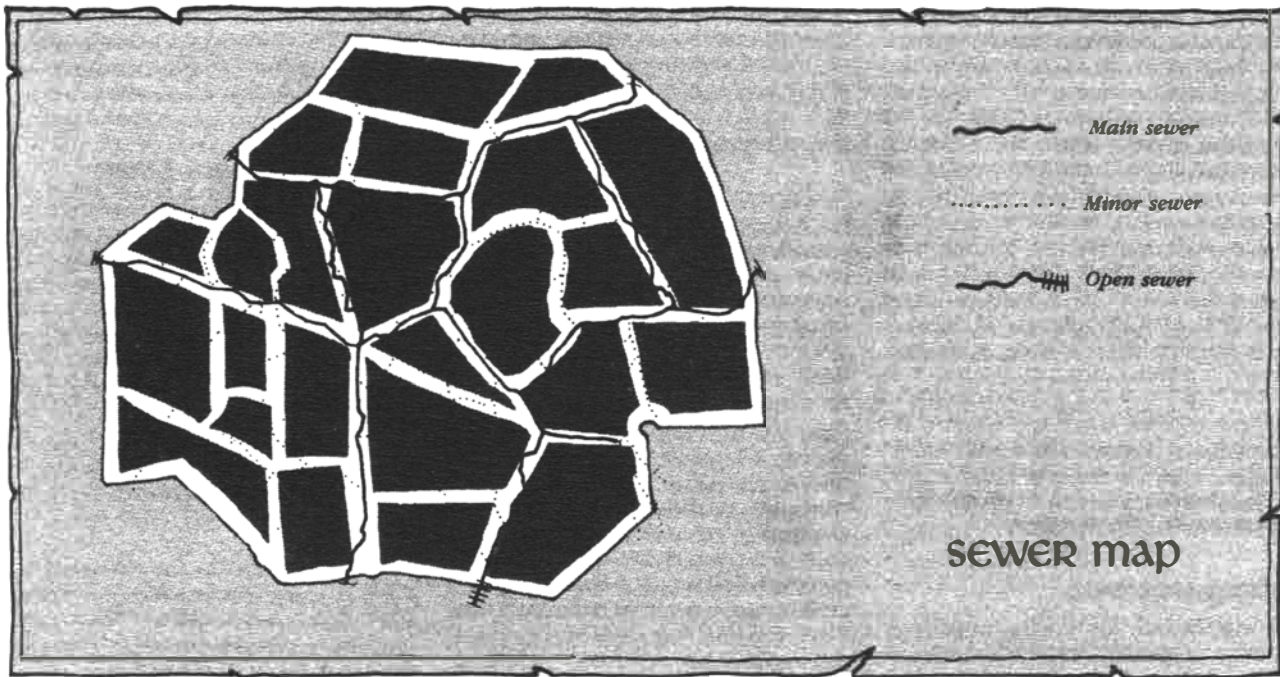
The Skaven's number are few as yet, and their presence is known to only a few of the cultists. But they are organised and frighteningly efficient. Slowly, their evil plots are ripening. Something is in the air, - a wind of change with the smell of rotting flesh is blowing through the Fauschlag's tunnels. And the Skaven are waiting...

If your adventurers attempt to fathom the mysteries of the Undercity, they should have penetrated very far into the rock indeed before encountering the Skaven. But what with followers of Nurgle, myriads of mutants, and bevvies of Beastmen, they should have quite enough to keep them occupied before then.

the undercity environment

The environment *inside* the Fauschlag is totally different from that above ground. The most obvious difference is the almost complete absence of light. Perhaps near the edges of the pinnacle you might find a gap in the rock allowing light in, but deeper inside you cannot see a hand in front of your face.





The tunnels are also surprisingly dry. The Fauschlag is mostly composed of granite, and there is little opportunity for underground streams to pass through. The only exceptions to this are the hot springs that feed the Begierbaden steam baths (location 14, p36). It is up to you to trace their exact route through the core of the rock. Additionally, of course, the City has numerous wells - incredibly deep shafts which run from street level to the bottom of the Fauschlag and beyond. None of these shafts are shown on any maps - so you may add them wherever is convenient. (Perhaps they provide another means of infiltration for the dark ones.)

There are some damp areas, however. The tunnels and caverns which lie directly beneath the points where the sewers discharge over the forest are continually drenched in water and filth. These become water-saturated and are susceptible to minor cave-ins should heavily laden adventurers choose to go romping through them. Bear in mind however, that the structural integrity of the Fauschlag as a whole has not been impaired.

And, of course, there are other natural hazards below the surface. Dangerous gases can build up from time to time where there is a lack of natural ventilation (as often occurs). Some such gases can explode when they come into contact with a naked flame such as a torch or unshielded lantern. Others may be poisonous, having a gradual debilitating effect on those who inhale them over a period of time. Perhaps the least painful, but most annoying aspect of these gases is the smell. Varying from mildly distasteful, to downright

nauseating, tunnel explorers will suffer a most unpleasant experience, and may even fail to notice when the smell warns of danger.

In spite of all this, some plants and fungi still manage to grow in this unforgiving environment. In areas affected by water seepage, simple pond life will be present. Any small bodies of water underground will harbour a variety of plants and insects and will be almost certainly undrinkable. Additionally, the various moulds described in the **WFRP** rulebook (p237) proliferate in the cavern network.

handling undercity expeditions

Movement

Sewers are easily mappable. The PCs should be able to keep track of their movements without too much difficulty (unless they are incredibly inept). However, once they delve further into the depths, keeping an accurate map will slow the game down considerably. It will also be very difficult to achieve because of the winding nature of the tunnels themselves.

The best approach is to avoid placing too much importance on mapping the catacombs. As long as you have decided upon the general layout of the area being explored by the party, you may assume that they are aware of their location. When they wish to return to the surface or find an area they passed through some time ago, characters can be made to test their *Orientation* skill. If none of the adventurers possess this skill,

Intelligence tests modified at your discretion may suffice. Thus, you need not bother with highly-detailed maps of monotonous, maze-like passages. Concentrate initially on describing the general atmosphere of the tunnels. To indicate the vastness of the Undercity, you may simply tell the players that their characters "walk for about half-an-hour before ..." - and then use your specific location descriptions.

Movement through the caverns will be slow, even if the party is well equipped - if only because of the lack of light. The floors are uneven and occasionally slippery with fine dust (this is especially noticeable on down-hill slopes). Most of the tunnels are approximately ten feet wide but their size can vary. Sometimes characters may find themselves crawling down a particularly small passage, or find that they have room to walk three or four abreast.

Be logical about the construction of the tunnels. A major storage area will have a main entrance and a wide approach tunnel. On the other hand, it is unlikely that the Dwarfs would have built massive, hall-like tunnels just for comfort. That would have been a waste of effort. And despite the great skill of the early Dwarven Engineers, there may have been minor cave-ins over the years. These could result in dead ends or just make life even more difficult for the characters.

Locations

When describing a location to the party as they pick their way through the dark, don't be afraid to add a little variety. Always keep the mentality of the original

Dwarven Engineers in mind. Instead of having the party find "another narrow tunnel off to the right," slip in the occasional remnant of a support structure for major tunnels, or the remains of depots below sink holes, derelict living or storage areas, mine-rail wreckage and even perhaps the odd caved-in temple. Some Dwarfs would have spent the majority of their lives working in the rock and it seems most likely that some kind of 'mobile society' would have evolved to help them make the most of their free time and energy.

Anything from gunpowder stores to libraries could form the treasure of the Undercity. Of course, other, darker souls have walked these ways since. How much has been left undiscovered to rot away in the eternal night?

Preparations

A trip through the sewers is relatively simple to handle. The adventurers can make whatever preparations they feel are necessary, go down for a peep and get back on the streets in time for last orders. But the deeper you go, the harder it gets. A group of adventurers attempting a thorough exploration of the cave network will need to plan for a long journey.

The party may find it advantageous to enlist a Dwarf to help them keep their bearings as they trek through the dark realm. And Dwarfs will have been taught more about the history of the rock than anyone else. The explanations of such a character, even of impending danger, are likely to be issued with a fair degree of pride and excitement. Which could be a problem when a party under hot pursuit from mutants wants to know whether to turn right or left and all their guide can talk about is the amazing structural integrity of an ancient support bracket...

Characters are also going to need a good supply of food. Unless they are a particularly hardy bunch who don't object to endless amounts of tasteless rations, well-prepared healthy foods will be a considerable morale booster. All the adventurers are going to have to endure hardship on an extended expedition. Even if they know that the City and relative safety are right above their heads, it could seem like a million miles when the going becomes tough. They will have to camp in dangerous caverns, get used to the lack of daylight and survive whatever the darkness throws at them.

a campaign in darkness

Obviously, this is not a complete guide to the Undercity in Middenheim. This

means that you can tailor Undercity adventures or events to fit in with your campaign, adding detail when and where it is needed. Don't forget, there's as much going on underneath the City as there is above ground.

Whenever the player characters actually learn that something is most definitely amiss beneath the City streets, their most likely course of action will be to alert the authorities. This can be handled in either of two ways:

First, the person they inform could secretly be a cultist himself. Foul and diseased though they often are, the cultists of Nurgle *do* have healthy agents among the City Watch. The cultist appears to activate the necessary defence machinery but not before warning his colleagues below the City. When the search/raid takes place, there will be no evidence to support the characters' case. They will look like fools in the eyes of the authorities, or at the very least, untrustworthy sensationalists.

Alternatively, you may prefer that the PCs contact a genuine and trustworthy individual. Unfortunately, however, this means that the characters will find themselves faced with a bewildering maze of bureaucracy. Unless they decide to drop the matter and deal with the problem themselves, the PCs could spend weeks travelling from one official to another and trying to convince senior members of the defence hierarchy that their case has some substance. Perhaps the Watch need to initiate a recruitment drive to give them the manpower they need to combat the threat. Perhaps they fail to see the extent of the problem and simply seal up a few wells and the entrance to the graveyard. Perhaps they are already too late...

In any event, it is best to reveal the extent of the menace in the Undercity only gradually. To this end, a number of outlines for mini-adventures are provided below. These suggest ways for introducing the characters to the Undercity, but the details are left up to you. You will have to consider how your players react to the basic situation, and expand from there.

Something in the System

The corpse of a mutant is discovered in an open sewer in Middenheim itself. A nearby sewer gate shows no sign of being tampered with and the Watch are at a loss to explain the dead creature's presence. In fact, the mutant was killed during a chance encounter between rival cultists in the sewers and his body has drifted across town overnight. This could be the beginning of a major clash between two

or more Chaos groups, or it might simply serve as an indicator to the fact that something foul is afoot beneath the streets of the City.

Where Eagles Dare

The news is spreading through the City like wildfire. A woman entering the City by chairlift noticed an eagle landing on a ledge halfway up the rock side. Professor Heinz Spiegelmann - expert in ornithology at the Collegium Theologica (location 32, p44) - wants to take a closer look to discover whether or not the eagle has made a permanent nest there. In return for the adventurers' aid in a rock-climbing expedition, he offers tuition in a skill (or skills) of your choice, or 10GCs each.

It would be wise for the characters to attempt close examination only when the eagle is not there. They may encounter a mutant scavenging around the nest in the hope of finding some eggs for food. Alternatively, they might discover an entrance into the tunnel system itself and decide to investigate further. If they choose this course of action immediately, the professor will be an unwilling and rather frightened companion.

One of our Dwarfs is Missing

Finally and perhaps most predictably, a Dwarven party member may be approached by colleagues at the Engineers' Guild. The Guild is concerned by the recent disappearance of another member during a routine maintenance inspection of the still occupied dwarven tunnels. Naturally, there would be a certain amount of sensitivity surrounding the circumstances as the Dwarfs want to keep their safe areas secret.

Whether or not the characters are requested to become involved, they are bound to find themselves coming up against some resistance from certain Dwarfs. This could be misinterpreted by the characters and distract them from the real problem - the enemy within.

To give you a helping hand in introducing the Undercity to your campaign, here is an extended scenario that can be introduced at any point during the characters' stay in the City.

the restless dead

This is a short adventure that you may decide to use as an introduction to Undercity explorations. Alternatively, the adventure will work just as well as

a short episode slotted into your campaign. It begins, typically enough, as the party approach an inn of your choice, perhaps after an afternoon at a Snotball match...

A Trifling Little Ring...

"Breeches in any colour, cloths, shirts... Care to buy my wares? A shilling buys whatever you like." The smile tagged onto the end of the sales pitch nearly cracks the old lady's face.

The PCs have just encountered Eliza Elenden, a has-been thief and latter-day entrepreneur. Following an accident that left her using crutches, Eliza now grafts aliving by selling rags that are only a little worse for wear than the ones she has on her back.

One hand holds an assortment of filthy rags under the adventurers' noses, while the other is extended palm upwards, in hopeful anticipation. With a certain nonchalance she blocks the doorway to the inn. Allow the players to spot bloodstains on some of Eliza's stock. If they ask why this is the case, Eliza happily explains, "No time to wash them, sir. Picked them up only this mornin'. But they are fresh, sir. Have a whiff, not a lot of 'hum' there." She raises the foetid clothes to her own fat nose, toothlessly smiling at their 'freshness'.

Should the adventurers enquire further, Eliza spells out the nature of her ghoulish trade:

"It's quite simple, m'dears. Why, it's pennies from heaven. There they are,

throwing them poor souls of the edge of town 'cos they can't afford bein' buried, and they're often still in good shape when they 'it the ground - well, bits of 'em are. Must be the trees breakin' their fall. Well, waste not, want not."

Eliza is referring to her new line of business, the rag trade. Whatever scraps happen to be left on corpses thrown over the Cliff of Sighs, she collects at the other end. Her only overheads are the frequent chair-lift tolls in and out of the City. She isn't really ghoulish, just a little eccentric.

If none of the party wish to buy anything from her, she will look particularly downtrodden. Eliza has been doing bad business recently, and is starving. She pursues the party into the inn if necessary, dropping her rags outside. Finally, she will reach inside her shawl and pull out a heavy, silver ring set with a blue precious stone.

"Don't even get to keep the little luxuries. Here, 10 crowns. I won't ask a penny more nor take a penny less." The party can examine the ring. It is actually worth five times the amount Eliza wants. Characters with *Evaluate* skill and those who make a successful *Int* test at -10 will realize this. Eliza has lost whatever business acumen she once had, and anyway, 10 crowns is a fortune to her now.

Any character examining the ring notices the name *Klaus Gurtelrose* on the inside. Closer inspection (make an *Observe* test where necessary) reveals a hinge that allows the stone to be tilted out of the

base. A small emblem lies beneath. This is the sign of the Wizards' Guild and will be recognised by any magicians immediately (or on a successful *Int* test for others). The ring is not magical, but characters with *Magical Sense* skill can detect very faint traces.

If asked where she got it, Eliza says that she found it on a finger, "An awful smellin' rotten one. Don't ask me whose, or where the rest of 'im was." She can describe the rough area (*Map 1*) of her find, although the ring must be bought first, and a drink or two may be required to jog her memory.

Encourage the players to think about the implications of their 'bargain'. Under what circumstances might a Wizard be buried with the poor and not have such a valuable item removed?

Klaus Gurtelrose

Investigating at the Guild of Alchemists and Wizards (location 31, p44), the PCs must make a successful *Fel* test (+10 for Wizard characters) to get any co-operation. Almost any Wizard there will remember the name of the magician. Gurtelrose was an ambitious Illusionist who was discovered to be studying necromancy and subsequently disappeared. That was nearly sixty years ago. What happened to him afterwards is a mystery. (Optionally, you can give the players some of the additional information from Gurtelrose's NPC description - p69 - but only such information as Guild members might reasonably be expected to know.)



In fact, Gurtelrose was aided in his escape by members of The Running Sore (a Nurgle cult) and took refuge at the foot of the Fauschlag. The cultists had a cave here which they used as a dump for smuggled goods. Gurtelrose concealed the entrance with a simple illusion of a rock face - renewing it periodically - and set himself to wait for the cultists' return.

But The Running Sore was exposed and its members killed, so the necromancer's rescue never came. Klaus 'died' in his sleep shortly afterwards but the foul magic which had corrupted his mind and body refused to let him rest. So he became one of the Undead, with Liche-like powers, and the corpses which land outside his cave are like manna from heaven (or rather, 'brimstone from hell'...)

Klaus now controls a number of Undead. He lost the ring when, in a momentary lapse of concentration outside his cave, his decayed finger caught on a tree branch and fell off.

Finding the Cave

Sooner or later, the adventurers should be encouraged to search for clues in the area indicated by Eliza (*Map 1*). The edge of the forest lies about thirty yards from the cliff face. The intervening ground is uneven and stony, sparsely littered with twisted, dying shrubs.

Because the area is sandwiched between the forest and the cliff face, it sees very little sunlight. A chill northerly breeze blows constantly over this forsaken 'burial ground', carrying strange noises

from goodness only knows where. Unnerve the party by emphasising the smells, sounds and lack of warmth. The shadows that creep across the side of the cliff and over the stony ground could look like something else...

Corpses dropped from the cliff top land in the tree tops around here and fall to the ground as they decay. The air is filled with a foul stench and swarms of flies settle on anyone in the area (dead or otherwise). Human skeletons litter the earth - but not too many: the forest has its own disposal system. 'Fresh' corpses are usually carried away by wolves... and other things.

If the characters are searching during the prolonged twilight or early dawn, there is a 25% chance of them encountering Gurtelrose, who will be out looking for his ring. Gurtelrose will see the characters first, and will retreat quietly to his cave and prepare his servants (see below). He will not want to demolish the party with *Fire Ball* spells, seeing them instead as a means to swell the ranks of his small army.

the caves

Characters with the *Magical Awareness* skill will sense the illusion that hides Gurtelrose's abode and can pinpoint the location on a successful *Int* test. The cave's entrance can otherwise be found after three hours of careful searching.

The area immediately around the entrance is infested by Bloodsedge (see *Creatures of the Caves*, p69). Unless

characters specifically state that they are avoiding the undergrowth, they have a 50% chance of being attacked.

Without suitable equipment (or *Night Vision*), the PCs will not be able to see into the cave's interior (except area a).

The moment the characters enter the caves, they trigger a *Magic Alarm*, alerting Gurtelrose to their presence. He will take steps to protect himself as the party venture into his 'home', but will not leave area d until he has the party trapped (see below).

a. Entrance cave

This area is dimly illuminated by the light that comes through the cave entrance from the West. The floor is covered in dust and the PCs can spot tracks leading into tunnels to the Northeast and Southeast on a successful *Observe* test. The cave is otherwise empty and noticeably colder than outside.

If the characters go north-east first, they hear strange whispering noises as they reach point 1. This is a result of Klaus casting a *Sounds* spell. They must test against *WP* or be overcome with the urge to run away. If they fail the test and continue, all *WP* and *CI* tests are made at -10 while they remain in the caves.

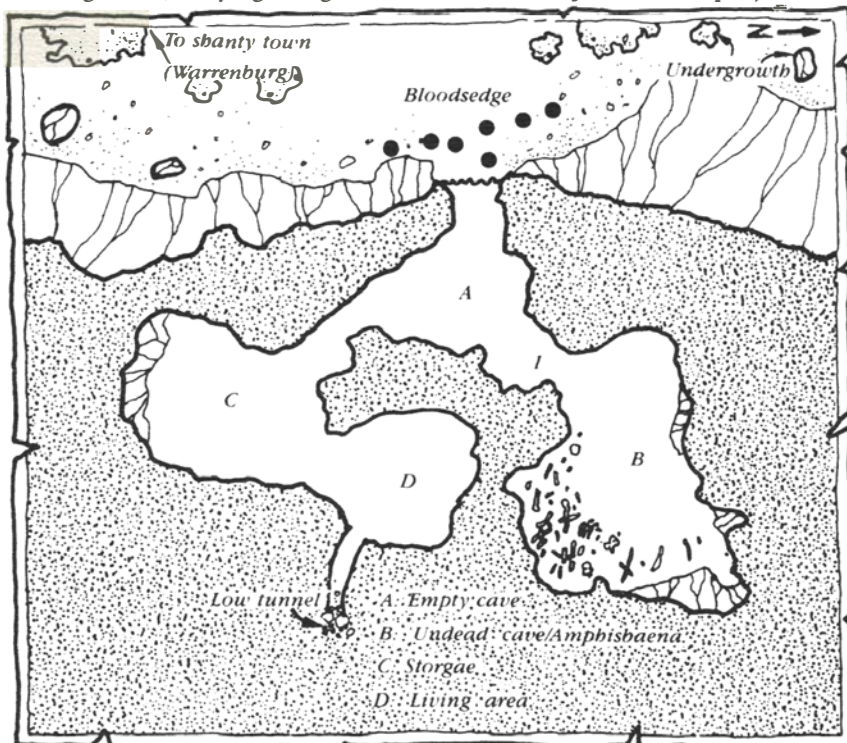
b. Rest room

This is where the Liche's Undead servants wait when they are not required to perform tasks for their master. There are 6 in total, but being inactive, they appear to be simply decaying corpses and skeletons. The stench is nauseating.

An *Amphisbaena* (see p69) has recently wandered in here to cool down and is currently tucking into a corpse. The characters will not spot it when they enter as it is feasting from beneath the body. During any search, the creature stirs as it becomes aware of the intrusion, making the corpse move. If a character approaches the body to investigate (within 10 feet), the *Amphisbaena* strikes. It bursts through the ribcage of the foetid body so rapidly that the rotten corpse appears to explode. Its first attack is a *bite*, after which it attempts to draw its victim close enough for a *constriction* attack. All attacks after the first one are at -10 because of the encumbering corpse. Whatever is left of the body will flop messily to the floor after five rounds of combat.

c. Storage Area

A variety of Gurtelrose's old gowns and trappings are strewn across the floor in here. There are also some eating utensils and a makeshift bench set into the rock.



A successful *Search* test reveals a *potion of healing* (a dark blue bottle containing a slightly viscous green liquid - see WFRP, p186).

If there are any corpses left intact in area b, they will be summoned by the Liche (while the characters are searching this room) in an attempt to cut off their escape.

If the characters try to enter area d, or if they are defeating the group of undead, Klaus attacks with a *Fire Ball* after having cast *Camouflage Illusion*. Beyond this point, how Klaus acts is up to you to decide. Remember to check his profile below and bear in mind that he is mad, but not stupid. Klaus will attempt to escape if he believes it is absolutely necessary to do so. If he is lowered to 2 or fewer *W* points, he must test against *Will Power*. If he *fails* then he will attempt to flee. Otherwise, he will decide that he can beat the party, and fight to the finish.

d. Herr Gurtelrose's chamber

This room is littered with a few strangely human possessions. A disused lantern sits in the corner of the room. Next to it is a pile of books. None of them are particularly valuable or important, though there is a diary written in the *Classical* secret language. The last entry was made fifty years ago. Any character reading it must test against *Cool* or gain 1D4 *Insanity Points* from reading Gurtelrose's vivid account of how he slowly turned into a Liche.

A successful *Search* reveals a scroll containing a *Hand of Dust* spell, a book called *Creatures of Twilight* (a treatise on undead; characters spending 2D10 hours reading the book gain *Identify Undead* skill on a successful *Intelligence* test) and a small, leather lined box. The box contains a piece of woollen fleece, a small brass bell, three balls of sulphur and a small piece of cloth (part of a corpse's shroud). A low tunnel (two to three feet high) leading directly westwards is set in the west wall of the cave. However, it is partially blocked and the party will have to spend 1D4 hours clearing away rubble if they should want to enter it.

further adventures

At your discretion, Klaus may have been in possession of notes or items indicating the presence of cultists deeper in the Fauschlag. How much you wish to elaborate on this possibility depends on your campaign. You may map out all the locations accessible from the tunnel as you see fit. This could allow the

adventurers to explore a limited way into the Undercity, or it could be part of the

remnants of a main Dwarven entry point which has partially collapsed.

CREATURES OF THE CAVES

Bloodsedge

M	WS	BS	S	T	W	A	I	Dex	Ld	Int	Cl	WP	Fel
0	33	0	3	3	5	60	1	-	2	2	2	2	-

Special rules: shrinks from fire; constriction attack (see WFRP, p233).

Amphisbaena

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	4	3	11	60	1	-	14	5	43	43	-

Special Rules: fears fire; causes *fear* in creatures under 10 feet; bites are *venomous* (see WFRP, p231).

6 Zombies

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	3	3	5	10	1	10	43	14	14	14	-

Special rules: the Zombies will be subject to *instability* should they leave the caves without Gurtelrose.

KLAUS GURTELROSE, LICHE

Klaus was a promising member of the Wizards' Guild until around 60 years ago. His approach to his studies was highly acclaimed by his superiors, but also attracted some jealousy from his peers. He became subject to ever more vicious taunts until he believed his life to be at risk.

He became more and more anti-social, tending to mix with characters of a somewhat dubious nature. Eventually, two members of a secret cult of Nurgle approached him, offering private tuition. Klaus had lost much of his interest in studying by now. His cynical outlook led him to see only triviality in magic, having dabbled in *Illusion* for a short while. When he realised that his new tutor was to teach him the powerful discipline of *Necromancy*, he regained his enthusiasm, seeking to take revenge on all those who had ridiculed and taunted him.

He returned to the Guild as an agent of Chaos, learning as much as he could about the magical nature of Middenheim's defences. Eventually, he was discovered and he fled the City. By this time, his flesh was already beginning to show the marks of *Necromancy* and his *cadaverous appearance* prevented him from travelling in daylight. The cultists found him a cave as a temporary hide-out, but they were caught and killed soon after, and Klaus was forgotten. He has remained there ever since. Only recently has the corruption that wrought his twisted body finally built up enough power to animate him. This 'rebirth' leaves him comparatively weak for a Liche. The party must take advantage of this if they are to defeat him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	28	4	4	21	60	4	43	89	89	89	89	-

Skills: Arcane/Secret Languages: *Classical*, *Magick* (*Illusionist*, *Necromantic*); *Read/Write*; *Scroll Lore*; *Identify Plants*; *Magic Sense*; *Rune Lore*; *Evaluate*; *Magical Awareness*; *Manufacture Drugs*; *Cast Spells*: *Petty Magick*, *Battle Magic* (level 1), *Illusionist* (level 1), *Necromantic* (levels 1-3); *Identify Undead*; *Demon Lore*; *Meditation*

Magic Points: 29

Special Rules: Causes *fear* and *terror* in living creatures; immune to all psychology rules.

Spells: *Magic Alarm*, *Sounds*, *Fire Ball*, *Camouflage Illusion*, *Cloak Activity*, *Hand of Death*, *Summon Skeletons*.

GOODS AND SERVICES

Middenheim is a large City, with a population of more than 10,000 and a wide range of goods and services available. All the goods listed in the **WFRP** rulebook are available in the City, but there are some special cases, which are explained below.

Weapons and Armour

As noted on p21, the City authorities frown upon wearing heavy armour and carrying certain weapons in public places, and the City Watch tends to take an interest in characters who walk about heavily armoured and armed to the teeth in peacetime. Characters who are not prominent citizens or members of the military may encounter suspicion when attempting to buy such items.

Spell Components

Components for Necromantic or Demonic Magic spells are not openly available in the city under any circumstances, since these two forms of magic are outlawed. There is one exception to this, and that is Clerics whose deity allows them to cast spells of these two types (for example, Clerics of Morr - see **WFRP**, p197); components for the permitted spells **only** are available from the appropriate temples, at the discretion of the High Priest.

Any other character requesting such components will almost certainly be reported to the Guild of Wizards and Alchemists (p44), who will investigate the matter. The Guild of Wizards and Alchemists has its own stock of components for all spells (except Necromantic and Demonic magic), for sale to members only.

Poison and Poison Ingredients

It is possible to obtain ingredients for the more common poisons from various sources within the City - but not the poisons themselves. Possession of poison by anyone other than a Physician, Herbalist, Alchemist, or Pharmacist - who must be registered members of the appropriate City Guild - is a criminal offence. Suspects will be charged with murder (the Law in Middenheim makes little distinction between having the opportunity to commit a crime, the intention of committing a crime, and actually committing a crime!).

If the PCs go around looking for poison ingredients, they will need to use the utmost discretion - most Herbalists, Alchemists and Pharmacists are well aware whether or not something can be used to manufacture a poison, and the

PCs may have to make a successful *Bluff* test in order to convince the trader that they want the substance for some perfectly innocent purpose. Characters attempting to purchase poison ingredients *openly* may be reported to the authorities and subsequently investigated.

If you do decide to allow the PCs to purchase poison ingredients, you must decide how much they will cost; the price will be high, since the trader is taking as much of a risk in selling the materials as the PCs are in buying them. Attempts to *Haggle* should either be automatically unsuccessful or made at a severe penalty, such as -20.

Locating Shops and Businesses

It is up to you to decide where a particular workshop or business is to be found. But there are a number of factors you might like to consider when a player asks "Where's the nearest..." First of all, there's the question of quality - poor quality, low cost goods are most likely to be found in the Old Quarter or Ostwald. For high quality, luxury items, consider the Brotkopfs or Kaufseits areas. Then there are the questions of workshop's requirements - some businesses need more space than others, some need easy access to water, others are particularly smelly and would be consigned to the downwind and/or poorer districts. Finally, bear in mind that similar businesses will tend to be found in close proximity to one another - if only for the reasons listed above.

When you have decided where a particular shop is to be found, be sure to make a note of it on the map, and in the *Gazetteer* of the appropriate district. You should also decide whether the business is a 'one-off' in this area, or whether there are lots of similar establishments in the vicinity.

The following table provides a guide to the total numbers of the more common establishments to be found in Middenheim - keep a running total here of your businesses as you locate them. This list is not intended to be complete or definitive; feel free to amend it in any way you see fit.

Business	Total
Animal Trainer	8
Armourer	10
Baker	36
Barber	8

Bowyer/Fletcher	10
Brewer	8
Builder	10
Butcher	22
Candle/Lamp maker	10
Calligrapher	8
Carpenter	24
Cartwright	10
Cobbler	18
Cooper	10
Dyer	8
Engraver	8
Fuller	8
Furrier	8
Glassblower/maker	8
Goldsmith/Silversmith	10
Herbalist	20
Jeweller	10
Laundry	8
Leatherworker	12
Locksmith	8
Mason	18
Music Shop	8
Outfitter/Tailor	22
Pawnbroker	10
Pharmacist	20
Potter	20
Printer	16
Ropemaker	10
Sign Painter	8
Smith	12
Stable	24
Tanner	10
Weaponsmith	8
Weaver/Spinner	14

the black market

In a city the size of Middenheim there are places where it is possible to obtain almost anything provided the price is right. The PCs may decide to try the black market if they have difficulty in obtaining something they particularly want. The black market is fraught with traps for the unwary, however, and they may end up wishing they had never bothered.

First, there is the problem of contacting a supplier. This involves making enquiries in the less savoury parts of the City with all the accompanying dangers - see, for example, the notes on Ostwald (p39) and The Old Quarter (p37). News of anyone looking for a black market travels fast, and Charlatans are only too willing to supply 'genuine Demon's blood' or whatever, to anyone who looks gullible enough to pay for it. Organised crime may well be suspicious of outsiders trying to make contact, and, fearing that they might be undercover investigators of some kind, have them harassed none-too-gently or, in extreme circumstances, disposed of. Conversely,

the PCs might attract the attention of the Watch, who might set up a fake deal in order to trap them.

But assuming the PCs dodge the Watch, see through the Charlatans, and manage to convince a 'real' contact that they aren't trying to set him up, the second problem is actually to get hold of the goods. Black marketeers can hardly be taken to the Fusspolver Court (p22) if they fail to honour a deal for the supply of illegal substances. The PCs will have to be very circumspect in order to avoid being quietly separated from their money and left standing. And even if 'the goods' are handed over, there is no guarantee that they will be genuine or of reasonable quality. So if the PCs do not inspect the goods very carefully before paying for them, they may well live to regret it.

The third point to bear in mind is that dealings with organised crime rarely stop once the transaction has taken place. Characters who have bought something illegal on the black market may find themselves called on from time to time to perform 'little favours', invariably of an illegal and risky nature. If the underworld does not have need of their abilities, it will still not hesitate to make a little extra money by blackmailing them, and threatening to expose their dealings. Deals will always be set up in such a way that the purchaser will have more to lose by this than the black marketeers.

Finally, the black market and its regular customers go in constant fear of discovery by the authorities, and may well see a group of outsiders as an easy way of attracting attention away from themselves. The City's organised criminals may well set the PCs up - no sooner have the characters got their hands on the goods, than a Watch patrol arrives ('acting on information received') and arrests them all. These little set-ups help keep the Watchmen happy, and encourage them to relax their customary vigilance so that the black market's everyday business can carry on in comparative peace.

gm's discretion

The most important thing to remember when handling attempts to buy restricted goods is that, in the end, you as GM have to decide whether or not to let the sale go through. You must consider carefully whether or not you want the PCs running around with whatever-it-is, what they might do with it, and so on.

street markets

Impromptu markets can be found almost anywhere - especially during festivals (check the notes of the individual areas).

A Consumer's Guide to prices of items not listed in the rulebook is given below - this is certainly not exhaustive and you should feel free to invent the prices of items not listed as you see fit. Many of the smaller items can also be bought from the City's countless street vendors and hawkers - use the list to provide some variation in their wares (lest your PCs get bored with Halflings selling "ot pies"!).

Middenheim does, of course, provide all kinds of goods and services at more permanent establishments and workshops - such as you would expect to find in any large city of the Old World. But the City's street markets are special - and as such merit particular attention. You should note, however, that the retailers of the items listed below are not interested in bulk sales (to would-be entrepreneurs or small-time PC Merchants) - their profit margins do not permit them to offer discounts for large purchases.

If any sort of fracas develops, use the profile of a *middle-class citizen* (see *Encounters*, pp51-57). Merchants almost always have bodyguards in attendance,

and a profile for the bodyguard NPC is also given in this section.

Consumer Guide to Market Prices

Clothing: use *WFRP*, p293.

Material:

Tanned leather hides, enough to make 1 jacket: from 7 to 10 GCs

Cured wolf pelts: from 4 to 8 GCs

Cured bear hides: from 15 to 25 GCs

Araby Cotton (thick), 1 yard wide, per yard of length: from 7 to 8 GCs

Silk (1 foot wide), per yard of length: from 8 to 10 GCs

Silk ribbons, 24" long, bundle of 10: from 5 to 6 GCs

Riding Animals and Livestock: use *WFRP*, p296.

Note that livestock auctions and horsefairs are only ever held outside the City, usually once a week in Grevenfeld or Schoninghagen (see *Area Gazetteer*, p95).

Riding gear (saddle, etc.) is usually thrown in with warhorses and destriers and with all but the cheapest of riding horses.





Household Goods (cf *WFRP*, p296):
Barrel (36 gallon): from 7 to 12 GCs
Candlesticks (pair, wooden): from 10/- to 22/6
Candlesticks (pair, silvered metal): from 12 to 25 GCs
Keg (10 gallon): from 5 to 8 GCs
Kettle (3 pints): 50/-
Ladle, metal with wooden handle: from 25/- to 32/-
Ornaments (carved, wooden): from 7/6 to 2 GCs
Pots and Pans: from 15/- to 45/-
Soup Pans (large): 2 GCs

Tools:

Assorted files: from 7 to 12 GCs
Chisel: 50/-
Hammer: from 40/- to 70/-
Nails (per dozen): 15/-
Prospecting pan: 3 GCs
Pestle and Mortar: 2 GCs
Pick: 90/-
Pliers: 70/-
Tongs: 5 GCs

Others:

Abacus: from 1 to 4 GCs
Child's toy (wooden, carved): from 12/- to 3 GCs
Coloured chalks: 5/-
Dice (pair, rare Araby ivory): 5 GCs
Lucky charm (silver): from 5 to 30 GCs
Pack of cards: from 15/- to 25/-
Pack of Taroc Divinatory Cards (Tilean): from 50/- to 75/-
Pan pipes: from 5 to 8 GCs
Telescope: 250 GCs

Tent (one-man): 50 GCs
Tent (three-man): 130 GCs

These are typical prices for average quality goods (although 'average' here is rather better than average elsewhere). For superior goods, you should charge up to three times the amounts shown. When a price range shown is large, the items vary in terms of size (e.g., pots and pans and jugs) or some other relevant quality (size, ornamentation, workmanship, age, for example).

Food is a special case: there are many food stalls in the markets and these will usually be supervised by a cook. Typical costs for average fare will be:

Meat Pies (individual): from 6d to 1/2
Meat Pies (large): from 2/- to 3/-
Game Pies (large): from 2/9 to 4/-
Fruit Pies (individual): from 6d to 1/-
Fruit Pies (large): from 1/6 to 2/-

Soup (large ladleful): from 3d to 6d
Savoury Sausages (per portion, hot or cold): from 4d to 9d
Buttered Baked Potato: 5d
Bread and Cheese (per portion, with pickle): from 9d to 1/2
Common Fruits (apples, pears, etc., per pound): from 3d to 6d
Exotic Fruits (oranges from Araby, etc., each): from 1/6 to 3/6
Wine (half-bottle): from 3/- to 9/-
Mulled and spiced wine (large glass): from 1/3 to 2/-

These price lists cover only a few possibilities and are meant to make it easy for you to convey the vast variety of items being hawked in the streets. If the PCs are incredibly mean about food and buy the cheapest they can find at all times, you can give one or two of them food poisoning - and have them laid up in bed for 2 to 3 days.

making money in middenheim

In addition to the street traders, you may wish to add wine merchants, merchants selling fabrics and also carpets and rugs, craftsmen selling enamelled earthenware, high-quality products, knife-grinders selling metal goods, and so on - the possibilities are endless. If you wish, these characters might well be interested in selling large quantities for trade (cf the Trading Rules in *Death on the Reik*), but beware of presenting the PCs with a get-rich-quick opportunity!

To rent a stall within the central areas of the town is only possible if you can both get a permit from the Merchants' Guild, and find a spare pitch in which to operate (no easy matter). Permits cost a shilling a day, payable a week in advance. On top of that, there's the cost of 'insurance' - local racketeers are likely to demand anything up to 50% of the day's takings. Attempting to operate an unauthorised stall in the lower-class areas rather invites being robbed. The ideal solution is to set up on a street corner for an hour or so, do as much trade as possible, then move on. If the PCs try this and act sensibly, not putting all their gold crowns in one basket, then allow them to profit from this trading - specific details depend on your personal inclinations, and on what the PCs try buying and selling, but obviously don't let them make scores and scores of Gold Crowns every day.

The PCs are certainly going to need plenty of money to adventure in Middenheim. PCs with thieving skills can obviously try their hand at making a few extra Gold Crowns. PCs with skills such as *Dance*, *Sing*, *Musicianship*, and so on, can try their luck as street entertainers; you may use a *Busk* test (one per hour) to determine the success of their efforts. How much they may earn will depend in part on the affluence of the area where they play; maximum earnings would be around 5 Gold Crowns per hour in a wealthier part of the City, but perhaps only 5 to 10/- per hour in the worst parts (or even less). Of course, the City Guard might decide to tell the PC to move along and a small group of other entertainers might decide to club together to drive off a PC who was doing rather too well on their patch.

typical building plans

This section is devoted to detailing a variety of common shops and businesses of the kind the player characters are likely to want to visit. None are given specific locations within the City, although suggestions are made. Feel free to locate these wherever you see fit.

Note that only one ground plan is shown, but this will serve for all kinds of artisan's workshops.

Armourer/ Weaponsmith

The workshops of metalworkers of all kinds are essentially similar. The example given here is a typical weaponsmith's residence and workshop, belonging to Hans Rustung; it is one of the many artisan's workshops in the Neumarkt area.

The building is on two stories. The **lower storey** is built entirely of stone, to minimise the risk of fire, and is given over to the workshop. A pair of double doors, which can be barred and locked from the inside, allows carts delivering metal and coal to be brought inside. These supplies are stored in the back corners of the workshop; space is precious in Middenheim, and only the most wealthy artisans can afford the luxury of a yard. Set into one wall is a stone-built forge, with a stone chimney which runs up the outside of the building, ending several feet above the height of the roof.

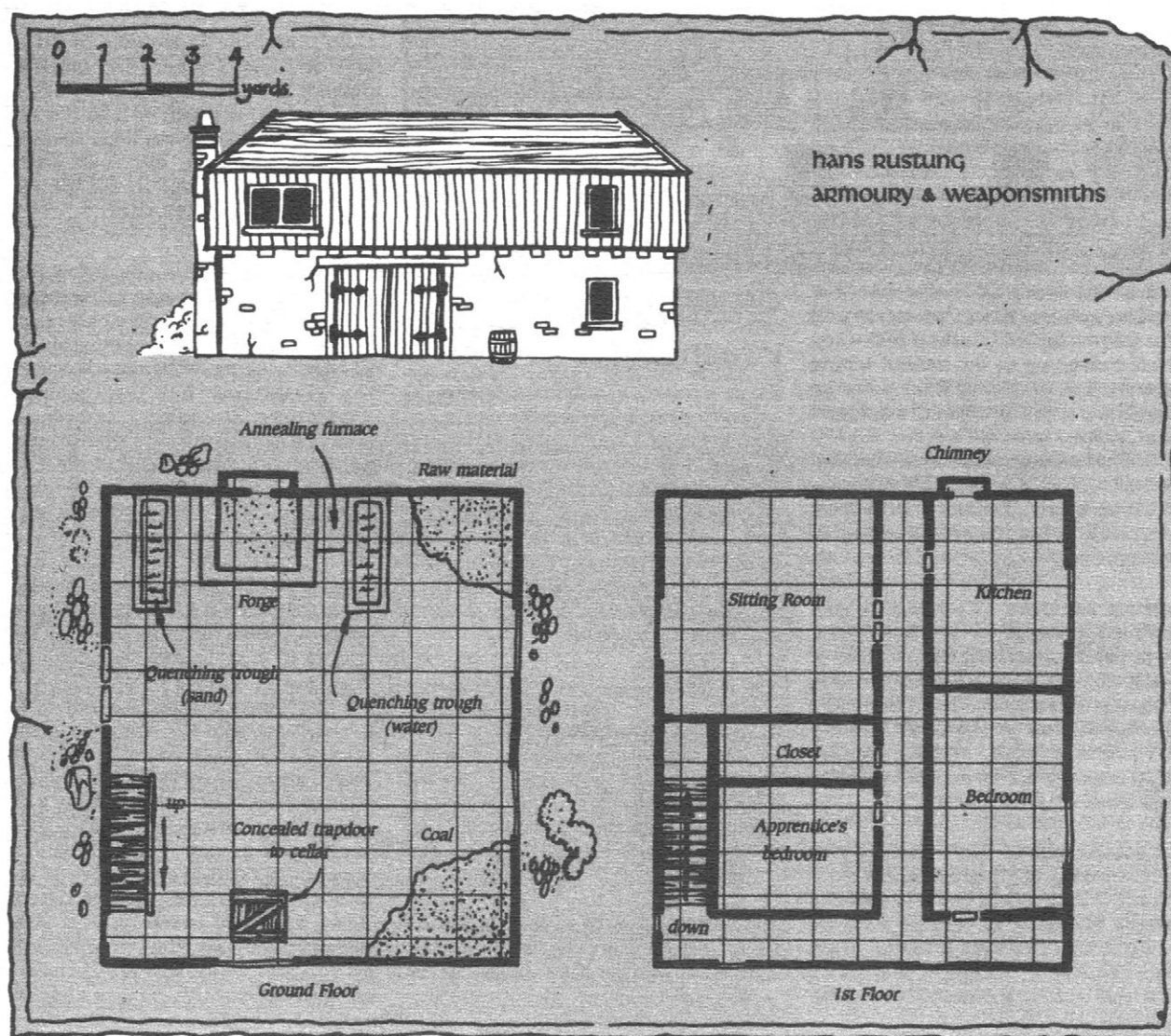
As well as the forge itself, the main workroom contains several stone quenching-troughs filled with water or sand, and a small annealing furnace where finished items can be allowed to cool slowly. This process relaxes stresses in the metal's crystalline structure and

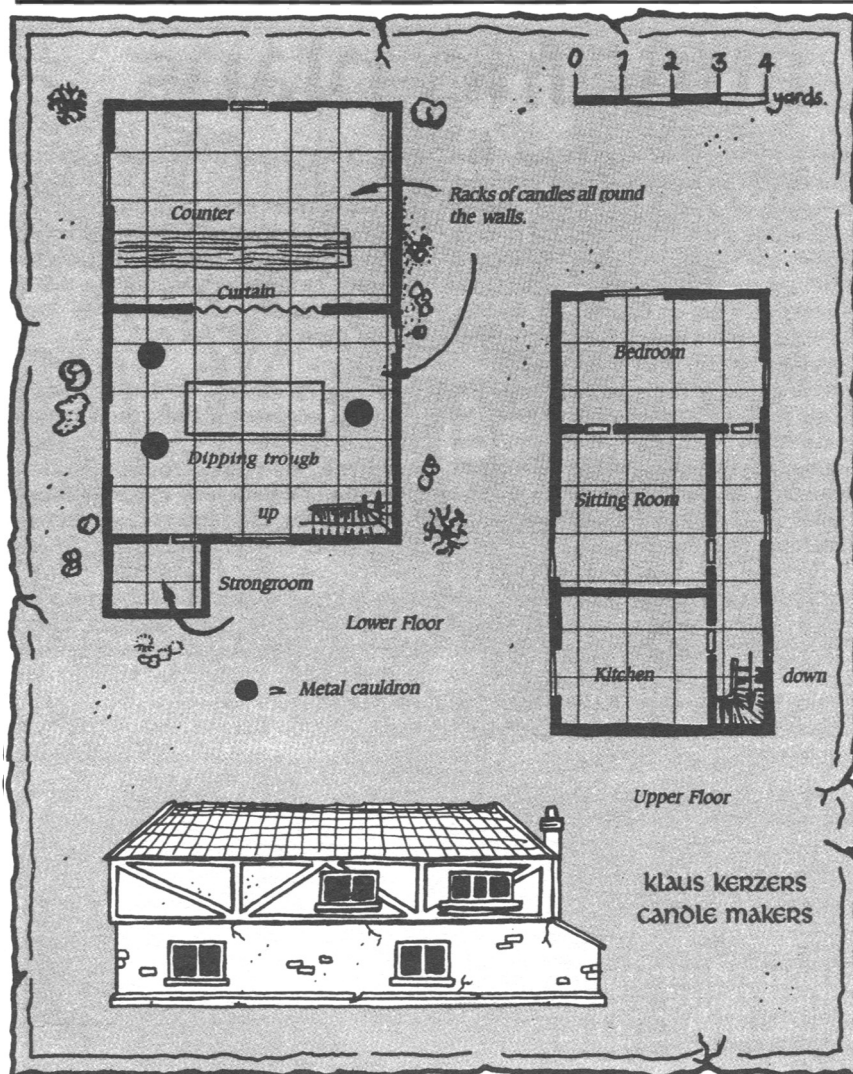
reverts brittleness in the finished piece.

All armourers have a strongroom in which they keep finished weapons and armour prior to sale, collection or delivery. In Rustung's workshop, this is a cellar beneath a concealed trap-door in the floor.

The **upper storey** is of timber, and contains accommodation for Rustung and his family. His apprentice, Fritz Lehrling, also has a room upstairs; Rustung is a generous master - many artisans make their apprentices sleep in a corner of the workshop.

Rustung has a small number of common items (1D6 of each) - daggers, foils, rapiers, and the like - in his strongroom at most times, and will sell them to any character who wishes to buy. Other items must be made to order, which will take a number of man-hours equal to the





sum of the item's Encumbrance value (treating values of more than 100 as 100) plus its cost in Gold Crowns (rounding small change up to the nearest whole Crown). The necessary figures can be found on p295 of the **WFRP** rulebook. Thus, a rapier (cost 20GCs, Enc 40) will take 60 man-hours, while a two-handed sword (cost 35GCs, Enc 250) will take 135 man-hours. These are minimum times, and 'de luxe' items can take up to twice as long.

Rustung works for 12 hours each day, and his apprentice for 14 - 8 of which are occupied in making things. There is a 40% chance at any time that Rustung is already making something to order - possibly for one of the City's wealthy and powerful NPCs - and has another 1D20 hours' work to do before he can start work on an item for a PC.

On goods made to order, Rustung will start by asking 1GC per two man-hours' labour (i.e. 67 GCs for a 2-handed sword). However, he may be *Haggled* down to half that figure or the listed price (whichever is higher), may give a 10% discount to prominent or regular customers.

OTHER ARTISANS

Candlemaker

Klaus Kerzer's candlemaker's shop is typical of the many small workshops which provide the bulk of the City's illumination. It is two stories in height, and built of brick and timber. The upper floor is given over to accommodation, and the lower floor is his workshop, divided by a curtain into work and selling areas. A storeroom at the back contains blocks of wax, reels of string and other equipment.

The workroom itself is dominated by a metal trough of molten wax, over which hang several poles, which can be raised or lowered from pulleys set into the ceiling. The string is cut into lengths, hung over the poles, and dipped repeatedly until sufficient wax has built up and one candle hangs on either end of the string.

Finished candles hang from poles on racks which line the walls of the workroom and the shop. As well as the main dipping-trough, there are several smaller cauldrons which are used in

making coloured and scented candles; the special ingredients required for these are kept in a locked strongbox in the storeroom.

Potter

A potter's workshop is generally two stories high, with accommodation located on the first floor. The ground floor is a workroom, with a kiln built into one wall and one or two large stone settling-tanks full of water, built into the floor. Raw clay is refined and settled in these tanks, before being used on the potter's wheel.

A workshop will typically have two wheels: one fast, operated by a treadle or a foot-turned stone flywheel, and one slow, turned by hand. If the potter has one or more apprentices, there may be more than one of each type of wheel in the workroom. There may also be a number of stone and metal ones - and two-piece moulds for making objects that cannot be made on the wheel, such as clay pipes.

As well as the kiln, settling-tanks and wheels, there will be a number of drying-racks around the walls - these are simple sets of shelves where the unbaked pottery is allowed to harden before firing. There will also be a workbench where colours and other ingredients for glazes are mixed; the ingredients themselves are kept in a cupboard somewhere near the bench.

Glassmaker

A glassmaker's workshop will include a furnace, where stone crucibles of raw glass are melted before being blown. There may be more than one furnace if the glassmaker has one or more apprentices. Beside each furnace is a bench, where the glassblower sits, and a rack - like a weapon rack - where the pontils (blowing-rods) are stored. There will also be a storeroom for raw glass, coal, and other materials.

At least one furnace will have a trench, about three feet long and eighteen inches deep, cut into the floor beside it. This is used in making window-glass - the glass blower blows a standard globe of hot glass, then swings his pontil like a pendulum over the trench (which prevents the glass scraping along the floor and spoiling) to create a hollow sausage shape. The ends are snipped off, and the cylinder cut open and flattened out to make a square pane. The pane is then put in a closed oven called a *Lehr*, in which the glass is allowed to cool slowly to prevent stresses and cracking. The pieces of glass which are left on the pontil have a ringed 'bullseye' shape, and are sold off cheaply to make window-panes in low-class buildings.

If the glassmaker also does fancy glasswork, there will be an area to one side of the workroom where colourings are stored and mixed, before being added to the molten glass. Rods of coloured glass may also be stored here, ready to use in fancy work.

Alchemist/Herbalist

Eberhardt Stiefel maintains a small shop in the Freiburg. It consists of two rooms on the ground floor - a workroom and a shop - separated by a curtained doorway. The upper floor of the building is, as usual, given over to accommodation.

The shop consists of a counter backed by shelves filled with bottles and jars of various alchemical and herbal preparations, and the workroom is lined with benches and cupboards containing various ingredients, a small drying oven for herbs, and an iron stove on which mixtures are heated.

Stiefel keeps an impressive stock of ingredients, and among his regular customers are many of the City's Wizards and Pharmacists. All herbs are treated as being one step more common than usual when visiting his shop - a *very rare* herb becomes *rare*, a *rare* herb becomes *scarce*, and so on - and one can always find *plentiful* herbs here. Refer to *The Enemy Within*, (pp34-5), for details of herbs and their availability.

It is also possible to find spell ingredients and other esoteric items at Stiefel's - their suggested availability is given below, although of course you should note the comments on p70 about the purchase of restricted items.

Spell Level	Availability
Petty	Common
1	Average
2	Scarce
3	Rare
4	Very Rare

Optionally, you might like to increase the rarity of ingredients for specialist spells (Elemental, Illusion, Druidic) by one step, so that ingredients for level 1 spells become *scarce* and so on.

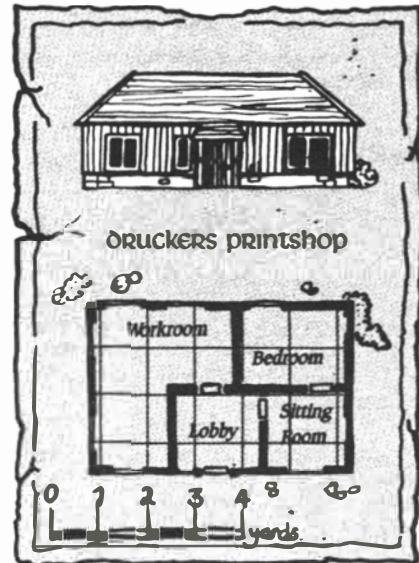
Prices for spell ingredients are left to your discretion, taking into account the precise nature of the ingredient, how badly the players want it, and whether or not you want the PCs to have access to the spell in question.

As well as ingredients, of course, it is possible to buy herbal potions and other preparations from Stiefel; he has preparations made from all the herbs listed in *The Enemy Within* (pp36-7), which cost twice the listed price of the herb itself and are good for one dose.

Printer

Rudolf Drucker maintains a small printshop near the Collegium Theologica (p44), and one or two similar businesses are to be found in the Freiburg and Neumarkt districts.

The printshop is a one-storey building, with the actual press in a back room behind the living quarters. Drucker's apprentice, Thomas Buchstab, makes up the printing plates from the carved wooden and lead letter-blocks which stand in racks along each wall, and Drucker checks the finished plates and operates the press while Buchstab inks the plates.



The press is of cast-iron, with a stand for the plate and a lever-operated roller which presses the paper down onto the inked plate. It can take any size of paper up to three feet by two. Near the press is a set of shelves holding several stacks of paper, ranging from coarse grade (little more than pulp) to high quality parchment.

The front room of the building is plastered with pinned-up copies of posters and pages which Drucker believes display his workmanship to best advantage.

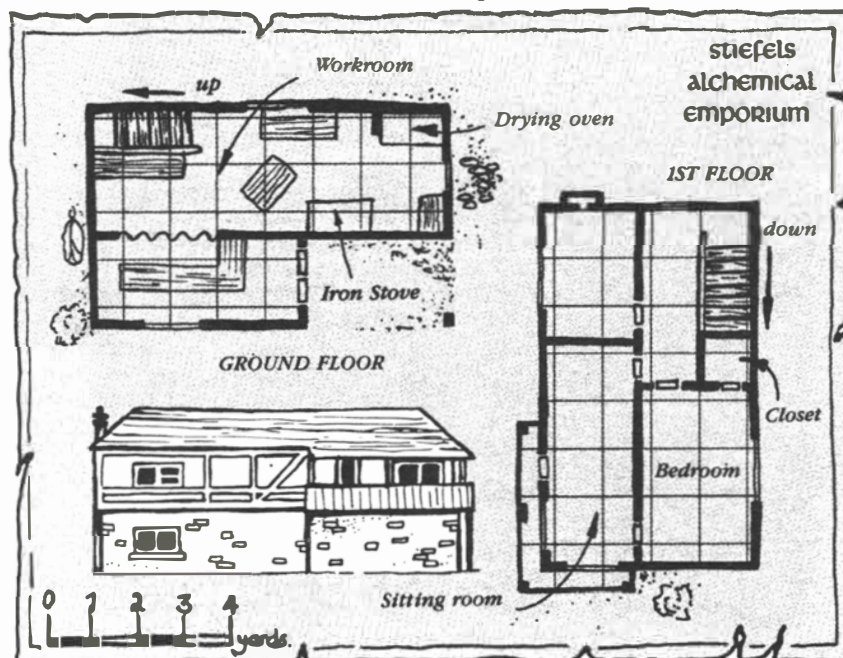
Drucker's prices for printing are as follows:

- 1 Shilling per line per 50 copies, rounding up (on low grade paper);
- 1 Shilling extra per 50 copies for parchment;
- 1 Shilling extra per 100 copies for paper larger than 2 feet by 2 feet.

He can also supply bound books, by arrangement with a nearby leather-worker; this can cost anywhere from 5GCs to 50GCs, depending on the quality of the binding and the degree of ornamentation required.

Drucker knows all of the other printers in the City personally, and will talk quite openly about the resistance they are facing from the scriptoria (see below) and the strangling red tape which has so far prevented the printers from establishing a formal guild.

There is at least one ex-apprentice who is known to be still living in the less salubrious parts of the city, but who has not apparently set up his own printshop. Drucker has no idea how he is making a living these days, but if you want an opening for a short adventure, he could have established an underground press producing seditious political pamphlets,



forging official documents or even reproducing forbidden texts for a group of cultists.

Jeweller/Goldsmith

Middenheim is well supplied with jewellers' and goldsmiths' shops, and a typical example is that in the Ulricsmund district owned by a Dwarf known as Short Rogni. Many of the City's wealthier citizens prefer to do business with Dwarven jewellers, even though many of the Human-run businesses are capable of producing items of equal quality.

Rogni's shop is a small and unexceptional-looking middle-class house, apparently differing from its neighbours only in the number of locks on the door, the barred windows, and the sign of a gold ring which hangs outside. Inside, it is small, dark and cramped by Human standards. A small front room for receiving customers is separated by another locked door from Rogni's workroom, which is even smaller. The remainder of the house consists of accommodation for Rogni and for Matilda Haleberry, his Halfling cook and housekeeper. Matilda is a busy little character, who makes sure that the house is always 'respectable', as she puts it, and that Rogni remembers to eat and sleep at regular intervals.

Rogni's workroom is little bigger than a cupboard, with room for his workbench and a stool, and precious little else. The bench is littered with small scraps of gold and silver and partially-cut semi-precious stones, as well as an assortment of small hammers,

files and cleaving wedges. He has a number of plain and jewelled rings, brooches, pins and other items of jewellery in stock, which he sells for 110% of the value of the materials, and he will make items to order for 110%-125% of this value, depending on the complexity of the job. He will give a 10% discount to fellow Dwarfs, personal friends and regular customers - if asked. His work can be identified by the hallmark of an ear of grain, which is a pun on his name and the Reikspiel word meaning rye.

As well as making items of jewellery, Rogni will also evaluate gems and jewellery for a customer. He has an *Estimate* test of 65, taking his *Evaluate* skill into account, and charges 1% of the item's value, subject to a minimum of 1GC and a maximum of 10GCs. He never deliberately over-values an item in order to gain a higher valuation fee, and his reputation is such that no-one would even think that he might do such a thing. Rogni will buy jewellery at 80% of his evaluation of its worth, and may be *Haggled* up to 90% if he particularly likes a piece.

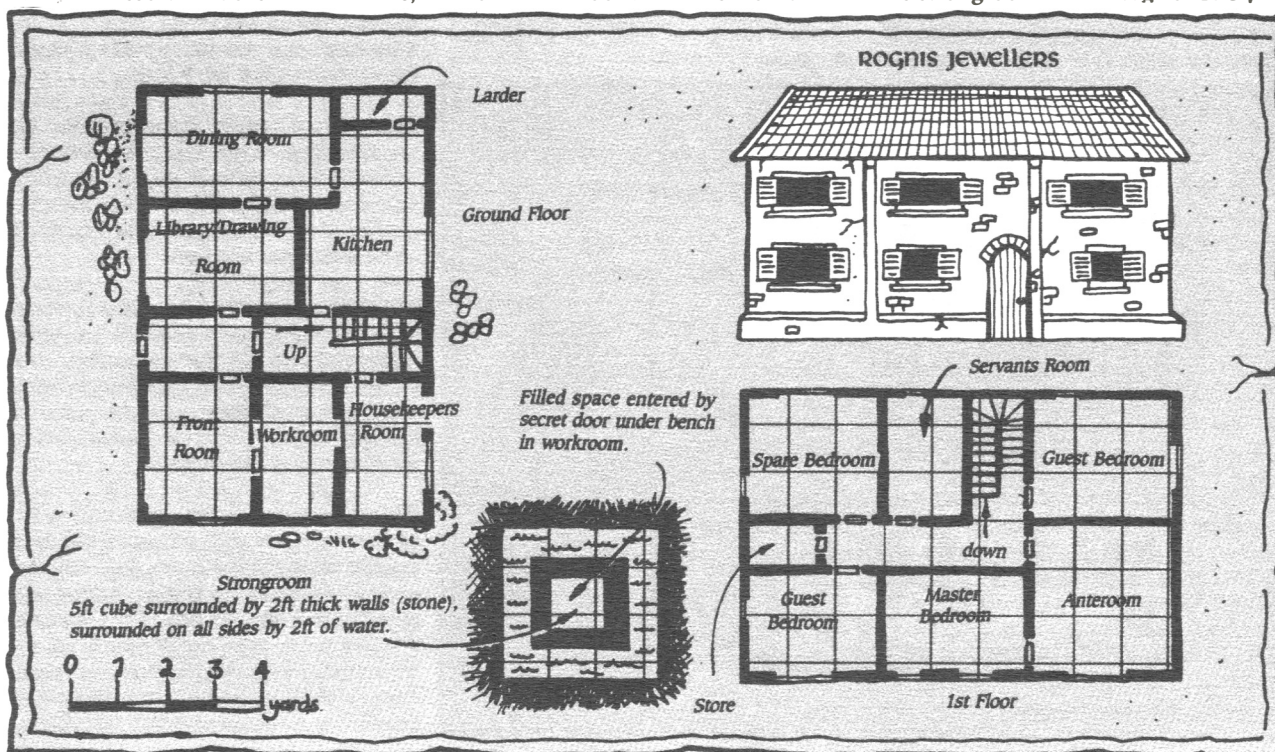
Rogni's hobby is making clocks, and there is a clock in practically every room of the house; although he makes them mainly for his own amusement, he will sell a clock if a price can be agreed, and his clocks can be found in a number of the City's wealthier households. Most are accurate to within ten minutes a day, which is a tribute to Rogni's skill.

Rogni's strongroom is reached through a concealed door under his workbench

- it is concealed with typical Dwarven cunning, and there is a -20 modifier to all *Search* tests to find it. The door is stout (T 6 W 16) and securely locked (CR 50%). Rogni keeps the only key on a chain around his neck; the key is double-ended, and only Rogni knows which end opens the lock. If the wrong end of the key is used, if a lockpicking attempt fails, or if an attempt is made to force the door, a trap will be activated which fires a spread of darts. The character attempting to open the door must make an *Initiative* test (Elves and Humans do so at a -20 penalty owing to the cramped conditions under the workbench) or be hit by D6 darts. Each dart causes damage as a S0 attack, and is coated with one dose of a paralyzing poison; the victim should make a *Poison* test for each dart that hits, and each failed test will have the same result as one dose of Oxleaf (WFRP, p82). At the same time as the trap is activated, a large bell in the attic is automatically rung, raising the alarm; either Rogni or Matilda will appear on the scene in 2D4 rounds, armed with a blunderbuss.

The strongroom itself is excavated from the rock beneath the house, and is a five-foot cube. The walls are two feet thick, and made of well-mortared blocks of stone, and there is a space two feet wide behind the walls and beneath the floor, which is filled with water to thwart any attempt to tunnel into the strongroom. Rogni keeps all his precious materials here.

Like many of the City's goldsmiths, Rogni will keep gold or other items in his strongroom for a charge of 1GC per



month; he issues a receipt for every item stored, and these receipts are often used as a form of paper money when large amounts change hands.

Leatherworker

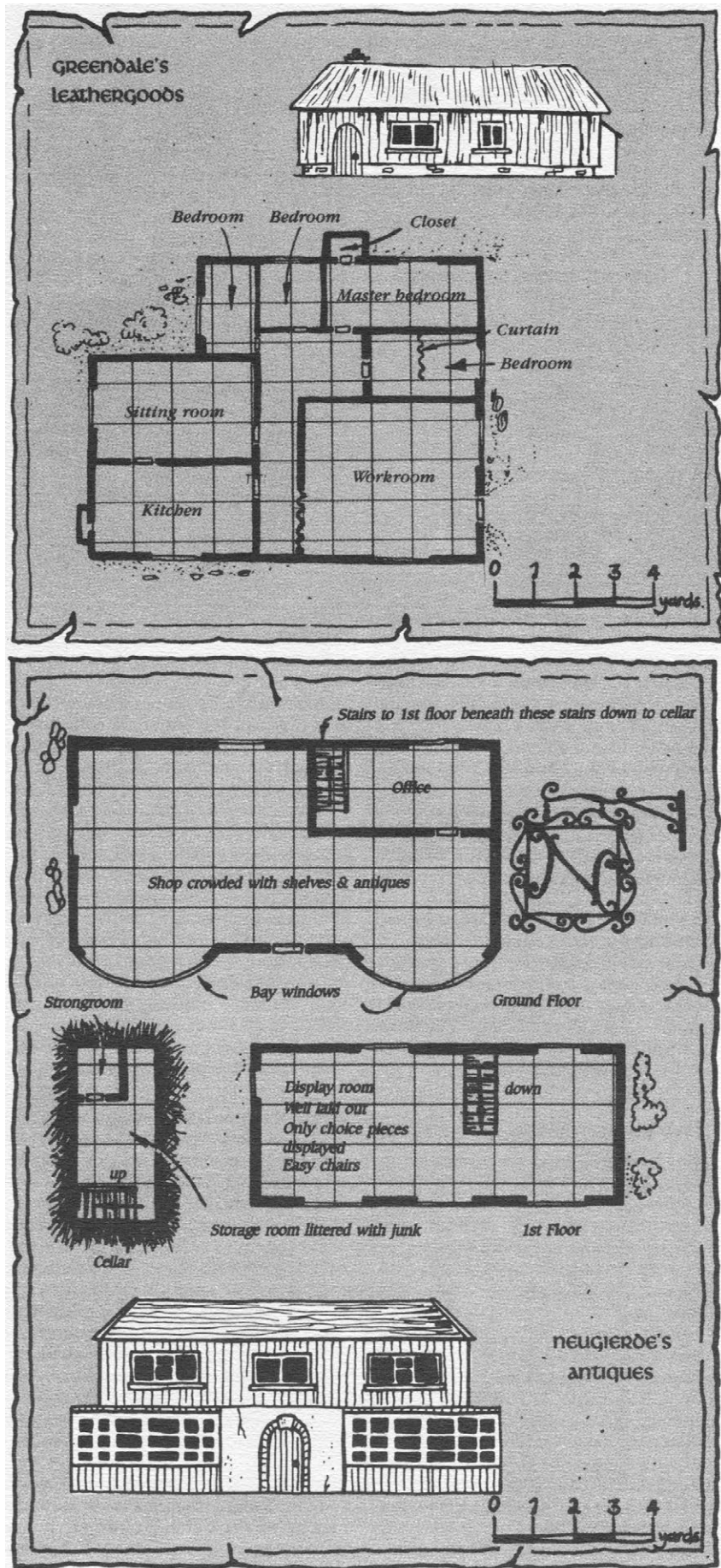
There are many leatherworkers in Middenheim, and their workshops are mainly concentrated in the northern part of the Neumarkt, near the tanneries. Dunno Greendale's workshop is a little out of this area, on the fringes of the Kleinmoot; he undertakes the bulk of the leatherwork for the City's Halfling community, and has a growing reputation among the other races.

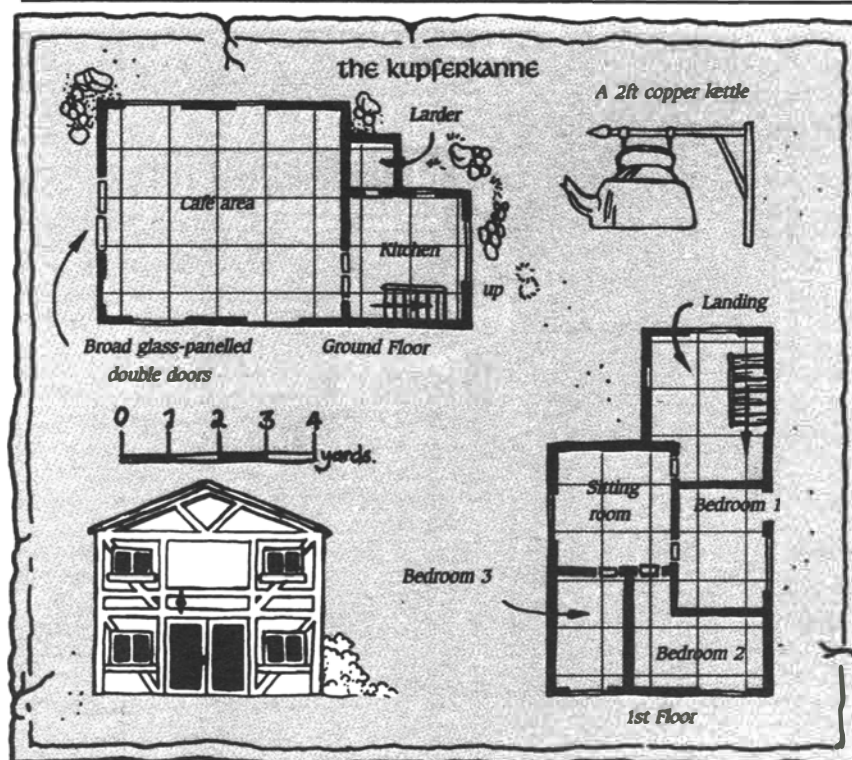
Dunno's house is split into working and living areas by a curtained doorway, and his workroom doubles as a shop. He shares the house with his wife and seven children and any of his relatives and neighbours who feel like looking in, and it is a bustling and cheerful place.

Belts, bags, sword-harnesses, backpacks and so on hang in neat rows from pegs all around the wall of the workroom, and in the middle of the room is a large table at which Dunno works and beneath which cured hides are stored ready for cutting. Most of the goods on display are plain but well-made, and Dunno will undertake fancy work to order, generally at 125% of the normal cost - Halflings, personal friends and regular customers are normally given a 10% discount.

Dunno also makes leather clothing and armour for the normal prices, but will only do so to order; as he says, 'It's no use wearing a thing that doesn't fit, and how can it fit properly if it's not made for you?' Dunno's bright personality and high standards make a fitting session more of a pleasure than a trial, though, and he always has a supply of herbal tea, spiced ale and fruit biscuits on hand for his customers. An item of clothing takes a number of hours to make equal to ten times the garment's cost in GCs; both the cost and Encumbrance value of a leather item will be twice that of its cloth counterpart, and Dunno never produces items of less than *good* quality (see *WFRP*, p. 293). Thus, a good-quality leather doublet will cost 36GCs and has an Encumbrance value of 8. Like most of the City's artisans, Dunno works a twelve-hour day, even taking snacks and meal-breaks into account.

Dunno's speciality is leather tankards, lined with hard pitch and often decorated with fancy designs branded into the leather; like many Halflings, he sees metal tankards as flashy, and not necessarily a good thing - 'I mean, if you like your drink to taste tinny, then I'm not going to argue with you, but there's





nothing like pitch and leather to bring out the flavour of a good ale - and it's cheaper, too'. His leather tankards range in price from 5/- to 1GC - the cost of a fairly plain pewter version. He also makes leather bowls and platters, which are favoured by Halflings for serving certain dishes; as he points out, they won't break like pottery, they won't go dull like pewter or tarnish like silver, and wood's all very well but it needs a lot of looking after if you use it regularly.

As well as working on his own account, Dunno receives regular orders for scabbards and harnesses from a number of the City's weaponsmiths, and occasionally makes a fancy binding for a book - 'that makes a nice change once in a while - it's the sort of thing you can really let yourself go on'.

Bookshop/Antique Shop

The narrow, winding streets of the Freiburg are home to a number of small antique and bookshops, and the largest and best-known is Neugierde's. Hieronymus Neugierde is the third generation of his family to run the business, and the extensive contacts that have been built up over a century of trading, along with Hieronymus' practiced eye and lifetime of training, make it *the* place to look for anything rare or out of the ordinary. It is whispered in some quarters that Neugierde has a virtual monopoly of antiques and curios coming into Middenheim, and passes on the lesser goods to the other small businesses, keeping only the best for his own shop. The shop is two stories high plus a cellar,

and is distinguished by its two bay windows of multi-coloured stained glass and by the elegant wrought-iron sign which hangs outside, consisting of a letter 'N' set into fancy scrollwork. Inside, the shop seems small, but this is due to the quantities of antiques and curios which crowd every shelf and counter. Everything imaginable is there, from ancient pottery to rare books, from painted glassware to jewellery from Cathay, Ind and the South Lands, and even strange *objets d'art* from the New World and Lustria. Neugierde's prices are high, but reflect the rarity and quality of his wares. The shop does a lively trade, and together with business from 'special' customers it enables Neugierde to maintain a small but well-appointed house at the edge of the Nordgarten district and the shop with its staff of four.

The upper floor is reserved for 'special' customers only; Neugierde keeps back certain objects for a number of people, most notably Chancellor Sparsam (see p 88) and Hugo Schmidt of the Scholar's (p 43), and the cream of his stock is kept here for other favoured patrons, who include the Graf's family and a number of the City's Wizards. He will also try to obtain particular objects for a regular customer, through his extensive contacts in Marienburg, Luccini and elsewhere. Although this can take months or even years, he makes no charge for the service, as he considers that the goodwill of a regular customer is payment enough.

The prices of Neugierde's wares is up to you to decide; his stock is so wide and varied that it would be futile to give a fixed range of prices. If the PCs decide

to buy an object, a good rule of thumb is to take the price of the nearest object listed in section 7 of the **WFRP** rulebook, multiply it by a suitable number (10 is a good number to start with, modified according to how old and rare the object is), and then add a little more until you have a price which you feel reflects the value of the piece.

Café

The Freiburg, Altmarkt and Neumarkt districts are liberally sprinkled with small eating establishments, of which the Kupferkanne is a typical example. It is run by Otto Kellner, his wife Hanna and his two daughters Else and Ursula, and is open from dawn to dusk, providing hot and cold meals, wine of moderate quality and a wide range of herbal teas. The building is not particularly old, but the decor has been designed to make it appear so; the ceiling is low (6' 0"), and all the beams have been treated to make them appear weathered. The sign of a large copper kettle hangs outside.

The ground floor of the two-storey building is occupied by the café and the kitchens, and the family lives upstairs. In the summer, Otto puts four tables outside in the street. The café is very popular with students from the Collegium Theologica, who often spend all day here drinking tea and talking about art or philosophy.

A meal can cost from 3/6 for a pie or a salad to 1GC for a complete three-course meal. Herbal tea costs from 1/6 to 3/- per cup, or 3/- to 7/- per pot; a pot holds about 2½ cups. Wine costs 2/6 per glass or 7/6 for a carafe which holds about 4 glasses.

Scriptorium

There are three scriptoria in Middenheim; one is attached to the Collegium Theologica, one is a department of the Worshipful Guild of Legalists, and the third - Bleistift's - is independent. The craft of printing is a fairly recent invention, and has yet to become widespread and generally accepted. While a few small presses, like that of Rudolf Drucker (above) have sprung up in the City, reproduction of the written word is still done largely by scribes. Public letter-writers are to be found in and around the Great Park during the day, and many students supplement their income by this means, but the scriptoria produce all the books and documents in the City that are not printed.

Bleistift's Scriptorium, in the Osttor district, is a large and impressive two-storey building. It was once described

as a heavily ornate warehouse, which is a little unkind but gives a good impression of its general shape.

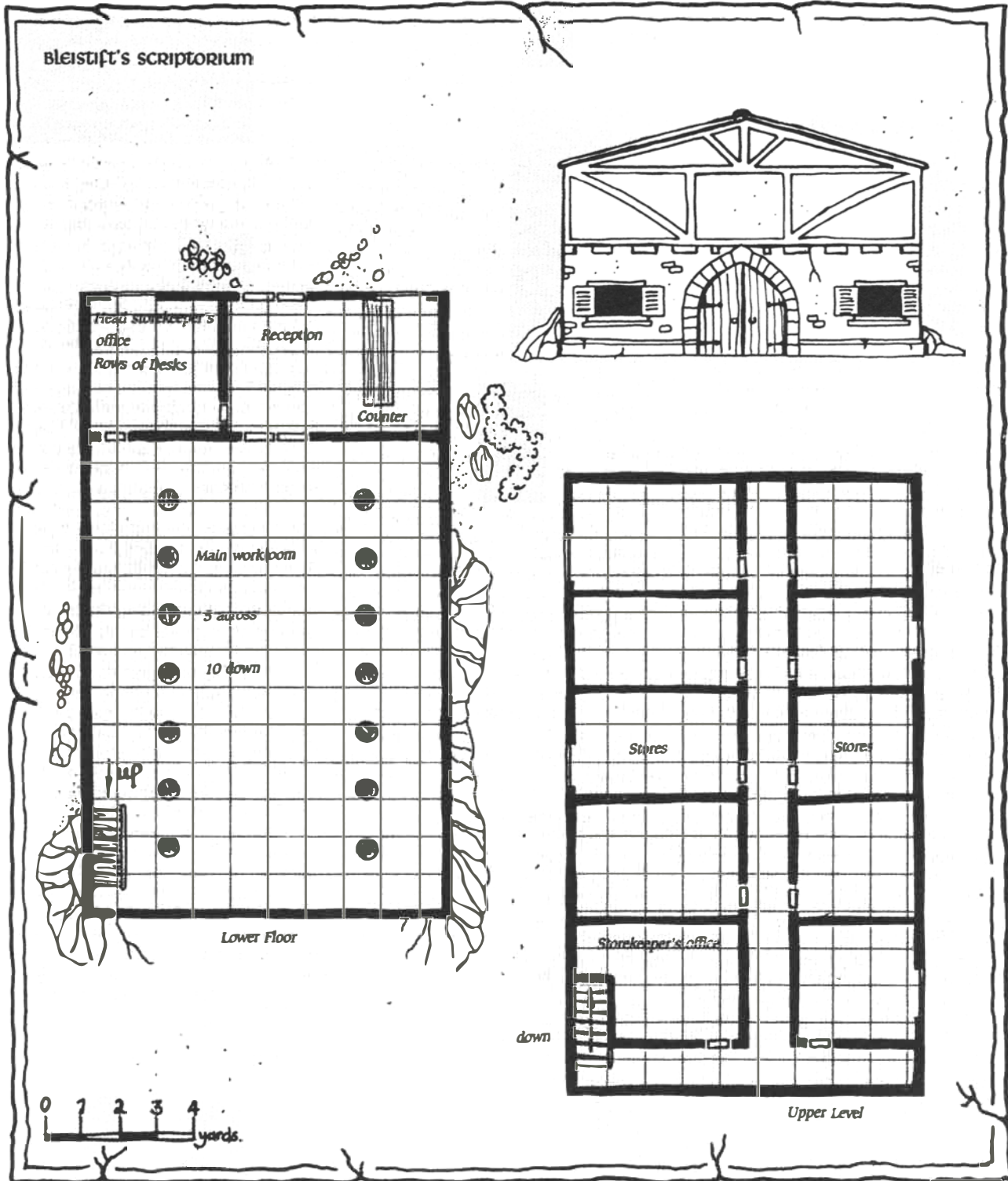
The lower floor is a huge hall, with pillars supporting the ceiling. The hall is filled with writing-desks, arranged in rows of five and columns of ten, at which the scribes sit to copy manuscripts. The upper floor is taken up by offices, record stores and equipment stores. The scriptorium has an arrangement with Fleischer's Slaughterhouse (p38) for a supply of cowhides, and since one hide

will yield only two sheets of vellum, the city's scriptoria use almost as many hides as the leatherworkers. Vellum is only used for the most expensive of documents and the most lavish of books, since it costs 5GCs per sheet.

Hand-written parchment costs 2GCs per sheet, while vellum costs 7GCs per sheet. Illumination costs 4GCs per sheet extra. Each scribe can produce three written sheets or one illuminated sheet per day on average. The binding of books is extra, and can cost from 5GCs to

50GCs depending on the quality of the binding and the degree of ornamentation required.

The scriptoria have gathered considerable influence over the years and centuries of their existence, and are currently exercising all their power to resist the competition arising from the development of printing. They have managed to block the printers' attempts to establish a guild in the City so far, and hope to prevent any further growth.



city of adventures

Running City adventures

Before you can start plunging the player characters into 'tangled webs of intrigue', you're going to have to do a little bit of preparation. Concentrate your efforts on only one or two districts at first. Until you get to know the City, and can easily identify the various districts and their varying atmospheres, you will find it easier to avoid adventures which lead the characters on City-wide chases and investigations.

A good rule to follow in describing situations - whether they be impromptu 'random' encounters, or the lead-in to a longer adventure - is always to start with general descriptions and information. "The inn is crowded; the people look poor; it's raining outside;" and so on. As your players explore the possibilities, you can reveal more specific information (or not, if there's nothing else to add). "The barman has a big scar across one cheek; he winks at the doorman as you approach the bar." But you should let the players draw their own conclusions. Eventually, you will need to pass on any critical information as the players make the right choices (or the wrong ones!) or as other NPCs react. "Accepting the Gold Crown you offer, the barman grins and the doorman relaxes..." Or, "obviously offended by the lack of a 'tip', the barman slams your mugs of ale down, spilling half of it, while the doorman looks menacingly on."

These three levels of information - general, specific, and critical - can apply to every situation, and should always be passed on in the same order. The difference between a spontaneous, improvised encounter and an extended adventure lies only in the fact that an improvised encounter will (usually) be a lot shorter, there won't be that much information to give, and the critical information should be of a minor nature that won't distract the players from the main plotline.

You should also attempt to integrate the game mechanics as you play, using them to help build up tension. When the players are merely out walking, only the occasional *Fel* test or *Observe* test is necessary. But when you want to get across the idea that their actions are important, critical even, have them make more rolls. You don't need to specify a test name, or even mention an attribute - simply asking players to roll the dice,

and then consulting their character sheets, is guaranteed to keep them on their toes. Remember, even when the result of a die roll is irrelevant, if you don't tell 'em, the players won't know!

Lastly, don't forget your facial expressions, hand gestures, and general posture. For example, if you lean forward, with your elbows on the table and whisper conspiratorially, you will get a quite different reaction from your players than if you say exactly the same thing, in a normal tone of voice, while swinging back on your chair.

cameo adventures

In the next few pages you will find a number of short outlines for mini adventures. With a little preparation, you should be able to run them as independent, minor 'cameos' - one- or two-hour adventures as side-lines to a main plot. With a little more work, they can be linked to other adventure ideas given elsewhere (in *The Gazetteer* or *Undercity* sections, for example), and expanded to full-blown adventures in their own right. The City of Middenheim has almost endless possibilities for adventure - take a quick flick through the encounter descriptions (pp51-57), and you'll probably find yourself having more ideas for expanding encounters into short adventures.

1. Watch the Birdie...

This incident could be used almost anywhere in the City, but is perhaps most effective either in a market area or in an area where large numbers of moderately wealthy people are likely to be walking about. The incident takes place in daylight.

About 30 yards away from the adventurers, there is a sudden blur of action. There is a scream and some shouting, and a bird flies away rapidly, with people throwing stones and other improvised missiles at it. A Ranger, Druid or Druidic Priest character or any character with *Excellent Vision* skill can identify the bird as a raven.

At this point, the adventurers have a number of possible courses of action:

Rushing to Help: If the adventurers hurry to the scene of the activity, they will find, according to your whim, either a distraught middle-aged woman from

whom the bird has just stolen a jewelled hair-pin or a furious stallholder from whom it has stolen some small but valuable trinket. By the time they have found out what is going on, the bird will be long gone.

Shooting: The adventurers will suffer from the usual -10 BS modifier for firing at a small target. There is time for one round of missile fire from when the adventurers first see the bird to when it disappears behind a tree or rooftop.

The bird is flying fast and fairly low, so that the adventurers' shots may endanger passers-by and could cause a panic - in this event, a Watch patrol will arrive on the scene in 2D10 rounds, and the adventurers may be charged with causing a breach of the peace. If the PCs managed to bring the bird down, they will be able to explain the situation and may get away with a warning and perhaps a spot fine of a Crown or two. Otherwise, a successful *Fel* or *Bribe* test will be necessary to avoid a heavier fine of 2D10GCs and the confiscation of their missile weapons.

If the bird is brought down and the stolen object recovered, the victim of the theft will offer to pay any fine the adventurers may have incurred, and will also give them 5GCs as a reward.

Following: If the adventurers decide to follow the bird, they must make a successful *Initiative* test each round in order to keep it in sight. Ranger, Druid and Druidic Priest characters receive a +5 bonus to this test, and characters with *Excellent Vision* skill receive a +10 bonus; these are cumulative.

If the adventurers keep the bird in sight for 5 successive rounds, they will see it fly through a window into the attic of a building several streets away. A successful *Int* test, with a +20 modifier for *Orientation* skill, is required for the adventurers to make their way there.

The building stands a storey taller than those around it, and there is a single door at street level. Going through the door, the adventurers will find a narrow hallway with doors on either side and a staircase leading upwards. The building is split into apartments, and after two or three landings the adventurers will reach the door to the attic. The door is locked, but fairly flimsy (CR 10%, T 1, D 3).

Beyond the door is a small attic room furnished with a bed, a table with two chairs and a small cupboard. A small,

wiry, shabbily-dressed man of about thirty is sitting on the bed, which is strewn with brightly-shining baubles of all descriptions. As the adventurers enter the room, a raven takes off in alarm from its perch on the back of a chair and flies out of the window. As soon as he sees that he is outnumbered, the thief will surrender, but will attempt to escape if the opportunity arises.

If he is turned over to the authorities, the adventurers will receive a reward of 17GCs 10/-, this being 10% of the value of the goods recovered. On the other hand, he could be useful if the adventurers wish to make contact with the City's underworld. In either case, a reward of 25 experience points would be appropriate for each character who helps the party discover the operation.

Possibilities

According to what the adventurers do, you could have them witness several aerial robberies over a period of time, all in the same general area, until they decide to take action. They could hear rumours of a bird stealing small items of jewellery on a few occasions, or witness a dispute between a stallholder and a shopper who claims that a trinket on the stall was stolen from them a few days ago. The operation can make a good item of 'background noise', to distract the players from the main thread of their adventure and to help create the feeling that things are happening in Middenheim even when their characters aren't around.

2. Nice Teddy...

This incident takes place during the day while the adventurers are wandering through any area where they are likely to encounter an entertainer - refer to the encounter tables in the *Gazetteer* if you are not sure. An entertainer stands on a street corner playing on her flute while a dancing bear shuffles comically to the music. It wears an iron collar attached to a chain which is looped through the piper's belt.

A small crowd has gathered round, including a number of street urchins who jeer and play dares to see who will go closest to the animal. One of them throws a stone, which hits the bear in the eye. With a bellow of pain, it lunges forward, snapping the chain taut and pulling the piper off her feet. The crowd scatters as it advances on the stone-thrower, dragging the struggling piper behind it.

By the time the adventurers are able to do anything, the bear has trapped the urchin in a corner, and the piper is still unsuccessfully struggling to regain her

feet. She is shouting to the bear to stay still, but without effect.

The bear has an average profile (see *WFRP*, p232 - the stats immediately to the left of the bear illustration) but its **M** score is reduced to 3 because of dragging the piper behind it.

The bear is a terrifying sight when aroused - causing *Fear* in living creatures under 10 feet tall. Characters with a higher **I** score than the bear must still make a successful **I** test in order to act before it can attack the cornered urchin. You should make an **I** test for the piper at the beginning of each round, based on a score of 31; on the first successful test, she is able to regain her feet and calm the bear down, *provided* it is not in combat. If any character attacks the bear, it cannot be calmed down unless it is first successfully distracted (see below).

The adventurers have a number of options, apart from simply standing and watching. Firstly, they can attack the bear and try to kill it. This is probably the least satisfactory option. Although it will save the situation, the piper will not be happy about losing her livelihood!

Secondly, they can try to distract the bear long enough for the urchin to escape. If they try this, make an **Int** test for the bear - if it fails the test, it will be distracted for long enough to allow the urchin to escape. However, it is still angry, and will attack the nearest character unless it makes a successful **CI** test.

Thirdly, the adventurers can take hold of the bear's chain and try to pull it away. All characters must make a successful **CI** test in order to summon the courage to do this - the test may be attempted once per round until successful. Add the *Strength* scores of the characters pulling

on the chain, and subtract the total from the bear's *Strength* of 4. If the result is 0 or less, the adventurers manage to pull the bear back, and the urchin can escape. If the result is 1 or more, the bear will be pulled back unless you roll that number or less on 1D10. Repeat the test every round until the piper is able to calm the bear down; the bear is able to attack the urchin *once* per round until it is pulled back.

Fourthly, a character with *Charm Animal* skill may attempt to calm the bear down themselves. Because the bear is enraged, the character must make a successful **Fel** test in order to calm it. If the test is failed, the attempt counts as a distraction (see above).

Finally, a spellcasting character might try to use magic to save the day. Spells which might help are *Sleep* and *Animal Mastery*, although if a player suggests using a different spell in a way which might work, you should let them try. Note that *magic missile* spells (*Fire Ball*, *Lightning Bolt*, *Blast*) cannot be guaranteed to hit only the bear - no matter how carefully they are targeted. The bear and the urchin count as a single group. Since *magic missiles* cause multiple hits on groups, a roll of more than 1 on 1D3 means that the urchin is hit as well.

The urchin will run off at the first opportunity, and any attempt to prevent this will meet with a kick in the shins - the urchin escapes automatically, and the kicked character must make a successful **WP** test or spend one round hopping and cursing.

Each character who participates in any action which leads to the urchin getting away should get 30 experience points. These should be *halved* if the bear is



killed. A character who successfully uses magic or *Charm Animal* skill to subdue the bear without harming it should receive 50 experience points.

3. Down Among the Dead Men

This encounter takes place in or around Morrspark at night. The adventurers spot two figures in the shadows, either coming out of a family crypt or heading away from the Morrspark. They are carrying a body, wrapped up in sackings.

If the adventurers challenge the grave robbers or otherwise make their presence known, the grave robbers will drop the body and run for it, quickly losing any pursuit in the streets of the Westor-Sudgarten district and heading back to Ostwald. The adventurers can call the Watch, and a cleric of Morr will be summoned to the scene. After about half an hour of making statements and tying up formalities, the adventurers will be rewarded with 10GCs by the Temple of Morr - the standing reward for thwarting Body-snatchers and Necromancers.

If, on the other hand, the adventurers trail the grave robbers, they will see them load the body into a small cart which stands in a side-street off the West Weg. The thieves drive off across the City, through a maze of side-streets; they cross Ulricsmund, Geldmund and Altmarkt, before pulling up at a building in the Freiburg. Here a third figure waits in the shadows to receive the body.

The adventurers can call the Watch at this stage if they wish. A successful *Fel* test will be necessary to persuade the Watch to raid the house, but if this is successful

the body will be discovered and the miscreants caught red-handed. The adventurers will be rewarded with 10GCs as above - this is the standing reward, and is not negotiable.

Instead of calling the Watch, the adventurers might decide to stake the house out, or to break in to find out what is going on. If so, you will have to decide precisely what *is* going on - some possibilities are:

Ordo Terribilis: the body is being delivered to the Windhund Haulage Co (location 37, p46). The robbers have been hired by members of the Ordo Terribilis of the Purple Hand (p58) to deliver a body for the researches of Salladh-bar the Necromancer. The premises will be guarded by zombies and cultists, and the Necromancer himself will be alerted by sounds of combat.

Physician: the body has been delivered to a physician or scholar, who wants it for dissection and research. The house will be quiet; servants will have been given the night off, and encouraged to visit relatives in other parts of the City. The grave robbers will take the body to a laboratory in the basement, behind a locked door (CR 30%, T 4, D 12, the householder has the only key). There is an operating table in the laboratory, and shelves around the walls are stacked with limbs and organs in pickling jars. If discovered, the physician or scholar will try to buy the adventurers off, starting at 10GCs a head and bargaining upwards as you see fit. If the adventurers accept the bribe, you may decide that he will hire a band of footpads to kill them and recover the money. He may even go as far as hiring an assassin if the footpads fail.

Deception: the 'body' is not in fact dead. Someone - a cultist trying to escape from his or her cult, a character on the run from a gang, or anything else you care to think of - has staged his or her own death with the aid of a coma-inducing drug. A few days after burial, the 'body' is recovered by grave robbers (who don't know the full story) and delivered to the house of an alchemist or pharmacist, where the antidote is administered. The fugitive is then smuggled out of the City to begin a new life somewhere else. When the adventurers break in or the Watch raid the house, there is no body, just a semi-conscious patient receiving treatment - leaving the adventurers with some fast talking to do.

If the adventurers bring the incident to a satisfactory conclusion, they should be awarded 20 experience points each, with bonuses as usual for good ideas and good roleplaying.

4. A Good Time...?

This encounter takes place in a tavern anywhere in the City, in the evening. During the evening, one character of your choice notices that one of the bar staff - of the opposite sex - is being particularly attentive, coming over every so often to make sure everything is all right, giving the character generous measures, catching the character's eye across the room and smiling, and so on.

This is a trap, intended to lure the target character outside alone. The NPC may be in league with footpads, cultists or a pit fighter owner, or with a powerful NPC whom the party has recently upset. If the players don't catch on, you should allow the target character a chance to shout for help while the kidnap attempt is in progress.



5. A Portent of Doom

This last entry isn't really a mini-adventure, but we're sure you'll find it just as useful...

If you have been playing **The Enemy Within** campaign, your players should be starting to get the feeling that all is not as well in The Empire as it might have initially appeared. The veneer of unity, order, and civilisation is starting to crack. (Think of the Purple Hand, the machinations of the Skaven, the increasing numbers of mutants!). We urge you to encourage such apprehensions.

Even if you have not played the earlier parts of the campaign, you should bear in mind that there are plenty of people who believe The Empire. It is over two hundred years since the last Incursion of Chaos, and certainly the numerous Chaos Cults of The Empire believe another one is imminent. There are certainly plenty of omens and portents pointing towards a major disturbance - you don't have to *play* paranoia to enjoy inducing it in your players!

To this end we present the following prophecy:

'I see darkness gathering around a walled town - Shadows Over Bogenhafen! I see the Lord of Death astride a great river - Death, on the Reik! I see a hooded evil behind the seat of a once mighty Lord - a Power behind the Throne!

'A man bearing a false testimonial shall travel The Empire. And though he be a servant of the Great Mutator, yet shall he die at the hands of His Chosen Ones, the Outcasts, the Nameless Ones created in His image. But another shall come, like unto the first, and yet unlike. He shall take up the testimony, and many will mistake him for its original bearer. Through many perils, he will travel to the place Where Chaos Waits, the City of the White Wolf, home of the War God, Lord of Winter. And in his company there shall be others and Chaos seethes in their wake. As strangers they shall come, but though they stab the spider in its very heart, yet shall its gushing blood but pour forth a greater danger.

'I see The Empire in Flames! The Horned Rat doth sit upon the Imperial throne! It is all written in the Book of Changes. Yea - Chaos' most determined enemies shall prove its greatest servants. The Enemy is Within!'

Possibilities

Whether you use this 'prophecy' as a meaningless 'wind-up' or in an event loaded with significance, there are several ways in which you can pass it on to the players.

The Lunatic: While wandering through one of the busier areas during the day, the adventurers happen upon a ragged figure squatting in the dust by the side of the street, repeatedly dropping a handful of bones on the ground, staring hard at them, and scrawling symbols in the dust. As they approach, something makes him look up. His face twists in a spasm of horror as he meets the gaze of a character of your choice, and he launches himself at that character, clutching his or her legs and climbing rapidly until he is holding the character by the shoulders and staring wildly into his or her face.

He delivers the prophecy, then releases his grip on the character as if burnt, and runs off into the crowd.

A Cleric Possessed?: when the adventurers visit one of the Temples (any will do, but that of Sigmar or Ulric might

be more appropriate), they find a service in progress. The High Priest is in the middle of a boring service about the duties of all true followers of whichever deity is in question. Suddenly, an unnatural hush descends (the Flames in Ulric's Temple flicker and all but die), the sky darkens, and the priest's eyes glaze for a moment before filling with a manic light.

In a deep voice that booms round the Temple, he delivers the prophecy - and then faints. The silence breaks, normal light returns, and everything is as before (apart from a now horrified congregation). When the priest comes to his senses, he remembers nothing, other than feeling immensely cold...

A Letter from the Inner Circle: if you play the mini-adventure described in *The Cult of the Purple Hand* (p58), you can have the prophecy found on a letter in Salladh-bar's laboratory. The only signature is "M.M." (Magister Magistri) and the parchment bears the device of a purple hand in a black circle (symbol of the Cult's Inner Circle). In a hasty scrawl, the signatory has added 'Take heart, my brothers, I have recently found this prophecy. The Time of Changes is coming!'



the powers that be

The NPCs detailed here are very important and powerful people indeed - not the sorts of characters whom the adventurers might expect to meet casually in one of Middenheim's inns. They could be used, however, as patrons to impel the PCs to other adventures, while a few might be impressed enough by deserving PCs to act as tutors. But as a general rule, the PCs will have to perform some notable action first, in order to attract the attentions of such public figures.

In addition, you should note that those NPCs marked "*" have a vital role to play in the forthcoming **Power behind the Throne**. If you intend to play this adventure, you would be well advised to exercise extreme caution (giving *nothing* away) if and when the adventurers meet these characters. The most important things to be wary of are the relationships between these characters and their attitudes towards one another. These matters are very complex, and for reasons of space, have only been hinted at here.

No profiles are provided for these NPCs since you may assume that they will *not* get involved in any combat; that they have whatever social skills you deem are necessary; and, in the case of spellcasters, that they have access to any spells you wish them to have.

AR-ULRIC*

High Priest of Ulric



Ar-Ulric is the supreme head of the cult of Ulric throughout The Empire, and also one of the 14 Imperial Electors (see TEW, p14). He is also technically the Court Cleric to the Graf, although relations between the two men have not been as close as you might expect. As Court Cleric, Ar-Ulric is expected to represent the communal interests of all cults and temples within the City, using his influence with the Graf on their behalf. Not surprisingly, however, he has done no favours for Werner Stolz and the Temple of Sigmar (p12).

The PCs will probably only see Ar-Ulric at State ceremonies or conducting some of the more important services at the Temple of Ulric (p35) - even a devout follower of Ulric will not be able to gain

a private audience with him except under the most extraordinary circumstances. He is a kindly, decent man with a generous spirit and tolerant attitude to all except followers of Sigmar (and especially Werner Stolz). He is not without ambition, however - at least as far as the Celibacy Issue goes (see p11-14) - but Graf Boris would be wrong to regard him with any suspicion.

He is a tall (6' 0") well-built man, rangy rather than muscular, with reddish-brown hair and light brown eyes, whose strong nose and high cheekbones give him a particularly striking profile.

As befits the leader of the Cult of Ulric, Ar-Ulric is physically very fit, and looks a decade younger than his 48 years. It is said that he still trains for two hours a day with a variety of weapons, in addition to coping with the duties attached to his various offices.

He dresses in a floor-length robe of silver-grey silk, with the wolf's-head symbol of Ulric embroidered in gold thread on the left breast, and a cowled cloak of white wolfskin. According to the dictates of the Cult, he killed the wolf with his bare hands while still an Initiate - an awesome achievement, since the wolf's head forms his cowl and the cloak reaches to his knees. A silver wolf's-head pendant hangs on a chain around his neck, and he carries a silver-shod staff topped with another wolf's-head in silver.

EBERHAUER, JANNA:

Deputy High Wizard

This level 2 Wizard is assistant to the Master of the Wizards' and Alchemists' Guild (p44) - see *The Wizards* (p88).

EHRlich, REINER:

Law Lord

One of the Law Lords (qv, p36).

FANMARIS, ALLAVANDREL:

Master of the Hunt



Allavandrel, an Elven 'exile' from the Laurelorn Forest, is responsible for the upkeep and overseeing of men and

mounts involved in expeditions into the outer reaches of the surrounding forests, even though the Graf has not ridden with the Hunt for some months.

Allavandrel is 101 years old, and looks about 30 in Human terms. He is tall (5' 11") with the characteristically slender Elven frame which belies his considerable physical strength. He has startling emerald-green eyes and his golden-brown hair falls in soft waves to his shoulders. A highly skilled huntsman and archer, he generally dresses in huntsman's garb of green and brown, even at court.

Allavandrel has a fine sense of humour and a large appetite for the good things in life. He occasionally indulges himself in a massive binge, and can be seen drinking with Rallane Lafarel, the Graf's Minstrel, and Dieter Schmiedehammer, the Graf's Champion (qv). His favourite haunts are the Harvest Goose (p34) and the Singing Moon (p41). He also visits the Blazing Hearth (p38) from time to time, generally for a quiet meal *à deux*. He has a Halfling housekeeper, and is on friendly terms with Halflings generally. Allavandrel is a well-known and popular local figure.

GOTTHARD GOEBBELS

(alias von Wittgenstein),
Kommission Convenor



Goebbels' real identity is Gotthard von Wittgenstein, the only surviving member of a corrupt family of the Reikland

nobility (cf *Death on the Reik*). He is heavily involved with the Slaaneshi Cult of the Jade Sceptre (see p60 for details of his activities with the Cult).

Thanks to the patronage of the Graf's late wife, he has managed to acquire the important public offices of Chairman both of the Kommission for Commerce, Trade, and Taxation, and of the Governing Body of the Merchants' Guild. A remarkable achievement for one who is a relative newcomer to the City. Thus, not only does he chair the council which advises the Law Lords on all mercantile matters, but he also chairs the Guild which represents the interests of all the City's merchants. It is said in some quarters that he maintains both positions (which are technically elected)

only by a mixture of bribery, bootlicking, flattery, and threats.

Gotthard is a master of disguise. As Goebbels he appears to be in his early thirties, but his prematurely grey hair and trimmed beard make him look older. He is tall (5' 10") and of medium build, with brown eyes. As von Wittgenstein, he is blonde-haired and blue-eyed, clean-shaven and appears to be in his mid-twenties. He dresses rather shabbily, in blues and greys, for everyday wear, but is rather better dressed for State occasions.

Goebbels lives in a modest house in the Brotkops district, but is impossible to call on. After much banging, the door will eventually be opened (on a very stout chain) by a hunchbacked servant, Adolph, who will say that his master is out, even if he is in. Goebbels is constantly on the move, and is practically impossible to find at any time of the day or night. However, he may be encountered by accident in the street (but never in the lower-class areas of the City) or during the evening at one of the better hostelrys or clubs. If approached, he will nearly always claim to be somebody else and suggest that it is a case of mistaken identity.

VON GENSCHER, MAXIMILLIAN:

Midden Marshall

The Midden Marshalls (qv, p87), charged with responsibility for the defence of the City.

HELSEHER, ALBRECHT:

High Wizard

This level 3 Wizard is Master of the Wizards' and Alchemists' Guild (p44) - see *The Wizards*, p88.

HOFLICH, JOACHIM:

Law Lord

One of the Law Lords (qv, p86).

JUNG, KIRSTEN:

Lady-at-Court

One of the Ladies-at-Court (qv, below).

LAFAREL, RALLANE:

Court Minstrel*



As Court Minstrel, Rallane's main function is to entertain the members of the court and their guests, singing, playing and reciting. He is a 96-year-old Elf, and looks about 30 years old in Human terms. Like all Elves, he is fairly tall (5' 9") with a slender, willowy build which makes him look taller. His hair is a silvery ash-blond, and

his eyes are a pale green, the colour of new leaves. He dresses in flamboyant but tasteful silks and velvets, some with fur trims, and is fastidious both about his own appearance and that of others.

Rallane is a friendly Elf, by and large, and treats his job at the palace with obvious relish. Always quick with an apt line or a courtly turn of phrase, he has a keen sense of humour and is almost compulsively likeable. He is an incurable romantic, and enjoys nothing more than a discreet liaison with a beautiful woman - he knows that he is charming and uses it to the full, enjoying every minute of courtly flirtation.

When he is not out drinking with Dieter Schmiedehammer, the Graf's Champion, and Allavandrel Fanmaris, the Master of the Hunt (qv), Rallane often spends an evening either playing with the house musicians at the Red Moon (p43) or the Harvest Goose (p34), or romantically ensconced in a curtained booth at the Harvest Goose or in one of the Showboat's (p32) boats on the Black Pool. For all his apparent lightness of manner, Rallane all-too-frequently takes his love-affairs more seriously than he ought to, becoming moody and melancholic - even sarcastic - when an affair has ended or is not going well. Rallane is generally well-liked by the City's Human and Halfling populations, who admire his wit and style. The City's Dwarfven population regards him as a useless adornment to the court, and a sure sign that these Humans are soft in the head. Middenheimer Elves regard him and Allavandrel as champions and spokesmen at court, and one or other is occasionally asked to short-circuit the City Council for Non-Human Affairs (p36) by bringing some grievance direct to the Graf's ear; they generally smile politely and promise to do their best, and then forget all about it, for they know how the court works.

Because of his active social life, the PCs may well encounter Rallane at one of the night-spots on his regular circuit. While he will not be happy if they interrupt one of his quiet, romantic evenings, he will generally be friendly, if almost imperceptibly guarded, towards any fellow Elf, any attractive woman (he will almost certainly fall in love with any female Elf on the spot!), and towards any character demonstrating an unusual degree of wit or musical ability. He regards Dwarfs as crude, unimaginative and insensitive, and cannot understand why his friend Dieter Schmiedehammer has such a respect for them - this is the subject of much light-hearted banter between the two of them.

While happy to spend the evening drinking and bantering with anyone who makes a favourable impression on him, he will guard against allowing himself to be pumped for information or drawn into any kind of intrigue, subtly

turning the conversation onto other matters with his characteristic wit and lightness of touch.

THE LADIES-AT-COURT*

These four ladies are considered together, although they are rather different in terms of their characters and personalities. They attend court functions, adding a note of elegance and beauty to their surroundings; they may also escort VIPs who are visiting Middenheim. They are seen at all court functions and State ceremonials, but are normally impossible to approach at these occasions.

JUNG, KIRSTEN



Kirsten is in her mid-twenties, of medium height (5' 7") and build, with ash-blond hair and deep blue eyes. She dresses in

simple, classically stylish clothes away from court functions. She is a wise and ingenious woman of keen intuition, but few words. Having recently become engaged to the Graf's Champion, Dieter Schmiedehammer (qv, p88), she may be found in his company at concerts and operas in the Royal College of Music (p43), or having a quiet meal at the Showboat (p32) or the Harvest Goose (p34).



LIEBKOSSEN, PETRA


Petra is similar in age, height and build to Kirsten, but her colouring is darker; she has shoulder-length, curly brown hair and dark brown eyes. Her chin is prettily dimpled, and she has a mole on her left cheek. She prefers more elaborate clothes to Kirsten, and is always flamboyantly but stylishly dressed. She is an active socialite, who knows that love and beauty are a lot less durable than gold and diamonds. She can often be found in the Harvest Goose (p34), the Showboat (p32) or the Red Moon (p43) of an evening, invariably in the company of some wealthy gallant.

SCHLAGEN, EMMANUELLE*


Emmanuelle is in her mid-to-late twenties, of above average height (5' 8") and has a well-proportioned figure, slim but not willowy. Her ash-blonde hair has a natural curl, and cascades half-way down her back. Her narrow (but not pointed) chin and high cheekbones lend her face a slightly feline appearance, which is enhanced by her large grey-green eyes.

A former actress, Emmanuelle gained her current position through the influence of a past lover (Ulrich Schutzmann - qv, p87), whom she selected precisely because of his ability to get her the post. She is very bright, crafty, and highly manipulative.

Emmanuelle occasionally visits the Red Moon (p43) for an evening's dancing and gaming, and is sometimes to be found at the Singing Moon (p41) and the Harvest Goose (p34). She is always accompanied by a high-ranking officer of the Knights Panther, or by some of the other Ladies-at-Court, and tends not to be found in a place while Rallane Lafarel, Allavandrel Fanmaris and Dieter Schmeidehammer are there in a group. Very occasionally, however, she and Rallane might go out for a quiet meal together - usually incognito - or to a concert or opera at the Royal College of Music (p41).

SINNLIICH, NATASHA


Natasha is very different from the other three; she stands almost six feet tall, with short, bobbed, platinum-blonde hair and ice-blue eyes. Natasha is a tall, glacial beauty, favouring black, deep blue, and silver in her clothing.

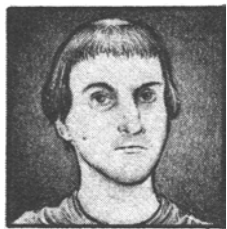
Very formal and correct in her behaviour, Natasha is a power worshipper (Alignment: Evil) for whom money is important only as a source of power. She wishes that she had more influence at court than she currently does, and rarely leaves the palace.

THE LAW LORDS*

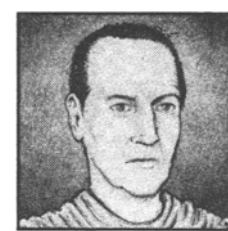
The three Law Lords are appointed by Graf Boris to advise on all legislation in Middenheim (see *The Politics of the City State*, p15). They remain carefully aloof from other major NPCs at a personal level, to preserve their impartiality and forestall accusations of influence and corruption.

They are sometimes seen at State functions, but are generally unapproachable to the bulk of the populace. Written petitions concerning proposed laws are received at their offices, but audiences cannot be arranged.

The current holders of the three posts are Reiner Ehrlich, Joachim Hoflich, and Karl-Heinz Wasmeier. All three men dress in plain grey robes at all times, wearing golden badges of office (brooches made of gold filigree in the shape of a set of balances).

EHRlich, REINER


Reiner is a man of about 40, slender of build, of average height (5' 9"), with brown hair (balding at the crown) and hazel eyes. A very quiet, unassuming individual, Reiner does his best to ensure that no laws are drafted which might produce an unavoidable deterioration in the conditions of the poor or disadvantaged. He is prone to severe depressions.

HOFLICH, JOACHIM


Joachim is in his early fifties, of medium build and height (5' 10") with close-cropped black hair and grey-green eyes. Quiet and formal, he presents a very dignified appearance, but has a wry sense of humour which can take the unwary by surprise.

WASMEIER, KARL-HEINZ*


Karl-Heinz is about 40, tall (5' 11"), of medium build, with medium-length wavy brown hair and brown eyes. Unbeknown to the other Law Lords (or, indeed, anyone else at court), he is head of the Inner Circle of the Cult of the Purple Hand (see p58). His activities in this capacity form the focus of the forthcoming adventure **Power Behind the Throne**.

LIEBKOSSEN, PETRA

One of the Ladies-at-Court (qv, above)

THE MIDDEN MARSHALLS

The three Midden Marshals constitute the City's military high command, each with their own particular area of responsibility. While supreme military power in Middenheim is, of course, vested in the person of the Graf, the Marshals handle all the City's day-to-day military affairs, consulting the Graf only when an important decision or departure from routine needs to be made (cf *The Military and Middenheim's Defence*, p19).

The Midden Marshals are Commander of the Watch Ulrich Schutzmann, General Johann Schwermutt, the Garrison Commander, and Marshal Maximillian von Genscher, the senior of the three, who co-ordinates the City's defences in time of war and has supreme command of any expeditions mounted by the Middenheimer army.

The Marshals are only seen in public at State ceremonies, where they sometimes take the salute on behalf of Graf Boris, and at similar major public events. The PCs will almost certainly see them if they watch any parade or State ceremonial, but it is practically impossible to gain an

audience with them under normal circumstances. However, if you wish to have the PCs hired by the City's military establishment for any kind of covert activity, it will be von Genscher who is in command of the operation. He will probably deal with the PCs directly, for security reasons, and will arrange things in such a way that he can deny all knowledge and association if things should go wrong.

COMMANDER SCHUTZMANN



Ulrich is an imposing man of about fifty, tall (6' 2") and well-built, with close-cropped iron-grey hair and dark blue eyes.

His ceremonial uniform consists of a deep blue tunic beneath a breastplate of chased and engraved silver, knee-length black boots polished to a mirror finish, an open helmet of silver with elaborate niello-work, topped by a deep blue plume, and a ceremonial sword in a gorgeously-bejewelled scabbard.

He conducts himself with great solemnity at parades and ceremonies, and is generally regarded as a dedicated, 'spit-and-polish' soldier. He is harsh and unbending, a strict disciplinarian, but a good strategist and sound tactician.

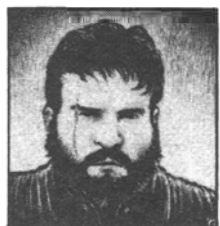
GENERAL SCHWERMUTT



Johann Schwermutt is about the same age as Schutzmann, but is a little lighter of build, with light brown hair and

hazel eyes. His manner is also lighter than Schutzmann's, and his troops know him as a human and approachable commander. His ceremonial uniform consists of a brightly-polished suit of fluted plate armour, with a grey wolfskin cloak lined in red satin worn over the top, a dress sword with a gilded pommel, and a shield bearing the City's coat of arms.

MARSHAL VON GENSCHER



Maximillian von Genscher is the youngest of the three (aged 43), but has risen to a higher position owing to his

birth. His family has a long-standing tradition of military service, and holds a small castle near Schoninghagen (see *Area Map*, p94).

He is an imposing figure, 6' 4" tall and almost half as broad; his men call him 'the Minotaur' (but never while he's listening!). His personality is similarly larger-than-life; his courage and magnanimity are legendary, and the force of his personality is almost tangible. He weighs his words carefully (but thinks fast) and is a shrewd interrogator. He has jet-black hair and beard, with dark brown eyes and a long pale scar running up his left cheek and bisecting the eyebrow.

At State occasions, von Genscher appears dressed in a suit of black-lacquered plate armour with gilded fittings, a black-lacquered full-face helmet bearing his family's crest of a raised mailed fist, and a ceremonial two-handed sword whose pommel and guard terminals are a matched trio of fire opals.

PAVAROTTI, LUIGI (‘Herr Doktor’):

The Baronial Physician*



Luigi Pavarotti was recently employed to take care of the invalid Baron Stefan Todbringer, and is only newly arrived in Middenheim (see p16). He lives in the Inner Palace close by Stefan's rooms, but is also to be found enjoying the City's night-life. He can be encountered at a market of some kind (especially one selling food and drink), in a red-light area, or singing at some hostelry or other.

Luigi is a flamboyant, larger-than-life character; tall (6' 2") and heavily built, but with a fair amount of muscle beneath the flab. His face is framed by a wild mane of curling black hair and an unkempt beard. He shouts rather than speaks, gestures wildly, and appears half-crazy. Luigi has enormous energy and appetites and does everything to excess, but is basically a good-hearted soul. He dresses in outrageous attire (improvise as you wish), and eats and drinks prodigiously. He will flirt with any female character he encounters, either subtly or none-too-subtly, according to his estimation of the character concerned. He hails from Miragliano in the Tilean City States, and bursts into song (snatches of his beloved Miraglianese opera) at frequent intervals.

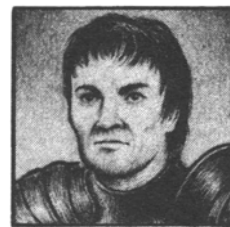
Although he is an accessible and potentially friendly NPC, the fact that Luigi is only newly-arrived in Middenheim limits his potential as a source of information. He can, however, be a useful contact in high places should one be needed.

‘PRINCESS’, THE

The daughter of Graf Boris Todbringer (see *Katarina Todbringer*).

PRUNKVOLL, SIEGFRIED:

The Knight Eternal



The post of the Knight Eternal has its origins in legend (see pp7-10). The current Knight Eternal is often seen but little known by the

bulk of Middenheimers; he goes everywhere in his magical suit of full plate mail (his 'badge' of office), and outside court circles few people even know what he looks like. He is six feet tall, of medium build, with brown hair and grey eyes, and wears his armour on all public occasions. He attends all court and State ceremonies as his post requires, but is rarely if ever seen on other occasions.

He is pompous, affected, and the most crashing bore imaginable. He is also an appalling chauvinist and incredibly patronising (if gallant) to any female he encounters. He has a great love of heraldry, jousting, and military history, and is actually very knowledgeable about such matters. But woe betide anyone foolish enough to draw him into a conversation on one of these topics.

SCHLAGEN, EMMANUELLE*

One of the Ladies-at-Court (qv, p86).

SCHMIEDEHAMMER, DIETER: The Graf's Champion*



All nobles of anynote in The Empire maintain judicial champions, and the Todbringers of Middenheim

are no exception. Originally this was to spare them the indignity of trial by combat, but now a champion is merely

one of the status symbols which a noble is expected to maintain, and the position is largely an honorary one.

The current Champion is an open and friendly man in his early thirties, tall (6' 3") and well-built, with auburn hair and hazel eyes flecked with green. His broken nose somehow adds to his appearance rather than detracting from it. He is unusually bright for a warrior-type, and is friendly and helpful towards all worthy-seeming young warriors. He has a deep respect for all Dwarfs - to the despair of his Elven drinking-companions (Allavandrel Fanmaris and Rallane Lafarel - qv) - and regards them as doughty warriors. He is chivalrous, well-mannered, and softly-spoken (except when slightly drunk - and he never gets more drunk than slightly).

Dieter is a popular figure, both at the court and among the people of Middenheim. If he has any dislikes or grudges, he keeps them well hidden, although it is rumoured that he has little time for the Knight Eternal (qv), who is as far from the ideals of knighthood as Dieter is close to them.

Dieter is engaged to Kirsten Jung, one of the Ladies-at-Court (qv) and the two of them are occasionally to be seen at some of the City's more romantic restaurants. More often, though, he goes drinking with Rallane Lafarel and Allavandrel Fanmaris (qv); the three are semi-regular customers at the Red Moon (p43) and the Harvest Goose (p34).

SCHUTZMANN, COMMANDER ULRICH: Midden Marshall

The Midden Marshall (qv) charged with responsibility for the City Watch.

SCHWERMUTT, GENERAL JOHANN: Midden Marshall

The Midden Marshall (qv) charged with responsibility for the City Garrison.

SINNLICH, NATASHA

One of the Ladies-at-Court (qv).

SPARSAM, JOSEF: The Chancellor*



Josef Sparsam is one of the Graf's closest advisors, and is in charge of the Middenheim Treasury, the 'Spear Mint' and all tax

officials. He is a reclusive character who is seldom seen in public, preferring to spend his time with his ledgers and balance sheets. He is introverted and diffident, and positively dreads the few formal court functions he is occasionally forced to attend.

Tall (5' 11") and slender of build, Sparsam walks with a slight limp. His eyes are light brown, almost amber, and his hair is grey, receding from the temples to leave a pronounced widow's peak. He dresses inconspicuously in deep blue or brown robes, with no ostentatious badges of office. He is renowned as an enthusiastic collector of antique art, pottery and coinage - his only interest outside his work.

TODBRINGER, KATARINA: The "Princess"



The Graf's daughter Katarina is generally referred to as 'the Princess', although she has no official entitlement to

the title. Greatly loved by court and people alike, she is delicate, refined and stunningly beautiful, with waist-length strawberry-blonde hair. The dimple on her chin, it is said, could drive a man to distraction. Many suitors from noble families all over The Empire have courted her, but none has fitted her romantic ideal - yet.

She is very interested in good works, and is a prominent patron - via her Ladies-in-Waiting - of the orphanage run by the Temple of Shallya (p47). The PCs may catch a glimpse of her at some State function, but she rarely leaves the palace and never mixes socially outside the court. When she does appear in public, she is always attended by a ceremonial guard of 20 Knights Panther.

WASMEIER, KARL-HEINZ

One of the Law Lords (qv), and Head of the Cult of the Purple Hand (see p58).

THE WIZARDS

The leading Wizards in Middenheim are Albrecht Helseher, the High Wizard of the Wizards' and Alchemists' Guild (p44), and his deputy Janna Eberhauer. They are consulted by Graf Boris and his other advisors on any matters in which magical skills may be important, especially to the security of the City.

HELSEHER, ALBRECHT



Helseher is a 3rd level Wizard in his early sixties. He is slightly above average height (5' 10") and gaunt and ascetic-

looking. He has a long mane of black hair, without a hint of grey despite his age, and piercing eyes of a startlingly vivid blue. His eyes, and his long, delicate-but-strong fingers, are the two things which stick most in a person's memory after meeting him. Helseher dresses with a lack of vanity which appears as carelessness; he favours free-flowing garments in black or grey which allow him maximum freedom of movement.

He is more concerned with abstractions and his researches than with 'real life', and rarely leaves his apartments and offices in the guildhouse (p44). Consequently, he is little seen by the general populace, who regard him as a mysterious figure to be feared rather than loved.

EBERHAUER, JANNA



Janna is only in her mid-thirties, but is already on the verge of entering the 3rd level of Wizardry. The fact that she

looks much younger than her age has fuelled rumours about some blood tie with Eva Dietrich - see p41.

She is tall (5' 9") and statuesque, with a tumbling mass of auburn hair reaching to her shoulders, hazel eyes flecked with amber, and freckles across her cheeks and the bridge of her nose. She is always well-dressed, favouring practicality and classic style over fashion, and looks quite unlike anyone's expectations of a Wizard.

Intelligent and friendly, Janna has the great gift of being able to put people at their ease. This is highly useful for getting information which they might not otherwise disclose. She does not air her own opinions too readily, however, and often sounds ambivalent in her views - quite deliberately so.

She is much more socially active than Helseher, and is particularly fond of an evening out at the Singing Moon (p41); she and Eva Dietrich, the club's proprietor, are fast friends.

ZIMPERLICH, HILDEGARDE*:

Chaperone to the 'Princess'



Hildegard has served three generations of Todbringers; she was wet-nurse to Graf Boris himself and was chief nursemaid to

Barons Stefan and Heinrich when they were young. She is a slender and frail woman of 78, whose strength of character more than makes up for the

physical toll taken by the years. She dresses in classical (but dated) good taste, and for State occasions adopts a black lace shawl which conceals her grey hair and eyes.

Although frail, she is sprightly enough and not easily fooled. Hildegard rarely leaves her charge's side, and is completely and fiercely devoted to her well-being; it is rumoured that the sudden departure of a Tilean ambassador a few years ago was due in no small part to the lashing he received from Hildegard's tongue and mahogany walking-stick when she found him alone with Katarina in a rose-arbour.



snotball & other pastimes

Middenheim is a city of many festivals. All the major festivals listed on the Imperial Calendar (see TEW, p33) are celebrated in fine style in the City, but there a number of others worth mentioning as well.

At the summer solstice (Sonnstill), the City's founding is commemorated. A special service is held in the Temple of Ulric, and representatives of the Graf's household distribute alms to the poor.

Graf Boris' birthday falls on the 25th day of the month of Nachgeheim, which is sufficient cause for three days of merrymaking. There are military displays in the Square of Martials, parties in the Konigsgarten, and special concerts in the Royal College of Music.

The 1st day of Sigmarzeit is set aside to remember the Annexation of Middenland by Graf Erich in 1152. The Knights Panther and the Templars of the White Wolf give jousting displays in the Great Park, and combats are held in the Bernabau Stadium.

But the biggest festival of all is held in the first week of Brauzzeit, and known simply as 'the Carnival'. Mittherbst (the day preceeding the Festival) is the day when the besieging Middenlanders where finally beaten off in 1812. Everyone in the City is meant to eat only the kind food that was available at the time (delicacies such as rat pie and cockroach stew), and so is only too ready for a blow-out in the following week. The Carnival is renowned throught the Old World, let alone The Empire, and forms a dazzling backdrop for the forthcoming **Power Behind the Throne**.

And at all these festivals, the people of Middenheim sieze the chance to indulge in that strangest of pastimes -

snotling football

Snotball (Middenheim Rules Version) is a City craze and some people come to the City just to follow this ancient sport. Unfortunately, Snotball matches do attract many Football Hooligans and violent confrontations between fans of rival teams are not uncommon.

In brief, the game is played between two teams of 11 players, on a pitch roughly 200 feet long by 85 feet wide. There is a set of goals at each end of the pitch, both 11 feet wide and 7 feet high. Markings on the pitch are similar to those

in soccer. The aim of the game is to get a Snotling (which is contorted by very tough leather thongs into a roughly spherical shape) into the opposition's goal by any means the players can come up with (kicking, throwing, punching, nutting). Just about the only rule is that no part of an attacker's anatomy may be in contact with the Snotling as it crosses the goal-line. So no rugby-style scrum-diving is allowed in scoring a goal (although it can be used to get the Snotling very close to the goal).

The Snotlings used are fairly young, and must measure between 18 and 21 inches, so they aren't too heavy and can be booted about easily (but 30-yard 'swerving and dipping' volleys are just not possible). Players wear extremely thick, brightly coloured leather jerkins, leather trousers with plenty of shin-padding, tough leather boots, and a mail-coif over the head. For ease of identification, they also wear numbers on their backs. The Snotling is anaesthetized with a curare-like paralyzant; not for its benefit but because otherwise it might be able to bite and scratch if the leather straps worked loose. Snotball leather-workers are very proud of their craftsmanship, however, and this rarely happens

Each game is played over two halves of 30 minutes each, with a 15-minute interval at half-time. Two additional periods, of 10 minutes each, are played if the scores are level at full time. Two substitutes per team are permitted.

There is an unofficial Snotball League, made up of teams from a surprising cross-section of Middenheim's inhabitants. But the game's showpiece is a knock-out competition sponsored by the Middenheimer United Confederation of Snotballers ('the MUCoS Cup') and played during the Carnival. The most popular and successful teams are based in the Southgate and Old Quarter districts (the 'Southgate Slammers' and 'Eastenders' respectively), but there are also teams of City Watchmen and Dwarven Engineers.

DRUGS in the old world

As Herbalists are familiar with Herbs, so Alchemists and Pharmacists are familiar with chemical compounds - of both healing and toxic natures. The dregs of Middenheim's society also includes some foolish types who use drugs for

'recreational' purposes and to make money from the gullible. Their victims often end up hopelessly addicted and completely in the power of the pusher. Drug abuse is not recommended - even for player characters.

Types of Drugs

1. Hallucinogens - these are mostly used by would-be mystics and some few, highly ascetic priests or monks. Most of the time they induce pleasant sensations - mild euphoria, heightened colour awareness - but are often accompanied by a paranoid fear of strangers and complete disorientation. There is also a chance (equal to 100 minus the user's **Int**) that the drug will produce highly unpleasant, nightmarish effects. In this case there is then an equal chance of either terrifying hallucinations (make **Int** test or gain 1 *Insanity Point*), or dangerous hallucinations (belief that one can fly, imagining a vat of acid to be a cool pond, etc.).

2. Tranquillisers - such compounds produce a feeling of inner peace and contentment. Users must make a **WP** test to stay awake, and if successful gain a +20 bonus to all *Fear* tests, but react with half their normal **I** score, and suffer a -1 or -10 penalty to all other abilities. The pain-relieving value of these drugs makes them invaluable in surgery.

3. Stimulants induce feelings of good health and boundless energy. Users gain the following bonuses to attributes (extra doses do not increase the bonuses, only the duration):

M	WS	BS	S	T	W	I	Dex	Cl
+1	+10	+10	+1	+1	+1	+10	+10	+10

When the effects of the drug wear off the user suffers the following penalties for a number of days equal to the number of doses taken:

M	WS	BS	S	T	W	I	Dex	Cl
-2	-30	-30	-2	-2	-2	-30	-30	-30

4. Anti-toxins exist for most of the poisons listed in the rulebook (see **WFRP**, p82). However, each anti-toxin is effective only against one specific poison. Only one dose of an anti-toxin is ever required, irrespective of how many doses of poison taken. The victim may then make another *Toughness* test to avoid the effects of the poison. Even if this is failed (and the chance of success is reduced by -10 for each dose of poison ingested), the poison's effects will be

reduced by one dose. Thus one-dose poisonings are always cured, with no need for a T test.

5. Disease Treatment drugs are the most ineffective of all compounds. Like anti-toxins each drug is effective only against one disease. Drugs can be administered successfully only by characters with the *Cure Disease* skill.

In the case of the Black Plague, successful drug treatment will halve the duration of the disease. It will also reduce any permanent *Strength* or *Toughness* losses by one.

Drugs effective against Tomb Rot allow infected characters to make a *Toughness* test to throw off the disease. They will *not* restore any attribute already lost.

Some Examples of Drugs

Stardust

Stardust is imported from Lustria and smuggled into The Empire via Marienburg. It is mainly used by high-ranking Druids in religious ceremonies.

Type: Hallucinogen **Price/dose:** 10GCs
Dependency: 25 **Addictiveness:** 5
Overdose: 15 **Duration:** 1D4+1
No. Doses to Side Effects: 3D10
Side Effects: Gain 1 *Insanity Point*/day
Dosage: Oily resin smoked in pipe
Availability: Very Rare

Moonflower ('Elven Hair')

Moonflower is made from a dried moss which grows only on the leaves of the Laurelorn. It is used by the Elves as a treatment for the Black Plague (see above) and has no other effect on them. It effects all other races as a *Tranquilliser*.

Type: Tranquilliser **Price/dose:** 1GC
Dependency: 20 **Addictiveness:** 30
Overdose: 10 **Duration:** 1D3
No. Doses to Side Effects: 10+1D10

Side Effects: Rapid hair loss

Dosage: Inhale vapours of moss, steeped in boiling water

Availability: Scarce

'Ranald's Delight' or 'Laughing Powder'

This is an entirely synthetic compound manufactured by some warped Pharmacist from sulphur, mercury, and similar elements.

Type: Stimulant **Price/dose:** 5/-
Dependency: 15 **Addictiveness:** 35
Overdose: 1 **Duration:** 2D3
No. Doses to Side Effects: 20+1D10
Side Effects: Melancholia, weight loss, insomnia
Dosage: Inhale white powder
Availability: Average

Explanation of Drug Descriptions

Type: see above.

Dependency: The first time a character takes a drug, roll D100 and compare the result to the drug's dependency rating. Roll for each dose taken. If a further dose is taken within a number of days equal to the dependency rating, then double it before rolling the dice.

If you roll less than the modified dependency rating, the character is psychologically dependent on the drug - the user gains 1D3 *Insanity Points*, and continued use may result in addiction (see below). Moreover, the character must get another dose within a number of days equal to **WP** minus the dependency rating (treat negative scores as 24 hours) or lose -10 from **WP** and **Int** each day after the deadline has passed (scores never fall below 10). This loss continues for a number of days equal to the drug's dependency rating, or until another dose is taken. Lost points are recovered thereafter at a rate of 1 per day.

Additionally, dependent characters will be unable to stop thinking about the drug.

If you roll over the modified dependency rating, continue to check for each dose taken, as described above.

Addictiveness only applies to characters who are already psychologically dependent. Check for addiction in exactly the same way as for dependency (above).

If the D100 roll is less than the addictiveness rating, the character gains 1D3+1 *Insanity Points* and will suffer physical withdrawal if supplies are cut off. Further doses must be ingested within a number of days equal to **WP** minus the addictiveness rating (treat negative scores as 24 hours). Otherwise, the user loses -10 from each of **Dex**, **WP**, **Int**, and **Cl** each day after the deadline has been reached. This 'cold turkey' lasts for a number of days equal to the drug's addictiveness rating. If either **WP** or **Int** reaches 0, the character is reduced to the level of a vegetable. If **Dex** reaches 0, the character becomes incapable of even the simplest hand-to-eye coordination. If **Cl** reaches 0, the character becomes an incurable paranoid schizophrenic.

After this period (or earlier if further doses are taken), lost points are recovered at the rate of one per day.

Overdose is the chance of any one dose being lethal. Check each dose by rolling D100 (only applies to addicts).

Duration: is the number of hours for which the drug's effects (hallucinogenic, stimulating or tranquillising) last. Roll in secret without reference to the PC.

No. Doses to Side Effects: roll the dice indicated here and make a note of this number for each user. When this total is passed, the user will suffer the side-effects listed.



common knowledge

The information presented here may be photo-copied and given to characters who you decide are from Middenheim - providing them with a basic introduction to their 'home city'.

History

Middenheim was founded nearly two-and-a-half thousand years ago by the leader of the Teutogren tribe. The mighty pinnacle on which it stands is known as the Fauschlag (meaning Fist-Strike) because legend tells that Ulric cut the top off the ancient rock with one blow of his fist. And Middenheim is very much Ulric's City. Home to the largest Temple of the Cult in the entire Old World, it draws pilgrims from far and wide.

The City's wealth is based mainly on trade and tribute - it is, after all, a City State, and both its ruler, Graf Boris, and the High Priest Ar-Ulric are Imperial Electors. It is also said that the Dwarfs mined a fair bit of gold from the Fauschlag when they helped build the City, but most of it has found its way into the Graf's treasury.

People and Places

The second largest city in The Empire (after the Imperial Capital of Altdorf), Middenheim covers an area of just over a square mile. It is divided into eleven districts, but most of these will fall into one of three categories: the rich, the middle classes, and the poor. The exceptions are the 'special' areas: the Palace, the Great Park, and the Freiburg.

The Palast district is where the nobility live - relatives to Graf Boris Todbringer, or favoured local families, or just hangers-on.

The "Rich" encompass lesser nobility, successful merchants and artisans, and most Guild masters. These groups tend to live in the northern and central areas of the City. They are easily identified on the streets, since they always travel with a large entourage (friends, lackeys, bodyguards), and are often preceded by a burly crier who bids all those of lesser status to make way.

The middle classes are made up of lesser merchants and craftsmen, high-ranking clerics, and the bulk of the City's large population of Wizards, Alchemists and other Academics. These types are, broadly speaking, to be found in one of three areas: Westor-Sudgarten near the West Gate; Ulricsmund around the Temple of Ulric; and Osttor near the East Gate.

The poor form the bulk of the population, ranging from unskilled labourers and market stall-holders to the very dregs of society - criminals of all sorts, cut-throats, beggars, and other vermin. The 'respectable' types live mainly in the Southgate area and are usually the first to rise - being up and about before dawn. Ostwald and the Old Quarter are where the villains rule, but these characters rarely venture forth until after sunset. But even in broad daylight, the honest man does not venture into these areas without an armed escort!

The Great Park in the centre of the City is just about the only place where all three classes can be seen together.

The Freiburg has an atmosphere all its own - home to many students and academics, it is the hub of the City's cultural life and the source of much of its liberalism.

A Day in the Life of the City

As the sun rises, the streets and squares gradually fill up. The air is soon full of every kind of stench and aroma - from freshly baked bread to uncured leather, from the perfumes of the rich to the body odours of the poor.

Throughout the day, all but the minor streets and alleys are teeming with people. Anyone in a hurry is going to get very frustrated - unless they have a horse and a very good excuse for riding people down! It is impossible to walk the streets without being subjected to a constant jostling, so beware the pickpocket!

The crowds thin as the afternoon wears on - but different areas come to life in the evening. Footpads and thieves come out with the setting of the sun, while the wealthier classes like to spend their evenings taking advantage of the City's numerous, excellent hostelrys, clubs, and restaurants.

The streets can be very dark indeed at night. The nobility and the rich surround their homes with lanterns and torches, and if they venture out after dark are invariably surrounded by lantern-carrying flunkies. Others must carry their own illumination, although for many City-dwellers, it's a case of the darker the better.

A Few Well-Known Public Figures

Rallane Lafarel is the elven Court Minstrel and is known by sight to most of the populace, since he "gets around a bit." There is no love lost between him and Middenheim's sizeable Dwarven community.

Dieter Schmiedebammer is the Graf's Champion and a very popular figure - even with the Dwarfs, in spite of his friendship with Rallane.

The Princess is how everyone refers to the Graf's daughter Katarina. She has been attracting suitors from all over The Empire, but none of them have made much progress.

Gottbard Goebbels is widely known in spite of his elusiveness. Hardly anyone has a good word to say for him and it is something of a mystery as to how he so quickly came to be made Chairman of both the Merchants' Guild and Kommission for Commerce Trade and Taxation.



the city watch

For reference purposes, statistics of all City Watchmen (ordinary and elite) are given together here. Permission is granted to photocopy this page for personal use only.

A typical patrol of Watchmen comprises 1D4 + 3 ordinary Watchmen led by a Watch Serjeant; at night, patrols are increased to 1D4 + 5 men. An Elite patrol is the same size, but led by a Watch Captain, and there is a 75% chance that such a unit will also be accompanied by a Level 1 Wizard.

The Watch is divided into four contingents, each based at one of the four City gates. All patrols start and end from here (details of patrol frequency are given under the general description of each City District).



ORDINARY WATCHMAN - Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	40	30	4	3	9	39	1	32	27	29	39	32	39

Skills

Specialist Weapon - Fencing Weapons; Strike Mighty Blow; 75% chance of Disarm; 50% chance of Dodge Blow; 50% chance of Strike to Stun; 10% chance of Fleet-Footed

Possessions

Mail Coat (1 AP, body/legs); Helmet (1 AP, head); Shield (1 AP, all locations); Rapier (I + 20, D -1); Dagger (I + 10, D -2, P -20); 25% chance of Normal Bow and 20 Arrows

- see WFRP, p187) with: *Aura of Protection*, *Cause Cowardly Flight*, *Zone of Steadfastness*

Power Level: 16

Spells

Petty Magic: Glowing Light, Open, Sleep, Zone of Silence

Battle Magic: Cure Light Injury, Flight, Steal Mind, Wind Blast

WATCH SERJEANT - Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	50	35	4	4	10	45	2	39	50	39	39	32	45

Skills

Concealment Urban; Disarm; Dodge Blow; Drive Cart; Fleet-Footed; Immune to Poison; Secret Language - Battle Tongue; Specialist Weapon - Fencing Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; 50% chance of Very Resilient (add +1 to T score given above); 50% chance of Interrogate

Possessions

Sleeved Mail Coat (1 AP, body/legs/arms); Mail Coif (1 AP, head); Helmet (1 AP, head); Shield (carried on back: 1 AP, all locations); Rapier (I + 20, D -1); Dagger (I + 10, D -2, P -20); Bastard Sword (I -10, D +1)

ELITE WATCHMAN - Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	50	35	5	4	10	45	2	39	45	39	39	32	45

Skills

Disarm; Dodge Blow; Secret Language - Battle; Specialist Weapon - Fencing Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; 50% chance of Very Strong (add +1 to S score given above); 50% chance of Very Resilient (add +1 to T score above)

Possessions

Sleeved Mail Coat (1 AP, body/arms/legs); Breastplate (1 AP, body); Mail Coif (1 AP, head); Helmet (1 AP, head); 2 Daggers (I + 10, D -2, P -20); Two-Handed Sword (I -10, D +2)

WATCH CAPTAIN

There are four Watch Captains: Bruno Keisler, Joseph Dreschler, Walter Stekel, and Hermann Kammerer. These four all report direct to Watch Commander Ulric Schutzmann.

LEVEL 1 WIZARD - Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	30	25	3	3	8	40	1	32	29	45	47	44	45

Skills

Arcane Language - Magick; Cast Spells (Petty Magic, Battle Magic Level 1); Dodge Blow; Identify Plants; Magic Sense; Night Vision; Read/Write; Rune Lore; Secret Language - Classical; Scroll Lore

Possessions

Dagger (I + 10, D -2, P -20); 50% chance of *Boots of Speed* (see WFRP, p184); 10% chance of Spell Ring (12 Magic Points

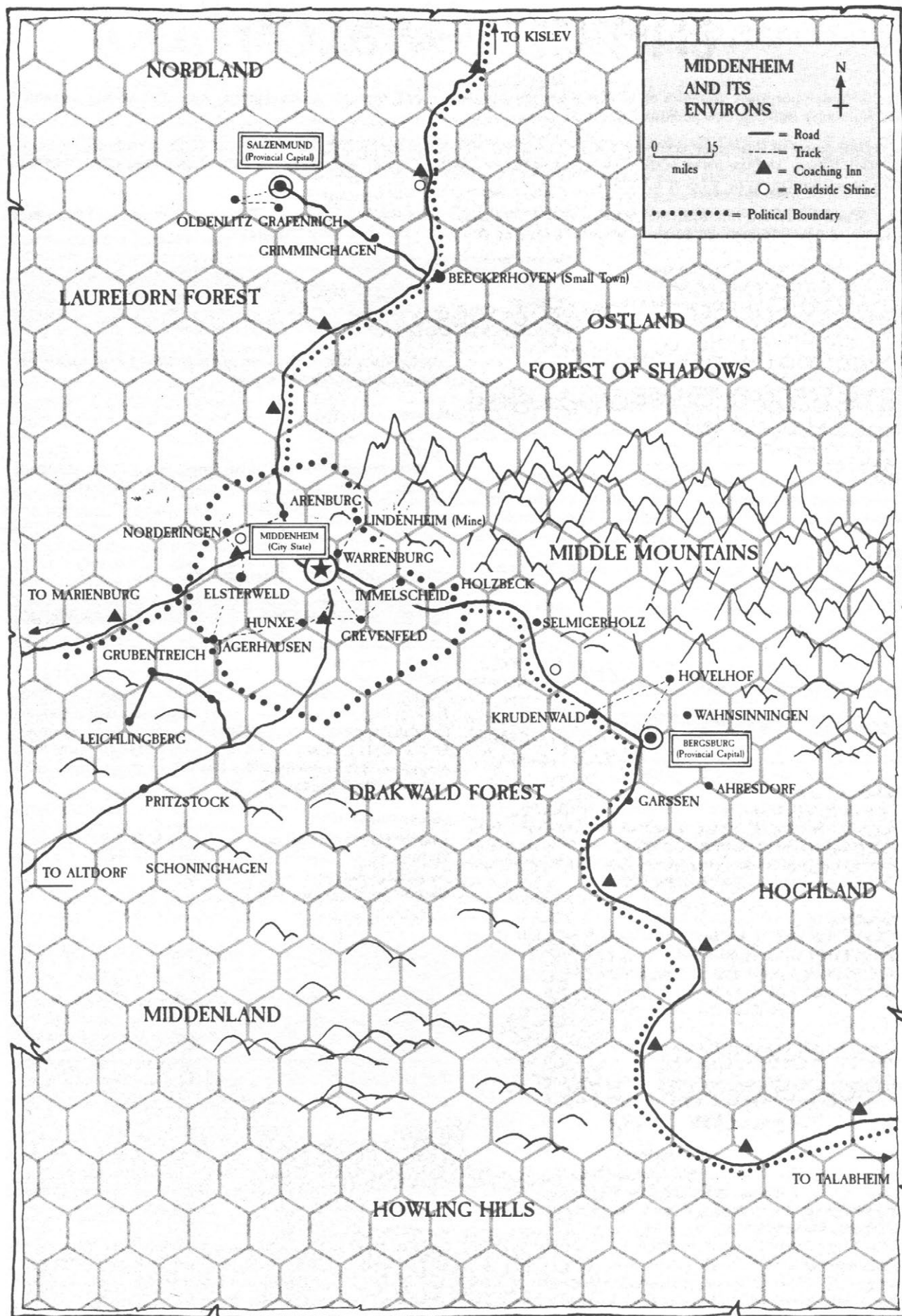
M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	55	45	5	5	12	50	2	49	55	40	45	44	49

Skills

Disarm; Dodge Blow; Secret Language - Battle Tongue; Specialist Weapon - Fencing Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun

Possessions

Sleeved Mail Coat (1 AP, body/arms/legs); Breastplate (1 AP, body); Mail Coif (1 AP, head); Helmet (1 AP, head); 2 Daggers (I + 10, D -2, P -20); Two-Handed Sword (I -10, D +2); 50% chance of *Potion of Strength* (see WFRP, p186)



AREA GAZETTEER

Middenheim and Environs

SETTLEMENT NAME	SIZE ¹	RULER ²	POP.	WEALTH ³	SOURCE OF WEALTH	TRADE CONSTANTS (Buying/Selling) ⁴	GARRISON/ MILITIA ⁵	NOTES
BARONY OF HOCHLAND			Baroness Hildegard Tussen-Hochen					
Bergsburg	T	Baroness Hildegard	3774	3	Trade, Govt.	2264/1.2	10a/40b & 350c	Capital of Hochland
Ahresdorf	V	Baroness Hildegard	97	2	Timber	39/0	-	
Garssen	V	Baroness Hildegard	41	3	Agriculture, Preserves	25/0	-/6c	
Hovelhof	V	Baroness Hildegard	49	2	Trapping, Timber	20/0	-/4b	
Krudenwald	V	Baroness Hildegard	144	3	Timber, Coaching town	86/0	2b/8c	
Selmigerholz	V	Baroness Hildegard	80	2	Timber, Coaching	32/0	4b/15c	Major coach halt before forest inhabitants suffer from diverse congenital insanities
Wahnsinnigen	V	Baroness Hildegard	23	1	Subsistence	5/0		
MIDDENHEIM CITY STATE			Graf Boris Todbringer					
Middenheim	CS	Graf Boris Todbringer	13224	5	Trade, 'Services', Govt	13224/6.6	50a/150b & 700c	See main text
Arenberg	V	Graf Boris	44	1	Subsistence	9/0	-	
Elsterweld	V	Graf Boris	118	3	Timber, Foodstuffs	71/0	4b/6c	
Grevenfeld	V	Graf Boris	58	2	Timber, Goats	23/0		
Holzbeck	V	Graf Boris	31	1	Subsistence	6/0	-	Control disputed with Hochland
Hunze	V	Graf Boris	77	2	Agriculture	31/0	-	
Immelscheid	V	Graf Boris	90	2	Timber, Slate	36/0	6b/10c	
Jagerhausen	V	Graf Boris	75	3	Agriculture, Herbs	45/0	-/8c	Control disputed with Middenland
Lindenheim	V	Graf Boris	93	3	Iron, Lead	56/0	10b/30c	Mining community
Norderingen	V	Graf Boris	0	0	-----Wiped out by spotted Green Brainpox -----			
Schoninghagen	V	Graf Boris	171	3	Timber, Trade	103/0	5b/8c	Control disputed by Middenheim & Middenland
Warrenburg	V	Graf Boris	232	1	Thieving & Scrounging	0/0	-	Shanty town at foot of Fauschlag
DUCHY OF MIDDENLAND			Grand Duke Leopold von Bildhofen					
Grubentreich	V	Grand Duke Leopold	88	3	Agriculture, Sheep, Goats	53/0	2b/8c	
Leichlinberg	V	Grand Duke Leopold	72	2	Agriculture	29/0	-/5c	
Pritzstock	V	Grand Duke Leopold	48	4	Agriculture, Wine	38/0	-/4b	Small, high quality vineyards
BARONY OF NORDLAND			Baron Werner Nikse					
Beeckerhoven	ST	Baron Werner Nikse	408	3	Timber, Trade	245/0.2	10b/30c	
Grafenrich	V	Baron Werner	252	2	Timber, Trade	100/0	4b/12c	
Grimmenhagen	V	Baron Werner	76	2	Coaching village	30/0	-	
Oldenlitz	V	Baron Werner	172	3	Agriculture	103/0	6b/10c	Major coach halt
Salzenmund	C	Baron Werner	5122	4	Trade, Govt.	4098/2.6	10a/80b	Capital of Nordland

NOTES

1 - Settlements are classed as City (C); City State (CS); Town (T); Small Town (ST); Village (V).

2 - Ruler refers to the Provincial Suzerain. Towns will also have local councils, and villages will have more or less informal meetings of elders, and so on.

3 - Wealth is rated from 1 (impoverished) to 5 (very rich)

4 - Detailed Trading Rules are provided in **Death on the Reik**.

5 - Garrison refers to professional soldiers stationed at the settlement, Militia refers to volunteers or conscripted forces who are generally responsible for law enforcement. Troop quality is rated as Excellent (a), Average (b), or Poor (c). Note that in villages these will be part-timers who earn their living in other ways, but can be readied for necessary action in a short time.

Middenheim

◆ City of Chaos ◆

A COMPLETE GUIDE TO THE GREAT CITY OF MIDDENHEIM

Ancient and imposing, the walled city of Middenheim perches atop a sheer-sided pinnacle of rock. On all sides stretches the Drak Wald forest, where Beastmen dwell, and not far to the north lie the spawning-grounds of Chaos. Middenheim has stood here for over two thousand years; yet while the solidity and majesty of the city seem to say that it will endure for centuries more, there are some within the city who wish it and its inhabitants a very different fate...



Middenheim: City of Chaos is a detailed guide to the greatest of the Empire's three City-States, the home of the Cult of Ulric, the God of War, Wolves and Winter, and the people who control it. This book comes complete with a full-colour poster-sized map of the city, and is packed with information.

History, campaign ideas, 'cameo' adventures, NPCs, dozens of superbly detailed locations: there's enough to keep the most active of adventurers busy for months. There are notes and guidelines on Law and Order, Politics, Religion, and the city's defences – including information for player characters wanting to follow careers in any of these areas. There are descriptions of the city's most important inhabitants, and its movers and shakers. And there's even a section devoted to the bizarre city craze for Snotball.

But Middenheim has its darker side too. The rock on which it stands is honeycombed with fearful tunnels and catacombs, built by the long-dead Dwarfen architects of the city, but now home to renegades, mutants and other unmentionables. This is the Undercity. Chaos lives here. But it also lurks above the streets, in the houses of seemingly honest citizens, and even at the centre of its government.

Middenheim: City of Chaos provides the backdrop to *Power Behind the Throne*, the third part of the Enemy Within campaign, and is an invaluable tool for all Warhammer Fantasy Roleplay GMs: a detailed city-guide for one of the most extraordinary places in the Old World.



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