

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES



◆ NO STRINGS ATTACHED ◆



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UBERSREIK ADVENTURES ◆ NO STRINGS ATTACHED ◆



'Every day I stay alive: you get one gold crown, no strings attached.'

– Ernst Blücher

A LOAD OF OLD COBBLERS

In this adventure, the Characters must investigate several murders in a race against time to prevent another murder. Their patron looks like he will be the murderer's next victim. So every day they keep him alive they are paid a bonus.

The three victims in what must be connected killings are all esteemed members of Ubersreik's Cobblers' Guild. Now only one master cobbler remains alive, Ernst Blücher, and he is very worried.

Shocked by the murders, and the emerging pattern, Burgomeister Maler and the Town Council have dispatched one of their agents, Gertrude Zahndahl, to try to solve the issue. This has not exactly put Blücher's mind at rest, as Zahndahl's investigative powers leave much to be desired.

Therefore, with Blücher certain an attempt on his life is imminent, he has insisted Zahndahl gets proper investigators on the case. Zahndahl, of course, decides to recruit the Characters.

BRÖGUE THE SHOEMAKER

Eight years ago, Piotr Brögue was a master cobbler in Ubersreik. He had a prosperous workshop on Grey Lady Road. His quality shoemaking was in demand, so much so that he was rushed off his feet trying to fulfil orders. One night when he was in despair of making a pair of shoes for an important customer on time, he was visited by three little stick-like creatures who offered to do the work for him. This was a bit odd, but Brögue was desperate to fulfil his obligation to his customer and thought it was worth giving them a try.

In the morning, after a much-needed good night's rest, he was met by the sight of a wonderful new pair of shoes sitting on his workshop bench. Later that day while rushing to get another pair of shoes ready, the three figures appeared to him again and offered to finish those shoes. Satisfied already with their workmanship, Brögue agreed.

And sure enough, in the morning, he came down to find another pair of shoes ready for his customer. These were just as well-made as the first pair. Soon Brögue was working on another pair of shoes and who should appear but the three stick-like figures...

At the end of the week, Brögue had eight pairs of shoes of excellent quality, eight satisfied customers, and his backlog of work had been cleared. He was finding himself strangely comfortable with his new little friends.

Unfortunately, over the coming days, the eight satisfied customers disappeared almost without trace, leaving only their shoes behind. Brögue knew, deep down, that his shoes had been responsible for the disappearances, eating their wearers from the feet up.

His strange behaviour, his frantic denials, and the remaining shoes provided enough evidence for the other members of the Cobblers' Guild to grow suspicious. He was confronted by his erstwhile friends and colleagues. They had no proof, and the crimes seemed so bizarre that they were hard to take seriously, but Brögue decided to leave town before the authorities became involved.

As it happened, these events were hushed up and were largely forgotten in Ubersreik. Although, fairy tales are often told today of the Daemon cobblers and the shoes that ate their wearers.





On the Road

As Brögue was getting ready to leave, the three stick-figures asked if they could go with him, and he readily agreed. Although they were makers of murderous shoes and unfathomable beings of magic, they were his friends, and the four of them seemed to make a good team.

He fell in with a travelling fair, and realised that a marionette show would be an excellent cover for an itinerant craftsman and his three little daemonic stick-figure friends. He and the Daemons crafted genuine marionettes to play as support characters to the real stars of the show. The show was a hit with customers who were amazed that Brögue could control so many puppets at once.

Soon he could earn enough to live comfortably on the road. After a while the company had enough to buy a mule and cart and build themselves an impressive mobile theatre.

However, the Daemons needed to be sustained by blood sacrifice. They could not go for much longer than a few months without murdering and feasting on the blood of a fresh victim. Life in the travelling fair gave them good opportunities for obtaining victims whose deaths didn't attract too much attention.

Over the years Brögue has been careful not to stay with a single fair for too long. That way his companions' murderous movements could not be traced and he would not arouse the suspicions of his fellow travellers. Fairs are usually happy to have a new act join them, bringing more variety to their pitches. He was usually seen merely as a harmless eccentric, who kept himself to himself, and had a tendency to talk to his puppets.

For the next eight years, in the company of a dozen different fairs, Brögue and his Daemons travelled the length and breadth of the Empire. Until a few days ago when they found themselves in Ubersreik once more.

RETURN TO UBERSREIK

Brögue had put the circumstances of his leaving Ubersreik out of his mind, but now those memories came flooding back, entirely corrupted by his new outlook on life. He has decided that he was driven out unfairly and that he must get revenge on all his erstwhile fellow master cobblers.

In his mind, Belinda Boecks, who he had been good friends with and who had been most sympathetic to his plight, became a wanton who sought revenge after he scorned her. Dieter Schlingbach, friendly and garrulous, became a malicious gossip who turned people against him behind his back. Friede Schlypper, the guildmaster, and wealthiest of the guild members, became a miser who wanted him gone so she could steal his business. And Ernst Blücher, a skilful worker, became an incompetent who was jealous of Brögue's skill.



Brögue

Brögue appears as an old man, but he is not as old as he looks. He wears a black hooded cloak, black trousers, and very well-made expensive shoes. The cloak is to keep him hidden during performances, but he feels more comfortable wearing it all the time, usually with the hood up. Beneath the cowl his face is gaunt and his straggly hair is greying. His posture has improved no end, now that he is standing upright and his arms are toned from holding up the puppets.

BRÖGUE – HUMAN ENTERTAINER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	32	50	56	37	45	57	43	45	46	19

Traits: Ranged (Throwing Knife)
(10) +7, Weapon (Sword) +9

Skills: Athletics 60, Charm 56, Cool 65,
Consume Alcohol 66, Dodge 60, Endurance 76,
Entertain (Storytelling) 66, Evaluate 63, Gossip
56, Haggle 56, Intuition 57, Language (Guilder)
53, Melee (Basic) 38, Perception 47, Perform
(Puppetry) 60, Play (Flute) 52, Stealth (Urban)
55, Trade (Cobbler) 77, Sleight of Hand 60

Talents: Artistic, Craftsman (Cobbler), Doomed
(Keep thine enemies distant and trust not thy
friends), Etiquette (Guilders), Jump Up, Master
Tradesman (Cobbler), Mimic, Public-Speaking

Trappings: Black hooded clothing,
Sword, Purse containing 3 GC



The Daemons

The Daemons call themselves Pumpf, Dappz, and Schnäker, though their true names are no doubt something far more esoteric. They are all roughly a foot in height, and are light, thin, and seemingly fragile like dry twigs. In fact, they are much more resilient than they feel. At will they can become as stiff as a wooden toy, behaving just like a marionette, and betray no sign of their nature, except through magical detection. They are all gaudily coloured as if painted by an artist with no taste or sense of complementary colours. All three Daemons carry sharp needles and magical spools of unending thread. (Note: The Daemons feet are left bare. They can't abide having anything on their feet.) Witnessing the Daemons when they are not in their marionette state counts as a Minor Corrupting Influence.

Pumpf

Pumpf is shaped like a bird. Despite impossibly inadequate wings, the Daemon can fly like a swallow. Pumpf is the leader of the trio.

PUMPF – DAEMONIC PUPPET

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	15	25	20	20	30	30	33	33	33	2

Traits: Corruption (Minor), Daemonic 9+, Immunity to Psychology, Painless, Size (Little), Weapon (Talons) +4

Skills: Entertain (Storytelling) 48, Melee (Brawling) 55, Trade (Cobbler) 45

Trappings: Large Darning Needle and Infinite Thread

Dappz

Dappz is more humanoid, but has a large yellow quarter-moon shaped face. Usually wearing a mask, which is yellow and shaped like a large quarter-moon, Dappz sometimes removes it for effect, revealing a large, pock-marked quarter-moon shaped face.

Dappz is able to wield Tzeentchian magic. The Daemon resents Pumpf's leadership, Schnäker's stupidity, and Brögue's mortality but understands the necessity of relying on all three.

DAPPZ – DAEMONIC PUPPET

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	15	25	20	20	30	30	33	33	33	2

Traits: Corruption (Minor), Daemonic 9+, Immunity to Psychology, Painless, Size (Little), Weapon (Needle) +4

Skills: Channelling (Dhar) 48, Entertain (Storytelling) 48, Melee (Basic) 55, Speak Language (Magick) 53, Trade (Cobbler) 45

Talents: Arcane Magic (Tzeentch)

Spells: Treason of Tzeentch, Creeping Menace, Manifest Lesser Daemon

Trappings: Large Darning Needle and Infinite Thread

Schnäker

Schnäker is long and lithe, with a large, many-toothed mouth. The Daemon will eat anything, and usually does. Schnäker does not have many novel ideas. As long as food is provided Schnäker does whatever Pumpf commands.

When the mood strikes, Schnäker can breathe fire. However, this is the magical pink fire of Tzeentch that does not just burn but has unpredictable effects, warping and changing the shape of the animate and the inanimate.

SCHNÄKER – DAEMONIC PUPPET

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	15	25	20	20	30	30	33	33	33	2

Traits: Breath (Fire), Corruption (Minor), Daemonic 9+, Immunity to Psychology, Painless, Size (Little), Weapon (Teeth) +5

Skills: Entertain (Storytelling) 48, Melee (Brawling) 55, Trade (Cobbler) 45

Talents: Strike Mighty Blow

Note: Any Character that takes damage from Schnäker's breath attack counts as suffering Moderate exposure to Corruption.

Trappings: Large Darning Needle and Infinite Thread





THE MURDERS

As soon as he realised the fair was heading for Ubersreik, Brögue was filled with a compulsion to murder the city's four master cobblers. His Daemonic friends were delighted with such a mission, too.

He wasted no time, having the first killed before the fair even opened, and every other night since there was a new murder. By the time the Characters become involved, Brögue has already killed three victims. The adventure is about saving the fourth potential victim, Ernst Blücher.

All the murders must occur at night as the Daemons need to be at the fair during the day. After the fair closes, but before the city gates are shut, Brögue makes his way into town with the Daemons in his sack and drops them off at a likely location near to the victim's house. First thing in the morning he collects them again and brings them back to the fair.

The Daemons don't need sleep, but even so, the three puppets are getting a bit crotchety at having to work two jobs at once. They should be respected as artists, after all.



MYSTIC MYRTLE'S MYRIAD AMUSEMENTS

It is intended that the Characters visit the fair the evening before they get brought into the investigation. This provides clues to the forthcoming investigation, without them realising it, and once the investigation begins, the Characters should not really have the time or inclination to have fun. According to the adventure timeline, the Characters will visit the fair on Backertag after the crowds have died down a bit and some of the performers might be somewhat bored of Ubersreik.

The entire fair travels together, all in the employment of Mystic Myrtle. Unlike many fairs, which are a disparate bunch of travelling shows that converge on a city during an official festival or holiday, Mystic Myrtle's Myriad Amusements is a travelling company that show up hopefully at a settlement, largely on spec. The fair still proves popular enough with the locals, being packed and vibrant for the first few days of its stay, and progressively less busy as the week goes on.

The fair is set out on common land outside the city with two rows of tents and wagons forming a sort of street. This street is populated by food vendors calling their wares. And each show has a caller, encouraging passers-by to enter. Music and the sounds of performances emanate from the tents and odd wagon, and so when it's busy the whole event becomes lively and boisterous. When not so busy, in the rain, it can feel empty and dismal.

Each show is usually set out so that spectators get an enticing glimpse of what is going on inside each tent, but if they want a decent view they need to pay to enter. The Characters can be given free rein to check out all the shows and pay for whichever ones take their fancy.

TIMELINE

The timeline below shows the events in regard to an arbitrary week; these days can be changed to suit an existing campaign. The day after the Characters visit the fair, they should be approached by Zahndahl.

Angestag: The fair comes to town and sets up.

Festag: Belinda Boeck's body discovered. The fair Opens.

Wellentag: No particular activity occurs on this day.

Aubentag: Dieter Schlingbach's body is discovered.

Marktag: Gertrude Zahndahl is appointed to look into things, talks to Schlypper and Blücher.

Backertag: Friede Schlypper's body is discovered. Zahndahl makes little progress. The Characters visit the Fair.

Bezahltag: The Characters are given the job. An attempt is made on Blücher's life.

Konigstag: No particular activity occurs on this day.

Angestag: No particular activity occurs on this day.

Festag: The last night of the Fair.

Wellentag: Fair packs up and leaves.



Mystic Myrtle

'Dare you know what fate has in store? Mystic Myrtle, world famous medium, will part the veil and take a glimpse for you.'

Pride of place at the fair, at one end of the street, goes to Mystic Myrtle's purple and golden tent. Myrtle Muel is hugely made-up in the Bretonnian style and weighed down under layers of fabulous deep-purple fabrics.

For three shillings she spends ten minutes telling someone's future. She has no real powers and employs the usual tricks to seem credible. However, you can take this opportunity to spoil some of the upcoming events of this adventure, in a vague way.

'Someone very soon will be relying on you to protect them.'

'You are soon to hear the sound of tiny feet.'

'Not all is as it appears, especially in the darkest hours.'

'Know that just as the door to the other world can be opened with the mind, so too can the doors of this world.'

Myrtle is actually a hard-nosed business woman and rules her caravan harshly. Everyone must pay her one tenth of their takings in order to travel with the fair. Brögue has every intention of killing her off, sooner or later, but at the moment, he finds the cover of the fair very useful.

The Flying Galeshes, Acrobats and Contortionists

'Come on in, ladies and gents. Ever so light on their feet, see these agile twin sisters twist and turn in death defyin' gyrations of terrifyin' tumblin'.'

Geta and Jutti Galesh are acrobats and contortionists. Their act involves a trapeze and spinning around on ropes. They also do a bit of tumbling and tightrope walking. The pair are petite, athletic and very strong, with tiny feet. If there were a series of crimes committed recently which involve seemingly unreachable high places, then these two could well be considered suspects.

The Mighty Klogg

'They say he's the strongest Halfling this side of the World's Edge Mountains. Test your strength against the mighty Klogg.'

It costs 3 shillings to watch Klogg the Halfling impress with a variety of feats of strength. He bends iron bars around his head, he breaks stone slabs with his fist, and lifts massive barbells. Then for an extra 3 shillings all-comers can compete against him holding cannonballs upon their palms with their arms outstretched for as long as possible. Anyone who beats Klogg doubles their money. To compete in the contest each participant must make a **Challenging Endurance** Test to hold their cannonballs for a number of rounds equal to their SL. If the test is failed, the balls are immediately dropped and the contestant eliminated. Klogg's Endurance is 71. He has the *Tenacious Talent* so doubles the amount of time each success brings.

Espadrille the Fire Breather

'Is it a dragon, is it a hydra, is it an organ gun? No, it's the great Espadrille; fire breather!'

For 5 shillings the people can watch in awe as Espadrille breathes fire from his mouth as if he were some exotic creature. This is probably the most spectacular and most unusual attraction in the fair, although Espadrille's act does get repetitive and the smell of sulphur a little noxious.

Espadrille has no facial hair whatsoever, and affects an exaggerated Tilean accent, the sort of exoticism people might expect from a fire breather. But he is actually from Salzenmund and has a broad Nordlander accent, which has been identified on occasion when smoke gets in his eyes and he releases the odd expletive





Pennie Loeffler, the Woman of a Thousand Faces

'Step right up, step right up, and see the woman of a thousand faces tell the history of the Empire.'

It costs 3 shillings to see Pennie's act. She goes through an odd sort of history of the Empire, stepping behind her screen momentarily, to emerge as a character (well face only, and the occasional hat) relevant to the story, and then giving a quick in-character monologue. Of course, no one here knows what Sigmar, Verena, or Teclis actually looked like, so a lot of artistic licence is employed.

Contrary to the caller's claims, Pennie is a woman of precisely 47 faces, but who's counting.

Doktor Büte's Menagerie

'A magnificent menagerie of marvellous mammals and maleficent monsters.'

Büte has the biggest and smelliest tent in the row, and it is probably the fair's most popular exhibit. She is a broad, haughty figure who treats her animals with disdain, and is little better with people.

It costs 5 shillings to come in and look around. Inside, in dim light, are eight iron cages, each occupied by a despondent creature. A big sign says, *'Don't Torment the Creatures.'* The animals are generally mundane, but exotic. There is a long, yellow-haired monkey from Lustria, a wide-eyed, long-fingered forest dwelling thing from the Southlands, a long-horned goat from the World's Edge Mountains, an eagle that has had its wings clipped, some sort of hog from the Badlands, a Baffin from across the Sea of Chaos, and an infant bear.

Brögue the Puppetmaster

'Watch in wonder as this dramatic story is told through the medium of marionettes.'

It costs 3 shillings to watch this puppet show. It is a retelling of the traditional story of Orron and Erris who get lost in the woods. Instead of the more traditional ending this one ends with them being gruesomely murdered by three grotesque creatures. The puppetry, however, seems to be expertly done.

Brögue does the performance dressed all in black, with a black hood, fading into the black backcloth.

Moe Kassin

'Get yer toffee apples 'ere. The sweetest apples you'd ever d'taste. Sweeter even than the apple of your eye.'

Moe sells toffee apples (or whatever toffee-covered fruits are suitable for the season). She has a stove in one of the caravans where she heats up her sugary stuff and then dips the fruit in. She then sells them for 3d a go at the fair.

For the past three months, however, someone has been interfering with her stock. Sometimes she loses entire toffee apples, sometimes just little bits, as if gnawed away by some sort of animal. She knows it must be someone in the fair because this has been going on for a long time, and from place to place. Moe has vowed to catch the culprit.

In fact, Schnäker has developed a sweet tooth and he is responsible for the toffee apple crimes.





GETTING THE JOB

However much fun the Characters had at the fair, they are disturbed early the next day by Gertrude Zahndahl. For the Characters the earlier in the day they get involved the better as they then have longer to try to solve the murders. You should keep track of time passing. This helps bring a sense of urgency to the Players, and reward swift and economical action.

Gertrude Zahndahl

Gertrude Zahndahl is a middle-ranking official of the Town Council. She is weasel faced and thin with no sense of humour. She likes lists and reciting them in a tedious monotone. She is an excellent administrator and record keeper, but has neither imagination nor creativity. She is also lacking in observation skills. She was assigned by the Town Council to investigate the Cobblers' Guild murders, but Ernst Blücher has lost faith in her and insisted she recruit some proper investigators.

Why Zahndahl might think the Characters are proper investigators is left to you. Ubersreik is one of those towns where everyone seems to know everyone else. If the Characters have done work for another Ubersreiker then it is fair to assume that word has reached the Town Council that they might be the right ones for the job. If they are competent with a decent track record then she has made a good decision. If not then, as we already know, Zahndahl is not great at her job.

Zahndahl can explain the job is bodyguarding and investigative work, but she would prefer not to go into detail until they have met Ernst Blücher. However, she assures them it is worth their while. If the Characters agree to the job, or at least to see what Blücher has to say, then she leads them immediately to his workshop.

GERTRUDE ZAHNDAHL – HUMAN TOWN COUNCILLOR SILVER 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	35	40	35	35	35	40	30	35	35	40	12

Traits: Weapon (Dagger) +5

Skills: Bribery 66, Charm 71, Climb 44, Consume Alcohol 54, Drive 68, Dodge 63, Evaluate 63, Gamble 68, Gossip 66, Haggle 66, Intuition 56, Melee (Basic) 38, Perception 56

Talents: Alley Cat, Dealmaker, Doomed (*Wither thou goest, no matter how fast or far, thou art always in the place that thou art*), Read/Write

Trappings: Quill and Ink, Dagger, Purse containing 4 GC



Ernst Blücher

Ernst Blücher is the final surviving member of the Cobblers' Guild in Ubersreik. He is tall and striking, though getting on in years, now. He still retains youthful vigour from years of contented work at a craft he enjoys. However, the last few days have put strain on him; he is not eating and is nervous and jumpy.

He has no idea what is going on with these murders but has worked out that he is very likely to be the next victim. He has lost faith in Zahndahl's investigation and is desperate to hire people who look like they know what they're doing. He wants the murders solved, but more than that, he wants people who look like they know one end of a sword from the other to bodyguard him through the night.

Meeting Ernst Blücher

Zahndahl leads the Characters to 'Blücher Shoemaker' just off Wizard's Way in the Artisans' Quarter. The shop is closed but Zahndahl unlocks the door, lets the Characters through quickly, and carefully locks it behind her, and throws a couple of dead bolts for good measure. She calls up to Blücher announcing that 'it's a lovely day' and she has found help. The Characters might notice that there is a door at the back of the shop, leading to an alleyway, but this one is locked and bolted even more heavily than the front door.

ERNST BLÜCHER – HUMAN ARTISAN SILVER 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	33	49	57	35	33	57	48	40	49	18

Traits: Weapon (Leather Knife) +6

Skills: Athletics 53, Charm 69, Cool 50, Consume Alcohol 72, Dodge 48, Endurance 77, Evaluate 63, Haggle 56, Intuition 50, Language (Guilder) 63, Melee (Basic) 33, Perception 45, Stealth (Urban) 53, Trade (Cobbler) 77

Talents: Artistic, Craftsman (Cobbler), Doomed (*Warm thine own self to warn thine own self*), Etiquette (Guilders), Master Tradesman (Cobbler)

Trappings: Cobbler's workshop, tradesman's clothing, very good pair of shoes, purse containing 12 GC, leather knife.

Blücher's workshop is typical of cobblers from all over the Empire. There is a strong wooden bench, replete with back board holding a comprehensive array of strange tools of all shapes and sizes, all in their allotted place. There are groovers, breakers, fudge wheels, box wheels, channel cutters, welt trimmers, sewing awls, and stamping tools, to name a few.



There is an assortment of lasts, some with half-made shoes fitting snugly over them and a neat filing system of designs and the details of everyone who has ever had their feet measured at this shop. There is a sheet of leather spread across the table with the odd shape cut from it. And many more sheets, of all qualities and colours, hang from racks. The entire area is permeated with the distinctive, and luxuriant, smell of tanned leather.

Blücher is not here, however, but he shouts down from above that the Characters should approach the door. In the corner of the workshop, there is a spiral staircase leading up to the next level, at the top of which is a sturdy wooden door. Blücher has locked himself into his living rooms above and is determined to stay there.

He explains the situation through the door. Occasionally, his words become muffled and difficult to understand as he forgets to shout, but Zahndahl can interject helpfully whenever she thinks something needs clarification.

It should be conveyed to the Characters that there have been three murders and Blücher is likely to be the fourth victim. Blücher and Zahndahl can give a brief outline of the victims and the murders in the hope that the Characters accept the job. The Characters should do all they can to find out who the murderer is as soon as possible, and certainly before Blücher is killed. They are promised a reward of five gold crowns for solving the murders and bringing the perpetrator to justice. Until they earn that sum, however, for every day that the murderer is still at large but Blücher survives, the Characters are promised a bonus of, *'one gold crown, no strings attached.'*

This sum is intended for the Characters collectively, not for each of them. Of course, astute Characters may see an opportunity to bargain their wages up, and any reasonable attempt could result in a doubling of their pay. He does not have the whip hand in any negotiations.

He wants the Characters to investigate the murders by day but be back there by nightfall in order to protect him throughout the night. All the other murders were carried out overnight, and Blücher imagines any attempt on his life will be as well.

Blücher's Room

It is possible that the Characters never meet Blücher face to face, and Zahndahl deals with everything they need. However, it would also be reasonable for the Characters to insist on entering Blücher's room to check out the security. If they do, Zahndahl remarks that *'it is a lovely day.'* Blücher hesitates at this, and then agrees.

He can explain that he is happy to open the door occasionally if Zahndahl is on her own, *'and she says everything is fine.'* In fact, Blücher and Zahndahl have worked out a code. If either of them says *'it's a lovely day'* then the other will know they consider it safe. If they say it's raining (or any other type of inclement weather) they convey that there is danger. They probably won't explain this to the Characters, unless they notice something about the interaction and ask about it. The Characters should be left to try to work it out for themselves if they need to because it may come in handy later. If the Characters need Blücher to open the door during the adventure, and Zahndahl is not present, then Blücher is likely to ask the Characters what the weather's like, and it probably won't be a lovely day when he asks!

Blücher's living quarters are in darkness save for a couple of candles. He has just moved in a load of supplies to last during, what he hopes might be, a long stay. These are piled up in the middle of the room and include lots of preserved food, bottles of wine, two brace of pistols and a whole barrel of gunpowder.

Looking around the room, it seems secure enough. He has closed all the shutters and barred them. The door has a decent lock, and Blücher has had three hefty bolts installed. It's hard to think of any other way someone could gain entry.

You should probably not mention the fireplace unless the Characters express their interest in it. It is the normal sort of fireplace for an upstairs room in Ubersreik, with a small fire, and a narrow vent allowing only the smallest child-sweep access. Unless the Characters do something about this, this is where the assassins will enter his room this evening.





INVESTIGATING

The Characters do not have a lot to go on at this stage. They can go and visit the various scenes of the previous crimes, or merely listen to Zahndahl's accounts of them. Zahndahl does her best to tell everything she thinks might be relevant, and she is largely successful, but her monotonous drone and tedious litany could get boring quite fast. However, she has missed the odd clue, so if the Characters are to find them they must visit the crime scenes themselves.

They may also have questions about Blücher himself, which Zahndahl should do her best to answer. It would suit the adventure to leave the Characters in little doubt that Blücher has no real enemies and has done no real harm to anyone.

Zahndahl's role in the adventure is really to make things easier and quicker for the Characters. She has been on the case for a few days before the Characters are recruited. She has acquired many of the facts of the other murders and has diligently questioned all the witnesses she thought relevant.

She can give the Characters some official clout and access to areas that may be loath to accept a bunch of adventurers. She also has a lot of the information about the murders that she can supply more or less accurately when asked. She lacks the imagination to help with solving the case, however; that is the Characters' job, after all.

She has been given a warrant by the Town Council that is supposed to give her free and unhindered access anywhere in the city. In practice, however, it only has influence within the guilds

of Ubersreik themselves, and sometimes among disinterested parties. Anyone outside of a guild or the council wishing to ignore the warrant could do so for several days, or even weeks, even if the guild did eventually decide to follow this up legally.

THE CRIME SCENES

All three crime scenes will offer some clues. As two of them have already been cleaned, this will make things more difficult. It might require a bit of an inspired guess to link the murders with elements the Characters have recently experienced at the fair. However, even if they do not manage this, as long as they guard Blücher well, the Daemons eventually come to them.

Each victim was killed in a manner that Brögue considered fitted their personality, but as these character flaws were largely in Brögue's imagination they might not necessarily be apparent to those who knew the victims.

BELINDA BOECKS'S MURDER

Boecks lived alone, and apart from taking on the occasional apprentice who lived with her, had always done so. She has a workshop in the Artisan district, a couple of streets from Blücher's. She was quiet, but kind, friendly enough, if a little shy. '*She was a bit standoffish*,' is the worst thing anyone might have to say about her. No one could think of any reason why someone might want to kill her. Her death was put down to a senseless madman, until another master cobbler was killed a couple of days later.





Boecks was killed on the Festag morning in the early hours. The evening before, soon after Mystic Myrtle's fair arrived, Brögue walked into town carrying the three Daemons in a bag. He released them near to Boecks's house and walked back to the fair site just outside town.

After waiting for the darkest hour of the night, Pumpf flew Schnäker up to the roof of Boecks's workshop before flying back down to pick up Dappz. However, finding Boecks's fire still lit, they abandoned their plan to climb down her chimney. Instead, Pumpf flew them all to a high window under the eaves. From there they could see Boecks in her bed. They broke one of the panes of the window; it was only around 8-in square, but easily big enough for them to pass through.

Boecks heard the glass breaking and began to stir. In response, Dappz cast *Creeping Menace* to scare her into staying in her bed, distracting her, and giving them time to climb down from the window and attack her in her bed, leaving her body with many tiny scratches, pin pricks, bite marks, and bruises.

Once they had overpowered her, Dappz cast *Treason of Tzeentch* to make her see her failings and all the ways in which she had betrayed Brögue. As she faced these untruths, the puppets began stitching her into her bedclothes.

The puppets continued stitching more and more layers of bedclothes tightly around Boecks's body and over her face, until all she could do was attempt a final well-muffled scream and then die from suffocation.

As they were about to leave, Schnäker noticed the statuette of Verena standing on Boecks's dressing table, which had witnessed the entire incident. In a fit of temper, he knocked it onto the floor and breathed pink fire over it, melting and changing the wood. Zahndahl took possession of the warped statue and she lets the Characters examine it, if they ask.

Brögue came into town first thing the next morning to collect his puppets and put them back in his sack. Boecks's body has already been put to rest in Morr's Field and there is no way the Characters are able to get permission to disinter it. If they want to have a look, they must dig it up themselves.

If the Characters visit the scene, they see that the room is neat and reflects Boecks's tidiness and professionalism. The tools are set about remarkably neatly, and everything in the workshop seems to have been, and be in, its correct place.

Boecks's living quarters are above the shop. There is now no sign of the crime. Boecks's body has already been sent into the cult of Morr's care, the room has been well cleaned, and the bed clothes destroyed.

What should be clear about the room is that the — now repaired — broken window is not big enough for anyone to climb through, except perhaps a young child or the smallest Halfling. The window itself does not open, so it was not a case of breaking one pane to reach a latch.

Zahndahl offers the observation that because Boecks was virtually 'stitched to death,' suspicion fell on the other members of the Cobblers' Guild. She even questioned Friede Schlypper about it. Schlypper was very helpful and pointed out that each cobbler has a distinctive stitch that those in the know should be able to recognise. Schlypper was sure that she would have been able to recognise the stitching around Boecks's body if it were done by a cobbler she was familiar with. However, she did not recognise the style. She said that there seemed to be three different stitchers, all of whom were very skilled and neat, but none of whom, she was sure, she had ever come across before. Perhaps, she suggested, they had all been apprenticed to the same master cobbler.

CLUES TO BE FOUND THE MURDER OF BELINDA BOECKS

Clue	Source
Stitched into her bed	Brögue's motive, suspects her of wantonness
Scratches, pin pricks, bite marks, and bruises	Zahndahl will mention this
It occurred soon after the fair arrived	Deduction
The fire had been lit	Zahndahl will remember if asked
The broken pane was very small	Zahndahl will point it out
Magical Winds of Tzeentch	Still faintly permeates the crime scene
Deformed statue of Verena	Zahndahl will mention it, Tzeentch magic
Distinctive Stitching	Zahndahl will mention it. Schlypper explained it to her.



DIETER SCHLINGBACH'S MURDER

Two days after Boecks's body was found, Dieter Schlingbach's was, too. Like Boecks he was a master of the Cobblers' Guild, and like Boecks he was found with gruesome stitching. Another similarity with the first murder was that there seemed to be no way the murderers could have got in or out of the crime scene. The patterns made alarm bells ring among Ubersreik's trade guilds and the Town Council quickly appointed an investigator to look into things.

Schlingbach lived in a four-storey house in one of the nicest parts of the Artisans' Quarter with his family. He used the ground floor as a shop, the first as his workshop while the top two floors are his family's living space. He was a pleasant and well-liked family man and no one could think of a reason why he might have been killed.

Brögue and the puppets used a similar plan to get rid of Schlingbach, except discovering that he lived with his family now, they chose to strike early in the evening, in the hope of not disturbing anyone else. The three puppets flew onto the roof and climbed down the chimney just as darkness was falling. Then they hid in his workshop, as he continued work. After the rest of his family moved upstairs for the night, they seized their opportunity.

They first tormented him by casting *Treason of Tzeentch* on him. Then they surrounded him and barracked him about his behaviour towards Brögue. At this point, they were interrupted by Una, Schlingbach's toddler daughter. Nervously, he told her to go back upstairs, which she did, but she got a good look at the three Daemons.

Eventually, when the puppets felt they had taunted and tormented him enough, leaving him the same tiny wounds that they had inflicted on Boecks. They then suffocated him by stitching up his mouth and made their way back up the chimney. Anya, Schlingbach's wife, discovered him some minutes later.

Zahndahl seems bemused even as she recounts this. It is impossible that anyone came in or out through the shop during that time as Anya would have heard, and there were traders out on the street, in any case, who swore no one did.

Friede Schlypper did have a look at the stitching around his mouth but found it too gory to pass judgement on the quality of the workmanship.

Zahndahl is happy to show the Characters the crime scene, but she says there is nothing to be gleaned from it. In fact, on a **Hard (-20) Perception** Test a Character can detect a thin thread of finest cobbler's yarn leading up from the fireplace to the top of the chimney. This thread is clearly not strong enough to carry the weight of even the smallest child. The thread is magical and comes from one of the Daemons' balls of ever-lasting yarn. No tracks can be found near the hearth, however, as there have been fires lit in the fireplace since the murder.

If the Characters question the family, they might be able to learn that Una has said a few times to her mother that '*the dolls did it*', as she saw the puppets with her father shortly before he died. Anya dismissed this as just her imagination, of course. If taken seriously, Una can describe the dolls as stick-like and brightly painted, and that her father had been talking to them just as if they were real people.

Dieter's body is still being prepared by the Mourners at Morr's Field. Characters with the right sort of influence might be able to gain access to it, if they insist. Zahndahl is reluctant to use her official position and influence there as she feels the cults are outside the jurisdiction of the Town Council, but could be persuaded to.

CLUES TO BE FOUND: THE MURDER OF DIETER SCHLINGBACH

Clue	Source
Stitched up mouth	Brögue's motive, suspects him of gossiping
Pattern became apparent	Zahndahl will mention
Scratches, pin pricks, bite marks, and bruises	Zahndahl can mention / Can inspect the corpse
No way in or out	Zahndahl will mention
Thread in fireplace	Scene of crime
Magical Winds of Tzeentch	Still permeates the crime scene
<i>'The dolls did it'</i>	Una Schlingbach



If they get a look at the body, the Characters notice that it has a good many small scratches and bruises all over it, especially the arms and upper torso. The Daemons' stick-like limbs and spiky features cause wounds that make it look like their victims have been dragged through a rugged bush. This is similarly true of the other bodies, though Boecks's body is harder to inspect.

However, suffocation is the actual cause of death. Schlingbach died after having his mouth and nose stitched together expertly while he still lived. The stitching was done by the same three hands that did the previous murder as any master cobbler who inspected both would be able to tell. However, there is only one left in town and he is not prepared to come and check the body out.

FRIEDE SCHLYPPER'S MURDER

Friede's body was discovered in the morning on the day before the Characters are given this job. This was the third piece in the pattern and the one that convinced Ernst Blücher that he would be the next victim. He was also sure that Gertrude is not equipped to deal with the investigation, and insisted that professionals are hired. Friede's murder was a great shock to Zahndahl as she had only been talking to her the day before about the case.

Friede was the guildmaster of the Cobblers' Guild. She was the Ubersreik's most experienced cobbler, and generally well-liked and respected. She had a reputation for being stern and over-correct about etiquette, but was not unpleasant about it.



She lived with her husband above her shop in the Artisans' Quarter not far from Schlingbach's shop. Unnerved by the previous murders, she had already taken precautions. Her attic bedroom is reached by a loose ladder that goes to a trapdoor, and so at night she pulled the ladder up after her. And she kept all the shutters barred.

The crime scene should be more useful to the Characters because Zahndahl quickly took the decision to make sure it was not disturbed. Therefore, the Characters have the run of the largely untouched murder scene instead of having to rely on Zahndahl's second-hand accounts.

Schlypper's husband, Gunther, is a witness to the events. According to him, they were woken by a knocking on the shop door, in the small hours. After the knocking would not cease, Gunther had the idea to take his pistol, and go down and see who it was. They put the ladder down for him but made sure that Friede pulled it up behind him and secured the trap door.

When Schlypper got to the front door no one was there. But almost immediately he heard the noise of a struggle from upstairs, and his wife calling his name. He spent the best part of half an hour waking his neighbours to borrow their ladder. By the time he broke through the trapdoor with an axe, Friede was dead.

They found her body in an extraordinary state. It still lies where it was found. Coins have been shoved into her mouth and down her throat, making her choke and suffocate. In addition, coins have been sewn onto her skin as if sequins adorning a gown.

About 50 coins have been sown this way. An expert, like Blücher, would be able to say that three individual cobblers worked on sewing the coins, all with their distinctive, but similarly neat styles. But he is unlikely to agree to go anywhere near her house.

There are also many small scratches and bruises over her body. These are just the marks of the physical struggle she had with the Daemons before they could completely overpower her.

The shutters remain barred. In fact, Zahndahl opened the shutters yesterday so she might have a better look at the body but decided she had better shut them again to maintain the crime scene.

There seems to be no way in or out of the room, save for the trapdoor. By all accounts the trapdoor was well constructed and maintained, although it is firewood now.

Gunther can confirm the coins came from their savings box, which was hidden in a recess behind their headboard. None of the money seems to be missing, and no one knew about the box except the couple.

The Characters might notice a small, rotting chunk of something or other on the floor near to Schlypper's body, a piece of apple with some sticky sugary stuff attached. Schnäker stole a toffee apple from Moe Kassin at the fair and took it with him to eat while waiting for this job to start. A Character who has bought a toffee apple from Kassin earlier would have a better chance of realising exactly what it is.

The Characters might also notice that there are lots of tiny tracks in the soot around the fireplace. These were made by the Daemons' stick-like feet but they look more like scratches than footprints. Having climbed down the chimney on a length of yarn, the creatures were covered in soot. They left tiny traces of soot everywhere they have been and on everything they touched. This would not have been apparent at the previous murder scenes because both rooms had been well disturbed and tidied, and even cleaned, since the murders.

The Daemon-puppets committed this murder in their usual way. They flew up to the roof and waited before climbing down the chimney on a thread. The thread is still there. Seeing that Friede was not alone, Pumpf decided to go back up and cause a distraction by banging on the front door. She had to stop and fly off a couple of times because of passers-by.





Once they had the couple separated, the two puppets cornered Friede and pinned her to the floor. Dappz then cast *Treason of Tzeentch* and they interrogated her about her greed and ambition which Brögue so resented. They were able to find out where she hid her cache and dispatched her by shoving coins down her throat.

They were such quick workers that they were able to sew all the coins into her flesh while Gunther was working out how to get back into the loft room.

Gunther Schlypper

Gunther is in shock, and staying with his brother nearby, but will speak to the Characters. He is a clerk with a local boat firm and has no skill with a cobbler's needle. He can confirm what Zahndahl might have already told the Characters.

The knocking was steady and deliberate. A seemingly incessant noise made not by a fist, but perhaps a cane (in fact, it was made by Pumpf's head). He remembers that the banging did stop a couple of times for a few moments, but then continued in the same monotonous pattern.

He cannot think of a single reason why anyone would have wanted to harm Friede. He knew the other victims and they all seemed decent and upstanding. As far as he is concerned there was no animosity at all between Friede and Blücher.

Fair's Fair

If the Characters manage a competent and swift investigation and work out where they need to go in good time, they can be rewarded by managing to surprise Brögue and the Daemons at the fairground and deal with them there. If they have been taking their time, or you just wish to test them further, then Brögue has already left and the attack on Blücher's workshop can play out as described below.

Blücher's Night

If the Characters have not solved the murder and brought the perpetrators to justice by nightfall, then they are reminded by Zahndahl (if they did not already realise this) that they need to go back to Blücher's and protect him through the night. It is up to them whether they split up and continue the investigation but Blücher considers that he is paying for all the Characters to protect him.

In any case, an hour or so before nightfall Brögue had already carefully scouted Blücher's home. He passed near the alleyway at the back of the workshop, and released the Daemon-puppets into a junk pile at the back of a shop a few doors down from Blücher's. Then he made his way back to the fairground. If he gets wind that people have been looking for him, he goes into hiding, otherwise he will spend a normal night at the fairground and collect the Daemons in the morning.

Unless the Characters have done, or do, something about it, the following events should occur. At about midnight, the puppets begin to stir and Pumpf makes a reconnaissance flight of the area. She then returns to the other two, picks up Schnäker and flies him up to the roof of Blücher's building. Then she fetches Dappz.

Once Blücher's fire burns out, around 1:00 a.m., the three of them drop a thread down the chimney and climb down it. Pumpf's wingspan is too wide to allow her to fly up and down chimneys.

They see Blücher in his bed, reading by candlelight, half dressed, too frightened to undress fully or to go to sleep. Dappz casts *Treason of Tzeentch* and the puppets get to work with their tormenting. Blücher, aware of what must inevitably follow, draws the long leather knife he has been hiding under his pillow and fights back.

The struggle continues for about three minutes before Schnäker puts an end to it by breathing warping pink fire over Blücher, melting part of his body into strange bright-pink flesh and killing him instantly. Anyone guarding the doorway to the room has a chance to hear the commotion and then try to open the door and come to his aid.

If given time, the Daemons cut Blücher's hands off because Brögue resents his dexterity and skill as a cobbler and sews his boots to the stumps of his wrists. This should take about ten minutes; the Daemons are very skilled and believe in doing a proper job. They then make their escape up the chimney. Pumpf flies the other two to the junk pile where they await Brögue's return at first light.

If the Characters have managed to convince Blücher to let them into his room to guard him, then the puppets rethink their plan. Any other precautions the Characters have put in place may also require the puppets to come up with a different plan. This is left up to you to improvise. The puppets are cunning and cautious, however, and time is on their side. They can wait all night for a good opportunity, or even come back the next night. If the Characters manage to put off an attack, then they are rewarded with more time to solve the crimes but are also marked by the Daemon-puppets as fair game.

Whether the Daemons kill Blücher or not, they are likely to leave more clues behind. If the Daemons manage to flee without being seen, they are likely to leave prints around the fireplace and around the room, similar to the ones in Schlypper's room. Of course, if the Characters see any of the Daemons and have also seen Brögue's show at the fair then they should recognise them. This will lead them back to the fair and to Brögue.





Keeping Blücher Alive

The Daemons want to avoid fighting the Characters one-to-one or in a fair fight. They will use their cunning and special abilities to their advantage. If they cannot get Blücher alone and gang up on him then they look to get one of the Characters alone, instead.

The puppets are unlikely to want a fight with more than one, or perhaps two, opponents at once, but if they do find themselves in a difficult melee they will try to flee. Schnäker breathes his fire, and Dappz casts spells, while Pumpf can fly one of them out of trouble. She then, if it's safe, comes back for the second.

Over the next few days the Daemons try all sorts of creative and devious ways to get to Blücher. You should feel free to try whatever dirty tricks they can think up. The fair is due to leave town on the Wellentag, so by Festag evening they are more desperate and reckless. Things should come to a head by then. The Daemons will then be prepared to fight toe-to-toe with the Characters. They eventually attack, even if the odds do not favour them, so compelled are they to finish Blücher. This should give the Characters a fighting chance to win a pitched battle and end the adventure.

Once the Characters have interfered in the Daemons' plans, then the Daemons are prepared to make them targets. If they cannot get directly at Blücher, perhaps they could stalk one of the Characters and do them in while they sleep. They then get to work sending the other Characters a message. They stitch some leather, or any other material that is handy, to the victim's face to make the semblance of a long nose. This is a warning to the other Characters to stop sticking their nose where it's not wanted. You should feel free to stitch deceased Characters up in other ways, appropriate to how they have behaved during the adventure.

If Blücher is still alive on the Wellentag then Brögue leaves the fair caravan and parks his wagon a few miles from town, returning to Ubersreik with any of the Daemons that have survived. If all the Daemons end up dead then Brögue resolves to take matters into his own hands and tries to kill Blücher himself. He lurks in the shadows of Ubersreik under his dark cloak waiting for the moment when Blücher's guards eventually slip up.

If the Characters manage to identify the perpetrators and trace them back to the fair, then Brögue will realise that his cover is blown. If he survives an encounter with the Characters or manages to avoid them then he will go into hiding. He will find some insalubrious corner of Ubersreik like Wandiene Rookery and hang out there for as long as he can. He is patient and willing to lie low for some time before making another attempt on Blücher's life. In the meantime, he and the Daemons can make a small living putting on puppet shows for the children of the slum.

If Blücher should come face-to-face with Brögue, then he will remember him, despite Brögue's premature ageing. He remembers the old scandal and the wild rumours about the Daemon shoes that ate their wearers, and he will be able to tell the Characters what he knows about that.

WELL HEELED

If the Characters do well, but do not categorically catch the murderers then there should come a time when Blücher considers that the danger has passed. He can dismiss the Characters, but the terms of their settlement are up for negotiation. The safer Blücher feels, the sooner this time comes.

Unscrupulous Characters, of course, might dispatch Brögue and the Daemons and not bother mentioning it to Blücher, keeping him in fear of imminent attack, thus taking their daily bonus without having to work for it. Remember that Zahndahl is more loyal to Blücher than to the Characters and will report back to him.

You should come up with a suitable strategy to deal with such Characters. Perhaps Blücher offers to pay the Characters off for a reasonable sum or offer to make them all a nice pair of shoes. Perhaps he just stops paying them and the Characters will have to find a way to convince Brögue to pay up, legal or otherwise. Perhaps Blücher decides that hiring an assassin to deal with them will be much cheaper in the long run than forking out every day for unnecessary protection, although this would not seem to be in his character.

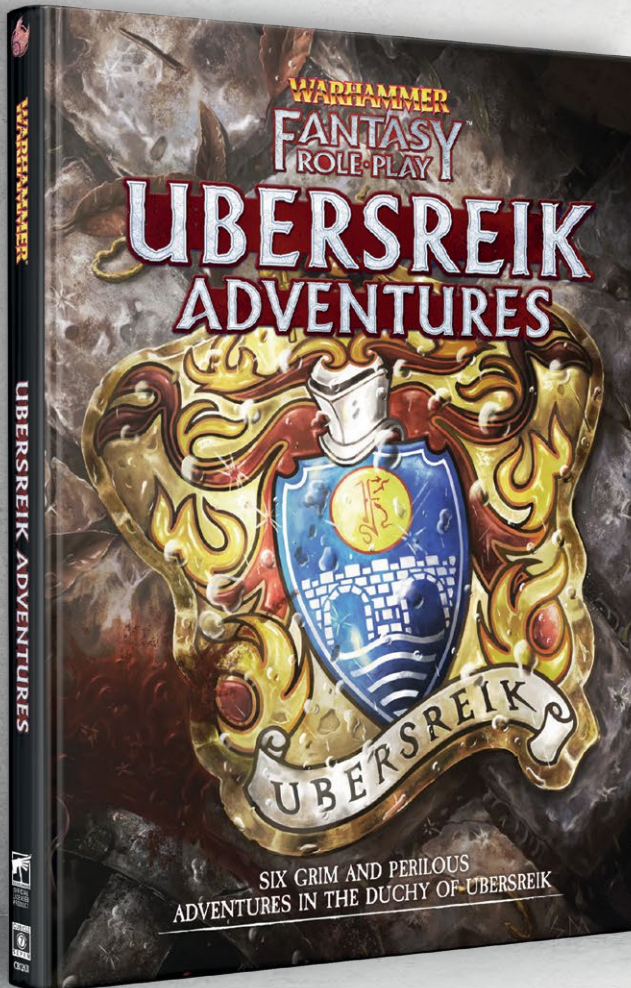
EXPERIENCE AWARDS

Good roleplaying and clever thinking should be rewarded, but there are additional XP for the following:

- ☠ 50 points for keeping Blücher alive
- ☠ 20 points for linking the murders to the visiting fair
- ☠ 20 points for each Daemon disposed of
- ☠ 20 points for bringing Brögue to justice
- ☠ 5 points for every clue found at a crime scene
- ☠ 5 points for a reasonable deduction made in regard to each clue
- ☠ 5 points for attractive or well-made footwear

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