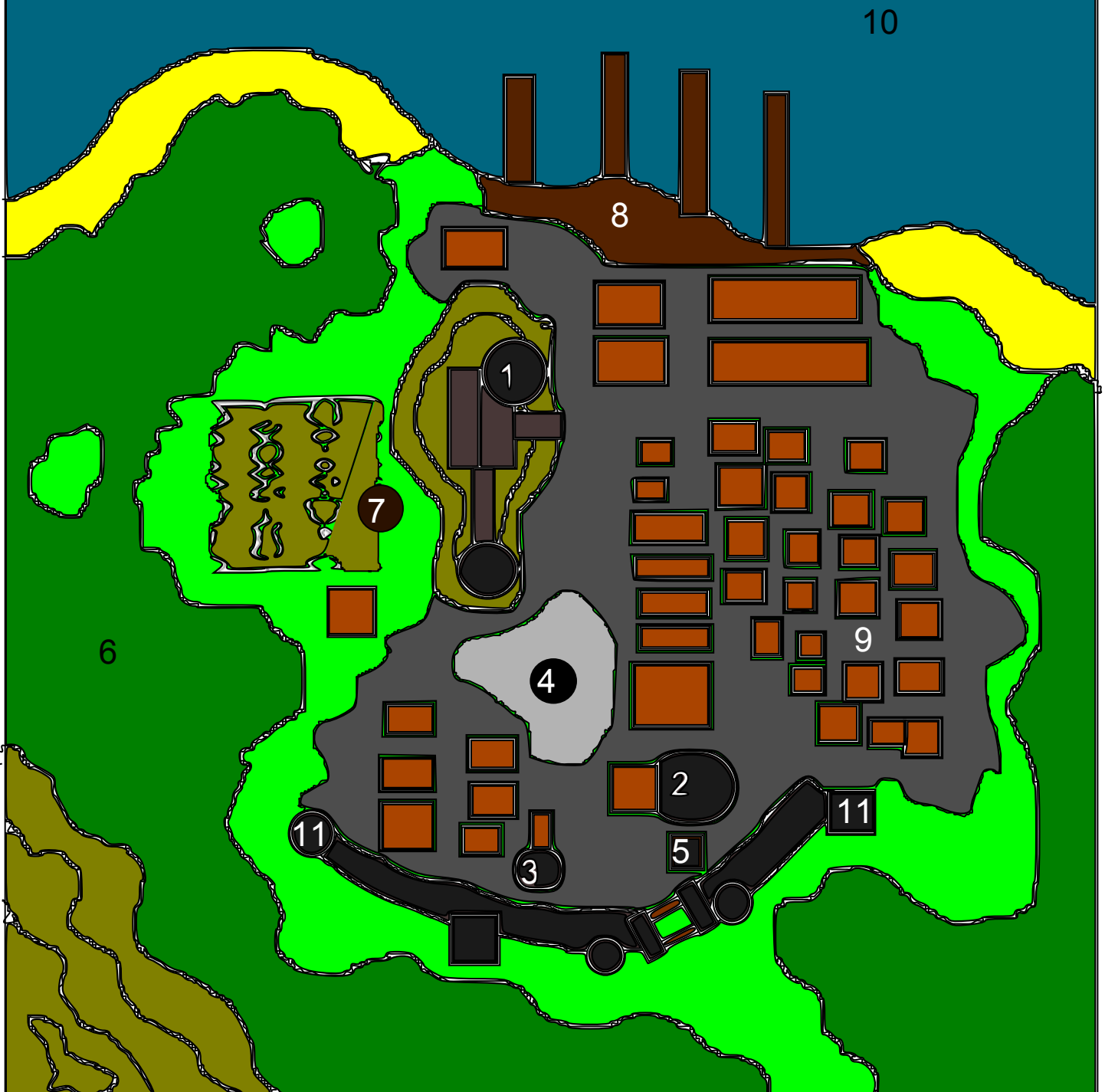


The Town of Luvenstein

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|--------------------------|----------------------|------------------------|
| 1: Castle Luvenstein | 5: The Town Guard HQ | 9: Fresh Slums |
| 2: The Burly Skull (Inn) | 6: The Great Forest | 10: River Stir |
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The Walls of Luvenstein

By Nils-Peter Wihlney

Synopsis: The wall being built around the town of Luvenstein is a great cause of worry for the local baron, Amros von Luvenstein, who has had his hands in the dealings of smuggling, assassinations, sabotages, selling information to the enemies of the empire and even selling his own peasants as slaves to whoever got the gold, even Skavens. He will seek to sabotage the construction of the wall, as it will bring too many people to the area not under his thumb or purses and bringing a greater risk at exposing him as the traitor, criminal and all around cliché ratty bad guy he is.

He is a weakling but has a cunning intelligence and wicked charm that makes up for his ratty appearance and weakness, his left hand is always covered by a white glove, covering the cursed flesh beneath his fingers which allows him to decay anything genetic he touches, a gift he brought from a Chaos Sorcerer of Nurgle for a group of virgin maidens. He cannot affect metal, stone or other none living materials.

Secret: Baron Amros von Luvenstein is in truth the heir to the foe whom Sigmar defeated, a tribe leader who didn't bow down to the Emperor's views and died in vain in trying to deceive and claim the Emperor's resources as his own. The Luvenstein family have been working behind the scene for generations attempting to sabotage the Empire, and though not as effective as they would wish have they done great harm to the so called Empire, even reaching the rank of nobility through their wicked intelligence and sinister charm.

The heroes shall be workers sent to work on the wall, they will discover weird situations, obvious signs of sabotage, bribes, oppression and occult activity. They shall work together to solve this mystery, unknowing that amongst them is a traitor who will make subtle attempts in halting their progress and giving the Baron Intel on the group, unless of course he decides to double cross the baron for some reason or another.

The Workers (Heroes)

Brogar Thurgromson the Stonemason

Brogar is from Karaz-A-Karak in the World's Edge Mountains. He is a travelling stonemason with skills as a blacksmith and miner as well, selling his skills to the highest bidder. He's a bit young but considered to be a upstanding and rising prodigy of his art and few people seem to be able to match his skill as a stonecutter. He's a hearty person, eager to work and show his worth to his people and improve his already great skills. And although he has a bit of a strange smell from his long hours of working in mines, forges and masonries he is still a handsome dwarf with his thick dark brown beard, deep brown eyes and tall height for a dwarf, easily towering half a foot above the average dwarf.

He's currently on the move towards Luvenstein as one of the workers to build the large stone wall that has been ordered to be constructed there. His high skills have drawn lots of attention and the concept of working on such a large scale project for a rising stonemason as himself is worth its weight in gold, though the gold is nicer to the touch. Gomrund Vikramson is an old friend of his family whom he has travelled with before through the Old World.

Gomrund Vikramson the Mercenary

A Dwarven mercenary from one of the cities within Stirland, raised a warrior by his family he soon learned that the fastest and most honest way to earn gold was by battle. He sold his skills as a warrior to a good a dozen rich merchants and some minor nobles during his still ongoing career. He's fought a good amount of foes and few dares to challenge him as he bares his teeth and grasp his axe's handle.

Gomrund's an average sized dwarf with clear blue eyes and a thick light brown beard that reaches down to his trousers, one of his frontal teeth are gone. It was not lost in battle but during a skirmish between himself and his father when he said he was going to leave and become a mercenary. To be allowed to leave he had to win. And he defeated his father after nearly an hour of clashing blunt steel training weapons, and finally managed to break his father's arm with a well placed hit with the back of his axe at his elbow. He left a proud family behind as he had proven himself worthy as a warrior.

Now he's on the path towards Luvenstein as a guard of the workers as news of troubles along the road and the growing wall itself has caused many a guards and mercs to be hired by the rich Elector Counts and the century old dwarf brings a lot of experience to this lout. And he's also a friend of Brogar Thurgromson's family and has meet the young dwarf a couple of times before travelling through the Old World and considers it a duty to keep the young tradesman out of harm's way.

Lady Beatrix Helfrich the Squire

A woman of noble birth though with a questioned right as she was born in a poor village as her mother was a brothel worker whom her father had a lay in. As her mother died at childbirth her father took her in as he had no heir and raised her as his own. As she grew up she was taught and trained to be a proper woman, but this girl was soon fascinated by the greatest warriors of the Old World and soon it was not a little princess reading books and learning etiquette that ran along the castle halls but a young girl wielding a wooden sword whose dream is to become a warrior and later a proper ruler over her father's land.

She's an regular and yet irregular rich girl, albeit a cousin to the Elector Count of Stirland, whose father gave her everything she wanted, including the chance to become a Squire, though he could never grant her the privilege of knight she could still be a squire at least. But her physical aspects and battle techniques have all been harnessed through years of training and practice, even a few skirmishes with a couple of arrogant fellow nobles thinking her easy picking. She carries a deep pride of her heritage and skill and hates it when people insult her for being a woman attempting to be a man. While she can never become a knight will she still show her prowls as a warrior.

Beatrix is a dreamingly beautiful and tall woman with a toned body from years of training. She'd be called divine if it wasn't for the small but noticeable hairy mole upon the top of her forehead, often covered by the light brown, almost bronze coloured, hair she lets fall down, though she wears it in a braid during combat. A pair of dark brown eyes looks out from a heart shaped face with full red lips, a bright passionate spirit burning within said eyes. She is not recognized as a warrior or a knight, as women are not allowed to be a knight, but that doesn't stop her from making her way as a warrior and the few men who have fought her can't deny she has the heart and blade of a warrior.

She's been sent by her cousin the Elector Count to Luvenstein with a caravan of workers, guards, scribes and officials to make an investigation upon the construction of the wall as the Elector Count has received many a messages about sudden halts in progress and he's been growing more and more infuriated by it. So now she's here to investigate and find out what is the cause of the lack of progress and take care of the source/s it if need be. Waldemar Elend is her personal bodyguard and a childhood friend who protected her from a wild boar that had charged into an open market in Middenland where she was on a trip with her father. He was rewarded with being made into her personal servant and protector.

Leopold Keilgeld the Carpenter

A young man from Wissenland who was born and raised on a farm, an average sized but well built man whose thick black hair and clear blue eyes draws many attention from the ladies, as his yellow teeth doesn't disregard them much as they are not that noticeable. He's from a large family of farmers and craftsmen, he himself found his way in the way of Carpentry, fashioning wood into all manners of important structures, sculptures, weapons and so on, his favourite way to craft wood is to make bows, crossbows and projectiles, but he's equally skilled at crafting materials for structures. He dreams to one day have his own workshop in one of the larger cities.

Which is why he's coming towards Luvenstein, to use his skills with wood to carve lumber into support pillars, roof tiles, floor planks, furniture and much more for the construction of the wall. He's an eager worker with a bright heart, though a bit of a proud person as he doesn't like people insulting his craft or work.

Ralf the Cook

Ralf is a halfling from the Moot who works as a cook and herb gatherer for several different people in the same camp. He was once a camp follower of the Emperor's armies, spent a couple of years travelling around before he decided to return to the Empire to earn some better coin by hiring out himself as a cook. He's a middle aged halfling whose sticky fingers has cost him nothing but a nail when a dagger nearly cut off his hand but only nicked his index finger. Currently he's working as a cook for the workers moving towards Luvenstein. His sticky fingers have already grabbed a couple of things along the way but he hopes to find something more worthwhile in the city.

He's also a well known information broker who knows how to haggle, gossip and 'find' things for the right price. While he is a bit greedy does he have sympathy to the poor and the suffering as he too has suffered it during his many years as a travelling cook.

SECRET(May only be revealed to the player of Ralf and not hinted by the dm to the rest of the players, suggests using notes to keep his shadowy actions secret): Ralf is an underling of the Baron, he will attempt to sabotage the groups' progress as the adventure goes on and he will have the option to desert the Baron and aid the group. But remember this that the Baron won't take betrayal lightly and will surely attempt to silence loose ends.

Waldemar Elend the Bodyguard

This young man is a muscular behemoth with bronze like skin, blood red hair in the shape of a ragged mane and pale grey eyes. He looks like a barbarian, a tower of muscles. He's the personal bodyguard and servant, and childhood friend, of Lady Beatrix. He got the job after protecting the young lady from a wild boar that had charged into an open market in Middenland where several villagers were selling their crops and cattle to each other and other buyers.

Waldemar has a deep respect for authority, especially his Lady, and he will defend her honour and virtue to the death. Some say he has deeper feelings for her but none dare speak such words in their presence as he always have some of his infamous throwing axes and his trustworthy longsword nearby.

Luvenstein (The Places)

The Fresh Slums

These are the scattered buildings that make up the home of the majority of the Luvenstein population. They are freshly built but already look like something you'd find in a town slum, only cleaner. The peasants are rather approving of their new homes as earlier had their homes been ransacked and burned to the ground by bandits and beastmen and thus several families had been forced to share the same house. But now with the compact and numerous buildings making up the Fresh Slums, as the people call them, the peasants have plenty of space and even a lot of empty houses for new arrivals. The houses would have made the population a lot more happier and yet they appear glum and depressed as they carry about their all day lives.

The Construction Sites

The two construction sites of the great wall lies to the southern edge of the town where a towngate, about one hundred meters of solid stone wall had been raised on either side, with a couple of towers and turrets. But this is an undeniable sign of sabotage as with the workers having been working on the wall since over two years back were they supposed to be halfway done already, yet they've barely done a tenth of their job. Each of the construction sites contain loads of stones, cranes, tools, workshops, tents and workers and officers moving about in full speed. There's no luck trying to get any information from here unless trying to spot one of the saboteurs.

The Burly Skull

The third largest building in town, standing next to the Town Guard HQ and right across the Shrine of Sigmar. It is a big building with four stories, the top three containing ten rooms each with one or two beds, while on the lower floor there's a tavern with music, food and drinks on a large floor with four support pillars across the centre of the room with over half a dozen tables of various sizes with a pair of pretty waitresses moving around while the innkeeper keeps to his bar. The Burly skull is made entirely out of stone except for two places, the stable and the outhouse by the back of the stable.

Castle Luvenstein

For being a castle is this structure more along the site of a very large mansion. It is made entirely out of stone, about ten stories tall, yet only contain three floors and two towers, the rest is thick stone walls, turrets and ramparts. There's a five stories tall tower standing on the southern edge of the hill, around twenty feet away from the castle, it is connected by a walkway to the castle and has only a single window.

The tower contains the personal chamber of Lord Luvenstein. It is a single circular shaped room with a couple of bookshelves, a fine bed, a desk with well kept papers, books and journals and a single shield with the Luvenstein emblem on the wall.

On the first floor lies the Main Chamber, a room that is so tall that its ceiling is part of the roof of the castle, where the Baron and his advisers, officers and guests dine and discuss matters of importance, though such a meeting have yet to be gathered for four years. There is also the Kitchen, the barracks of the castle guards, the armoury and the trophy room, which contains a bit of interesting trophies. And there's also a staircase sealed by an iron door, this is the passage towards the dungeons from the castle and lead directly through the hill towards the dungeons in a diagonal angle.

The second floor contains the living quarters of guests, advisers and other high standing people. While the third contain a few personal studies, a library and an few storages of food and drinks, strange considering those are normally down in the basement near the dungeons.

SECRET: The Personal Chambers contain the evidences Letters, Personal Journal and Documents, which can be retrieved by either the heroes or the spy. There is also a hidden passage behind the wall with the shield that reaches to the bottom of the hill in a spiralling staircase. To open it you need to shift the shield thirty degrees to the left or find the strange looking spike sticking out through a boulder at the bottom of the hill, each will require a -20 Perception Test or a -10 Trade: Stonemason skill test to discover it.

SECRET TIP: Some trophies can be used as a clue for the Baron's true alignment. And if the cultists have been killed and the group has been in the castle before, they will recognize the cultists as being some of the Baron's advisers, guests, guards, servants or other possible people of the castle.

The Market

The market square is the place for trade and gossip for both commoners and nobles alike, there's plenty a word about many events. But the peasants appear glum and depressed, giving the group a sense of discomfort as they move through the market. There are many a shop keepers around and it is not a big challenge to find even rare wares amongst these stands with Luvenstein being a trade centre for the people of the Great Forest within both Sylvania, Stirland and Ostermark.

Ole George's Shave & Mend: This store is a special place where a well renowned barber surgeon keeps to his duties of mending, healing and shaving. While he's not the most accepted of people is his skills with medicine and barbing very appreciated and people look past his grim work as long as he keeps himself straight. He's a six point two feet tall middle aged man with a thick curvy moustache, thick brown hair, clear green eyes and has a broken nose. He cures your ails and cuts your hair, for a price.

The Old Oak

This old tree is still alive since centuries past, it is said that it has been standing there upon the hill since the rise of Sigmar. It stands between the hill that holds Castle Luvenstein and the fields that is used to provide the majority of Luvenstein's wheat and vegetables. The tree is said to once have been an ancient elf from the lands of Brettonia, who cast a spell to banish a mighty horde of beastmen and daemons. The old oak is massive, easily large enough for its great crown of branches to grant a giant some decent shade, it is said to be the oldest tree in all of the Great Forest. Many a Life Mages have been seen visiting this tree once upon their journeys, but fewer and fewer has been visiting it lately for unknown reasons, granting the once magnificent tree a rather gloomy and depressing atmosphere. Several carvings lies across its trunk, some recent, some faded, some ancient. But one of them appear only day fresh, a carving along the side of the trunk in the shape of an arrow, pointing towards the Great Forest.

The Great Forest

The ancient woods that surrounds the Old World like a shroud of mystery and danger, bandits, beastmen, wild beasts and other such beings make their homes among its leaf crown.

The Altar of Chaos (Clearing in the Great Forest)

Just half a mile within the Great Forest lies a vast clearing containing a stone circle of twelve massive boulders and a single rectangular stone altar within the centre, if looked up from a bird's eye it is clear that these boulders form the shape of the twelve pointed Star of Chaos. The old stone altar is lined with runes and scratches, it is copper coloured with patches of black, clearly showing the many sacrifices made for the Gods of Chaos throughout the ages to colour the stone itself by the blood that it had been covered by.

The altar has 5 wounds and a toughness of 40 if attacked.

River Stir

The great river Stir makes up for the majority of the Old world's trade along its wide and twisted paths. Great a many river boats travel along the dangerous rivers with pirates, bandits and dangerous creatures on the constant move along and beneath the waters.

The Harbour

The harbour of Luvenstein is large with four large piers reaching out far enough for forty trade ships to lay anchor by the harbour. There lies two large warehouses to the eastern side of the harbour along with a small office for the tax and toll collectors of Luvenstein, along with one trade market for trade between the different people connected by River Stir and an armoury where the town's anti pirate gear is stored.

The Town Guard HQ

This is one of the few stone buildings in the town, the town guard head quarters. A tall watch tower remade into an outpost for the town guard, formerly of the militia. There are two floors while the top of the tower is used to keep a single bolt thrower at the ready in case of enemies attacking. The guards inside the HQ are very unhelpful and won't even bother to look upon the adventurers if they don't have to. The captain of the guard has his office on the first floor and within this place he keeps a certain set of sensitive documents that would cause a great deal of hazard for the baron.

The Shrine of Sigmar

While this tall building of stone, mostly, shrine is the Shrine of Sigmar does it contain a separate building of wood. Connected to the large stone carved shrine of Sigmar by a large oak door, in which there lies shrines for each of the gods worshipped by the Imperials. Here the group can find medical aid and miracles, for a donation or favour of course.

The Dungeons

The dungeons are a large cavern filled with stone carved cells and cages where the Baron keeps criminals, and slaves, he keeps guards outside the doorway to the dungeon on the harbour but none on the inside as he keeps the key to the dungeon beneath a painting next to the dungeon doorway. To find the key just make a -10 Perception or Search test and it will be found. Keep in mind that discovering the dungeon before day 3 will reveal the baron's slavery dealings and cause the people to revolt on day 2 instead and cause the adventure to escalate unless the GM can keep them away from it or make something up to keep them from discovering it. Though that is only if the group release the slaves. There won't be any guards inside the dungeon except for day 3.

The Walls of Luvenstein

Upon the still not complete walls stand four tall towers, each equipped with a catapult or bolt thrower to be used against enemy lines. Even a heavy imperial canon has been started to be placed upon the side of the wall, it arrived with the workers with the latest caravan and was one of the reasons for why the caravan's route was a secret. If the revolution happen a bit earlier and the baron keeps to his castle then the group can try to get aid from the artillerists upon the wall or fire the weapons themselves, though that would be very difficult. It would require either a +10 or -10 test depending on who is giving the orders, if the noble woman or the dwarves give orders it is a +10 or if its one of the peasants or the body guard it is a -10 as the artillerists are very strict with who they follow orders from. The artillerists will fire at the castle and if they are too successful they will shatter the foundation and make the entire structure crumble, all they need to do is punch a hole through the castle wall or the gate. Though the irony of the baron dying by the wall he attempted to sabotage would be hilarious.

The People (NPCs)

Out of the people of Luvenstein there is but a couple who are known by name, be it by fame or infamy.

Gossip

Depending on what the adventurers attempt to do to find information is it generally up for the GM to decide for what happens, though here is a table suggestion for Gossip in Luvenstein.

1d10 Gossip Table, Only a suggestion the GM may make it up as he or she want.

Result	Successful	Failure	Critical Failure	Critical Success
1 to 2	You hear about a strange shadow lurking around the Wild Goose Inn at night.	You hear a legend that a wild goose that lay golden eggs is said to be found in the forest.	A hand suddenly grabs your shoulder and you see a mean looking guardsman.	There is a rumour about terrible screams coming from the castle every full moon.
3 to 4	A woman giggles softly as she tells her friends about a fortune teller who told her how she would meet her husband.	There is apparently a great deal of ogres located in a cave in the woods.	As you listen to the crowd you suddenly find yourself in one of the alleys of the city. Surrounded by Thugs. Encounter 2A	One of the peasants mutters about the Emperor's vengeance upon the Baron.
4 to 5	Apparently suspicious figures have been spotted around the construction site at night.	“The Inn keeper is most definitely not a cultist!” A salesman growls at a gossiping farmer.	A whistling sound is heard and the peasants scuttle like crazy away as dark figures ride through the streets. (Roll Agility or Dodge Blow or take 1 Wound)	A low voice whispers to you from behind. “Psst! If you want to find out what you need. Meet me at the Inn's outhouse by midnight.” You turn around, nobody's there.
6 to 7	“I bet the Baron makes lovely parties, why else would all the officers in town want to check out his dusty old castle?” A young farmer says.	A low grumbling is heard from one of the shoppers about how the price for turnips have gone through the roof with all these bandits amok.	A fist fight breaks out as a pair of drunk thugs beat each other up at the tavern and draws the crowd away to see the fight. (Take 1 Wound No Save)	Find a Clue or a possibility for a clue.
8 to 9	A young woman points at an old woman sitting by the door to a cloth store. “Madame Falner knows much, a	“Look do you want to buy cabbages or not?” A salesman asks as you asks for the latest happenings.	As you gossip you get into a more disclosed area of the town and are now lost.	You spot a shadowy figure moving through the crowd towards the construction site, he appears to be carrying

	real goose that ole bint.”			a barrel with him.
10	A young boy comes running and laughs as he swings a stick. “I am Sir Albert and I shall defeat the Wicked Baron for taking all the girls!” A woman comes and grabs the boy who cries out as he's scolded.	“Ye bet yer sorry arse thing's been all cooky around here! Yeah by Sigmar there be a three headed snake coming out of me pants!” A drunken old man states as he holds a bottle of wine.	The crowd appears to be growing rather irritated by you as they are arming themselves. Encounter 5A	A man gives you a glare before muttering. “Seek the old white oak by the edge of the river, Old Tom will tell you everything.”

The Four Patrons

Synopsis: There are Four possible people you can get information from in different fashions to get a hold of the clues needed to confirm the identity of the Baron as the villain of the misdeeds. Well if the adventurers tries to do the investigation on their own they will need some luck and a kind GM.

The Captain

Captain Lucious Kalder of the Town Guard, a thin and almost weasel like man with a thick moustache of auburn colour with an eye patch over his left eye and dressed in very fine clothes and armour, with a rapier and pistol on his belt. He is a corrupt officer of the town guard under the control of the Baron, the ways to get him to talk about the Baron and the active sabotage of the wall is to either get him drunk and make him talk or intimidate him in private. But if you fail in your more direct attempts, intimidating for example, to get the information from him you are in for a lot of trouble from the town guard.

If you succeed in milking him for what he knows he will be tell you in great slurring detail about the Baron's schemes with the wall and how the “Great Baron” will put an end to the Empire taking the power of the Baron with their “Fancy Wall”.

Stats of Captain Lucious Kalder (Soldier)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	41	38	25	30	24	22	23
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	3	2	4	0	0	0

Skills: Command, Common Knowledge (The Empire), Dodge Blow, Ride, Gamble, Intimidate, Read/Write & Consume Alcohol (+10%)

Talents: Disarm, Strike Mighty Blow, Specialist Weapon Group (Gun Powder), Strike to Injure, Mighty Shot & Warrior Born.

Armour: Medium Armour (Full)

Armour Points: Arms(2), Head (2), Legs (2) & Body(2)

Weapons: Hand Weapon (Longsword) & Pistol

Trappings: 10 Bullets & Gun Powder, 2d10 Gold Coins, a Document and 1 Masterful Craftsmanship Hand Weapon

The Document (Clue)

The Document is a clue containing a load of information for those who can read/write, the paper speaks of trade deals and times of payment, and if the characters have gotten the Beggar's clue, spoken to the Thief or the Innkeeper they will realize that one of the trade agreements, listed with the markings Cattle happened during night several young girls disappeared and the payment is marked as Favour. This is obviously a clue that the Baron has been doing some rather underhanded dealings, not complete evidence but as the location of the transaction is noted as well, the Clearing Behind The Castle, the group may be able to find more concrete evidence to show the supervisors.

The Innkeeper

David the Burly is the owner of the Burly Skull, the largest Inn and Tavern of Luvenstein. He is a tall, a bit bulky, man with a thick beard, clear amber eyes, a broken nose and wearing an armoured bartender outfit, as he is often the driver of his carts for supplies is he always prepared for a scuffle or battle with some bandits or beastmen, even in his own Inn he doesn't remove his gear unless to sleep.

He seeks to end the Tyranny of the Baron, but he needs aid to do this and for him to gain the aid of the Adventurers he will give them subtle words if they enter his tavern, telling them to meet him at a private location in his tavern, a room, the wine cellar, the stables, the kitchen and so on. There he will tell them of the Baron's intense and terrifying rule over Luvenstein with not just overbearing taxes but open abductions of people, killing of innocents, sabotaging the wall and his mysterious dealings. He asks them to get evidence to prove the Baron's crimes to the Empire, hope fully something very solid and foolhardy which the weasel like noble couldn't sneak his ratty butt out of.

He also suggest the adventurers seek out either the Beggar, the Spy (Who tells him to tell them to meet him somewhere at the Inn or outside of town) or confront the Captain and those two are the most direct route to the Baron's dealings. If a mob is gathered he will be one of the first to try and calm down the crowd as he is a well respected man of the town.

Stats of the Innkeeper David the Burly							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	36	29	35	31	34	32	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	0	0	0

Skills: Lip Reading, Common Knowledge (The Empire), Consume Alcohol, Drive, Evaluate, Read/Write, Gossip, Perception, Search, Speak Language (Reikspiel, Breton & Kislevian), Trade (Cook) & Haggle.

Talents: Streetwise, Strike to Stun, Dealmaker, Savvy & Sharpshooter.

Armour: Light Armour (Leather Skullcap) & Medium Armour (Chain mail)

Armour Points: Arms(2), Head (1) & Body(2)

Weapons: Hand Weapon (Longsword) & Crossbow

Trappings: 10 Bolts, 1d10 Silver Schillings, 1 Hand Weapon and a Shield.

The Beggar

This blind old man has a very eerie appearance about himself, he is dressed in dirty rags, carrying a beggars bowl, a dagger and his staff. He is not a wizard or a sorcerer, not even a cultist or mutant, he is a blind old man, but with a very deep connection into the underworld of the Empire and knows a lot and is more than willing to aid the Adventurers against the Baron who has been chasing after his identity as a member of the Guild of Thieves' information brokers for one of its more skilled members, known only as the Spy.

He will attempt to leave the adventurers a note the first time he meet them and upon the note they will find a very detailed path to find one of the most damning clues of the Baron's dealings, the slave chambers, the cultist altar in the clearing behind the castle or the hint of the Baron's left hand not being natural.

Once the adventurers has gathered the Documents, the Letters and the Journal they will be able to confront the Baron, if he doesn't know already and will in that case either attempt to flee by the harbour or kill the adventurers.

Stats of The Beggar							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	24	27	31	35	35	38	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Charm, Charm Animal, Common Knowledge (The Empire), Concealment, Drive, Secret Sign (Thief), Read/Write, Gossip, Outdoor Survival, Row, Silent Move & Speak Language (Reikspiel, Bretonian & Kislevian)

Talents: Acute Hearing, Flee!, Hardy & Resistance to Disease

Armour: None

Armour Points: None

Weapons: Dagger & Staff

Trappings: Beggar's Rags, Beggar's Bowl, 1d10 Silver Schillings, Ring of Thieves, Dagger & Staff.

The Spy

Nothing is known about the Spy, he, or she, is the best information gatherer in all of the Old World and sells the information to the Thieves' Guild and makes gold enough to make an Elector Count doubt he could pay him or her off. The Spy is currently on the move by the Thieves' Guild to remove the Luvenstein Family from the trade of Information as the Baron is causing unneeded deaths and broken deals for the guild with his constant interfering with the Empire. After several of their information links having been killed or arrested because of the Baron's actions have they sent the Spy to gather what evidence he or she can and make it get into the right hands so that the Baron can be put down.

The spy has yet to uncover any solid proofs, but he or she knows where to find it and will guide the adventurers to the clues the best of his or hers abilities. The Spy does what he or she does best and that is spying, nothing short of a deamon could spot this figure. But the spy ain't a fighter and ain't willing to risk the Baron capturing him or her. The Adventurers would provide the distraction needed to gather the proofs required to end the Baron's Reign.

The spy will try to contact the group one way or another and will send them off in order to three different locations to gather clues, while in truth is using them to gather the proof on his or her own. After the group has been sent to the Clearing in the Forest, then the home of the Captain and finally the Slave Chambers in the Dungeons by the Harbour, he will provide the evidence needed to put the Baron behind bars. A document detailing his dealings with not just chaos but others, including how he paid people to sabotage the wall's construction, a bunt of letters containing discriminating information of the Empire for its enemies and finally the most damning document, the Baron's Personal Journal containing the details of his every deal and crime, including the Hand of Decay he has.

The Baron will find out and with a group of guards will attempt to flee to the harbour on a ship, now the group, given directions by the spy, has to get him before he leaves.

Notice: The Spy knows that Ralf is an underling of the Baron and will attempt to give the adventurers hints of what he is, while also attempting to take out the halfling unless he proves himself to not be a cut throat or manages to fool the spy with his charming lies.

Stats of The Spy							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34	46	38	35	52	34	39	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	3	3	4	0	0	0

Skills: Charm, Common Knowledge (The Empire, Kislev & Bretonnia), Concealment (+10%), Disguise (+20%), Gossip (+10%), Lip Reading (+10%), Pick Lock (+20%), Scale Sheer Surface (+10%), Shadowing (+20%), Sleight of Hand (+30%), Secret Language (Thief), Secret Sign (Thief), Silent Move (+20%), Speak Language (Reikspiel, Kislevian, Bretonian & Tilean) & Trade (Apothecary).

Talents: Flee, Linguistics, Schemer, Suave, Sixth Sense, Warrior Born & Resistance to Magic.

Armour: Light Armour (Full)

Armour Points: Head (1), Arms (1), Body (1) & Legs (1)

Weapons: Crossbow, Hand Weapon, Dagger & Blow Pipe.

Trappings: Disguise Kit, 4 Homing Pigeons, Hand Weapon, Dagger, Cloak, Poison Kit, Crossbow, 20 Bolts, Blow Pipe & 10 Blow Darts.

The Threat (Enemies)

Thugs

Undisciplined brutes who spend their time threatening people, selling their fists, fighting for cash or simply drinking and causing trouble. The baron has a great amount of thugs beneath his command and with the offer of food, drink and gold these thugs are as loyal as they come, which ain't much.

Encounter 2 (Thugs)

A band of Six Thugs

Stats of Thugs							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	25	36	31	35	25	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Common Knowledge (The Empire), Concealment, Drive, Dodge Blow, Perception, Scale Sheer Surface, Set Trap, Silent Move & Speak Language (Reikspiel)

Talents: Hardy, L

Armour: Light Armour (Leather Jack & Leather Skullcap)

Armour Points: Head (1), Body (1) & Arms (1).

Weapons: Hand Weapon

Trappings: 2d10 Brass Pennies & the group will have a single Medallion with a strange symbol upon it.

Bandits

Bandits are a common sight in the old world, and the rest of the world for that matter, a bandits loyalty is as brittle as his courage. But when gold is given by a Baron for taking out caravans there is few who would dare to deny such an opportunity.

Encounter 1 (Bandits)

2 Bandit Archers & 2 Bandit Fighters & 1 Bandit Chief

Stats of Bandits							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	42	30	31	35	30	28	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Animal Care, Common Knowledge (The Empire), Concealment, Drive, Dodge Blow, Perception, Scale Sheer Surface, Set Trap, Silent Move & Speak Language (Reikspiel)

Talents: Hardy, Lightning Reflexes, Rover & Sharpshooter

Armour: Light Armour (Leather Jack & Leather Skullcap)

Armour Points: Head (1), Body (1) & Arms (1).

Weapons: Bow, Hand Weapon (Sword) & Shield

Trappings: 20 Arrows & 1d10 Silver Coins

Stats of the Bandit Chief							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	36	35	36	40	25	27	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (The Empire), Concealment, Drive, Dodge Blow, Evaluate, Intimidate, Perception, Scale Sheer Surface, Set Trap, Silent Move, Secret Sign (Thief) & Speak Language (Reikspiel)

Talents: Disarm, Hardy, Lightning Reflexes, Menacing, Rover, Specialist Weapon Group (Gun Powder) Sharpshooter, Strike Mighty Blow, Strike to Stun & Very Resilient.

Armour: Light Armour (Full)

Armour Points: Head (1), Body (1), Legs(1) & Arms (1).

Weapons: Flint Lock Pistol, Hand Weapon (Sword) & Hand Weapon (Sword)

Trappings: 10 Bullets & Powder, 1 Flint Lock Pistol, 3d10 Silver Coins and Hidden Letter (Easy +20 Search test to find Coded Letter, need to find someone with the skill Secret Sign (Thief) who is willing to translate the coded message. Or maybe the Halfling is willing to translate it for them?)

Cultists

The Power of Chaos is ever present even within the very heart of the empire, in fact it appears to thrive as there is a regular growth and fall of would be practitioners of the worship of chaos.

Encounter 4 (Cultists)

2 Cultists and 1 Cultist Mutant

Stats of Cultists (Peasants)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	24	27	31	35	32	28	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Charm, Charm Animal, Common Knowledge (The Empire), Concealment, Drive, Dark Lore (Chaos), Gossip, Outdoor Survival, Row, Silent Move & Speak Language (Reikspiel)

Talents: Acute Hearing, Flee!, Hardy & Resistance to Disease

Armour: Light Armour (Leather Jack & Leather Skullcap)

Armour Points: Head (1), Body (1) & Arms (1).

Weapons: Dagger & Hand Weapon

Trappings: 1d10 Silver Schillings, a Tome of Chaos Writings, a Letter (Clue) and a living Chicken.

The Letter is written in the Secret Sign of the Thief, an easy test for those who know the language otherwise it won't be possible to decipher. It is from a well written person who speaks to the cultists that another order of sacrifices had been prepared and that they better keep their end of the bargain or they could take their rituals to another part of the Empire. The letter has half ruined sigil on it, with a +10% Perception test you will realize that this is the crest of the Luvenstein family.

Cultist Mutant

Stats of Cultist Mutant							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	41	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	0	0	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Dark Tongue).

Talents: Flee! & Natural Weapons

Special Rules: 2 Chaos Mutations (Fill it up as you wish but recommended are as following)

Mutation 2: Leathery Skin (+10% in Toughness)

Mutation 1: Claws (Grants Natural Weapons Talent)

(Mutation 1: _____)

(Mutation 2: _____)

Armour: None

Armour Points: None

Weapons: Claws (Counts as Hand Weapon, can't Parry but can't be Disarmed either)

Trappings: None

Soldiers

There is but a handful of soldiers who follow the Baron, though those are the high ranking officers and thus those of lower rank are forced to follow orders or be killed by their superiors. Soldiers are not just military forces but also town guards, mercenaries and possible militiamen.

Encounter 3 (Soldiers)

A group of two to four soldiers.

Stats of Soldiers							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	42	40	31	34	27	25	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	3	4	0	0	0

Skills: Animal Care, Common Knowledge (The Empire), Concealment, Drive, Dodge Blow, Perception, Scale Sheer Surface, Set Trap, Silent Move & Speak Language (Reikspiel)

Talents: Hardy, Lightning Reflexes, Rover & Sharpshooter

Armour: Light Armour (Leather Jack & Leather Skullcap)

Armour Points: Head (1), Body (1) & Arms (1).

Weapons: Bow, Hand Weapon (Sword) & Shield

Trappings: 20 Arrows & 1d10 Silver Coins

Peasants

Unruly, manipulated and/or bribed these people are more than eager to gather into mobs in their anger of the misery afflicting them and their families. The question is if their anger will be aimed at the Baron, their fellow man, the Empire, the nobles, the workers or a random stranger.

Encounter 5 (Peasants)

A Mob of Ten Peasants

Stats of Peasants							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
22	22	30	31	35	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Animal Care, Animal Training, Swim, Charm Animal, Concealment, Drive, Gamble, Outdoor Survival, Trade (Farmer), Row, Set Up Trap & Silent Move.

Talents: Hardy, Flee! & Specialist Weapons Group (Sling)

Weapons: Sling & Quarter Staff

Armour: None

Armour Points: None

Trappings: Sling, Quarter Staff & Leather Flask (Water).

Nobles

Nobles are a very high strung bunch for the most part and has a high definition of family, honour, loyalty and they break each of their given words about as easily as a rat trying to keep itself from the cheese.

Main Villain (Noble)

Lord Amros von Luvenstein, The Baron of Luvenstein

An average sized thin looking rat faced noble with a long thin whisker like moustache, his hair is raven black, his hair fair and white like a pale skinned baby's buttock, his eyes are purple and he dresses in a fine suit of black, purple and green silk over a protective armour. He always carry a weapon with him and has two constant body guards. Baron Amros makes you think of a sewer rat with the sleaziness of a snake, the attitude of a lion and the charm of a sunflower, all in all. He's so wrong but yet he can make you think of him as a good person with his honeyed words.

His hand of decay when revealed looks like a charred, dried and almost brittle decaying skeletal hand of rotten black skin, but it is unnaturally strong and requires holy magic to cleanse of its unnatural properties, unless you kill the Baron of course because by then it's a moot point.

Boss Fight

Lord Amros with two Chaos Mutants disguised as Bodyguards.

Stats of Baron Luvenstein							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	32	30	31	25	40	48	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	11	3	3	4	0	0	0

Skills: Academic Knowledge (All), Common Knowledge (The Empire, Tilean, Norsca, Bretonnia & Kislev), Charm (+20%), Consume Alcohol, Concealment, Dark Lore (Chaos, Necromancy, Skaven, Greenskins & Beastmen), Gossip, Perception, Read/Write, Ride Secret Sign (Dark Tongue, Thief & Skaven), Set Trap, Silent Move & Speak Language (Reikspiel, Dark Tongue & Thief's Tongue)

Talents: Etiquette, Public Speaking, Natural Weapons, Savvy, Resistance to Disease, Resistance to Magic, Strike Mighty Blow, Schemer and Warrior Born.

Special Rules

Special Chaos Mutation - Hand of Decay

Hand of Decay grants the Natural Weapon Talent, the Resistance to Disease Talent, the Resistance to Magic Talent and Strike Mighty Blow.

Whenever the Hand of Decay touches bare flesh the target has to roll a difficult -20% Toughness Test or lose 1d5 Wounds and be afflicted by Flesh Rot, which decays the body (-10% every turn for Strength, Toughness and Agility). If the Baron is slain his magical power will cease to be and those afflicted will return to normal.

Armour: Medium Armour (All Except Head)

Armour Points: Body (2), Legs (2) & Arms (2).

Weapons: Hand Weapon, Hand of Decay (Counts as Hand Weapon) and a Pistol

Trappings: 20 Gunpowder & Balls, Hand Weapon, 1d100 Gold Coins, Family Ring of Luvenstein, Fine Clothes, Silk Glove, Chain Mail Glove, Pistol & a Golden Necklace.

Introduction

A small trade town called Luvenstein rests between the borders between the County of Sylvania and the League of Ostermark along the long shores of the River Stir within the Great Forest. Resting upon a large hill once called Luven's Hill, rumoured to having been the site of a great battle between Sigmar himself and an unknown foe that went by the name of Luven. It's not a rich town, rather poor in fact, but acts as an important trade line for the minor towns and villages within the great forest and along the River Stir.

And thus with the steady risk of enemies of the Empire attacking the important trade station has a notice been sent out by the Elector Counts of Ostermark and Stirland for a large stone wall to be constructed around the town along with a battalion of soldiers to defend and man the wall. You are a worker, sent here to construct this mighty wall of granite with other fellow workers, seeing opportunity for a great reward as workers of such important structures are often well paid when the Elector Counts pay for it from their own coffers. Mayhap this turn of event will turn this poor town into a prospering city if the wall proves its worth. But all is not what it appears to be as you and the other workers will soon find out.

Day One: The Arrival

The adventurers are travelling together in a large caravan of workers sent to design, plan and construct the new wall of Luvenstein. Currently they are travelling through the Great Forest towards the town. The group is sitting together at the same wagon with the moon shining brightly over the forest.

(The Caravan is made up by around 20 wagons carrying workers, tools, supplies and materials. The adventurers are sitting on a medium sized open top wagon where the sight of the forest in the eerie night makes for a beautiful yet frightening scenery.)

A sudden shout is heard and arrows fly towards the caravan before a group of bandits charges out of the woods armed with swords, bows and shields. A large burly man at the back wielding a pistol is shouting out orders to the rest of the bandits. "Kill them all lads! Take no prisoners!"

Encounter 1 (Bandits)

The bandits lay dead at your feet and the gasping bloody guards and travellers of the caravan take some time to get a breather before looting the bodies and tossing them over the edge of the road, though not before gathering each of the bandits' head for a possible bounty.

After the battle the caravan keeps going towards the town of Luvenstein, their rattled nerves twitching at almost every shadow with the recent attack upon their previously thought safe travel route. Soon enough the open field near the River Stir is seen and the town can be seen in the growing morning sun's rays, behind it the looming sight of Castle Luvenstrain with its spires and towers like a grim giant on the hill behind the town shielding the town from the sun and the majority of the forest on the other side of the hill.

The unfinished wall ain't much to look at but as you enter through the unfinished Gatehouse you are met by a big group of cheering peasants, workers and military personnel who have been eagerly awaiting your arrival. There's much to do and the business of the bandits and possibly the mysterious letter can be dealt with after you start on building the wall. The group spreads out amongst the buildings and begin to put things to order while inspecting what has already been

constructed, there is much damage and the dwarves of the group can see the tell tales of obvious sabotage amongst the stone and equipment.

(Notice: The group must remain together, the concept of this is that the Noble woman wants those who she fought alongside to give her and the supervisors of the wall a report of what they thought about the Bandit attack. If the woman isn't a PC treat her as an NPC.)

Later as the evening comes the group gathers at the local tavern where they and a large man by the name of Christopher Weinhald, discuss the situation of the wall and the bandits. From here the group will decide together what to do **the following day**, as they are in strange territory is it recommended they keep themselves together as too not get split up and get lost. And besides as they have been travelling all night through the woods do they need some proper rest and food.

Day Two: It Looks Like We Got a Mystery On Our Hands

The group has an entire town to search through, the morning sun is shining through the morning mist and light dew is gathering amongst the plants and trees within the town. What the group decides to do to find out what is causing trouble for the walls' construction there is several possibilities though this is what the people will act like.

BEHAVIOURS

As the group goes through the town, forest, building, working or just horses around, they will have the chance to notice dark figures following them or squirming away towards different locations. The town guards will act bothersome and restrictive against their movements, not allowing them inside the castle.

They will notice how peasants are acting gloomy and depressed, almost as if knowing their heads are on the stock to be chopped off. There will be possibilities of several incidents at the working spaces of the walls, giving them options to discover more clues to whom to talk to.

The Baron will treat them like honoured guests, sweet and honeyed words like you'd think a weasel drunk of mead would speak out. He treats peasants friendly hen in public but in private or out if sight he gives them a baneful glare, common thing amongst most nobles as peasants have no real future in their eyes and they probably don't.

Almost all of Luvenstein is on a gloomy mood, waking curiosity amongst most of the adventurers.

Suggestion 1: They can either be meet by the spy or given a clue by the inn keeper as to give them a boot in the right direction, but it is up to the GM.

Suggestion 2: If the group isn't doing too well then it is possible that they will have to meet or find the beggar being beaten up by a group of thugs. If the group decides to aid him, the thugs or simply watch or leave is up to them, though they loose a chance to discover a clue and thus the day will have ended as the sun will be setting by the time they need to find the beggar.

Encounter 2 (Thugs)

After beating down the group of thugs, and if the Beggar survived, didn't run off or wasn't arrested by a well placed town guard, he will thank the group and give them a note, telling them that the truth of what they seek can be discovered if they follow the note. He then leaves and disappear amongst the alleys. If he however is not able to give them the note himself, they will either find it

on the ground, in one of their backpacks or other places. How they handle the note' information is up to them.

Beggar's Note

The note will contain a direct clue that the GM will describe to them, it is suggested to keep combat at minimum as combat is a sure way to lose the majority of your fate points in the Warhammer RPG 2nd Edition System before even getting the chance to properly use them through half of the storyline.

Either way how they did it, or not, the group will have a chance to either move on through the night or move out the next morning as the night sky is approaching.

Day Three: It's Clearing Up

As night makes way for day comes a light rain over the town and the muttering of disgruntled peasants and workers are acting like a musical within the town. The rain is followed by a low hum of thunder in the skies and the workers are complaining about the cranes having been damaged and need to be repaired.

The group will do as they will but the situation is growing more and more troubling as it doesn't even take a skill check to reveal that the cranes and tools of the workers have been sabotaged. Something is extremely wrong and it goes beyond simple vandalism or thievery, as nothing except tools and supplies have been taken. The guards of the workers are growing weary and report of chasing shadowy figures into the woods at night but being unable to catch up with them.

BEHAVIOURS

As the group goes through the town, forest, building, working or just horses around, they will have the chance to notice dark figures following them or squirming away towards different locations, even more frequent now than before. The town guards will still act bothersome and restrictive against their movements, not allowing them inside the dungeons this time.

They will notice how peasants are acting slightly agitated and disgruntled, almost like animals that had been whipped too much. There will be possibilities of several incidents at the working spaces of the walls, giving them options to discover more clues to whom to talk to but at the moment is the atmosphere of the town growing more tense.

The Baron will still treat them like honoured guests, but his once sweet and honeyed words are strained by either lack of sleep or irritation. He treats peasants openly disdainful now and gives them open baneful glares and even insults and demands of them removing themselves, he has his two bodyguards with him now and is moving through the town, outside of his castle for the entire day unless he is given a word.

Almost all of Luvenstein is on a growing tense edge of agitation and frustration, something is going to happen soon, the group can just sense it.

Suggestion 1: Ralf will be approached by the Baron to be spoken to privately at the Inn, the Baron will demand a report of the groups doings and will openly threaten the halfling if he doesn't give him what he wants, and even if he did the baron is too agitated to care if its true or not. This will get the character a chance to either break free of the baron, break to his demands or do something himself.

Suggestion 2: In the morning there shall be a ritual being preformed in the Great Forest, if the group finds themselves near the forest at morning or given a clue towards it and enters the forest to investigate, or similar, they shall discover a clearing just half a mile into the forest, where an altar of Chaos with a group of two cultists chanting around the altar, each holding a dagger and a live chicken, while a big bulky mutant is standing in front of them as a guard.

“Oh Lord of Blood, Father of Decay, Prince of Lust and Lord of Change, grant us your blessing with these sacrifices, the first of many that shall come, with the blood of virgin maiden, sickened old, young children and scholars of old shall be yours to claim by the end of the moon.” The group will attempt to either attack or leave, but if they attempt to leave will the altar screech and the cultists and mutant with turn upon them and charge while screaming. “Destroy the intruders! Sacrifice them to the Forces of Chaos!” “For Chaos!” If they charge or attempt to set up a flanking grant them a +10% on their attack or skill rolls for one turn.

Encounter 3 Cultists

The cultist lay dead upon the forest floor, their mutant guard have either fled or died, the group shall see the altar of chaos glowing and the sound of mocking laughing voices echoes through the clearing. Shall the group attempt to destroy the altar it will shatter and the sensation of eerie fingers upon your spines shall disappear. The cultists are wearing medallions like those of the thugs in the town. To determine what the medallions mean the group needs to get to the town and find either the beggar, the innkeeper or the spy to have them tell them that the symbol of the medallion is an old map marking for the old dungeons of Castle Luvenstein which lies at the bottom inside the large hill the castle stands by the edge of the Harbour. Though if they do this is up to the group and the GM.

Chapter Four: The Truth Is Revealed

The rain is clearing out but thunder and lightning still clashes across the grumbling sky, as if mirroring the mood of the town. Gales of air is pushing through and the forests of the old world is singing in a clear clarion as the tense air of the town is shaping into a fine edge of chaos.

BEHAVIOURS

Today the group won't spot any shadowy figures sneaking around, there is nobody outside on the streets and the majority of the people are gathering in the shrine of Sigmar for some reason.

They will notice how peasants are acting openly angry and furious, several wearing or wielding tools of their trades as they move through the town. A major incident at one of the work station will claim some workers' lives and the workers and guards are demanding answers for who is causing all this, the peasants are all but helpful in fuelling the flames of fury with their own words of the Baron being the possible agitator.

The Baron will by now treat the group like commoners, glaring at them and demanding them to leave his sight, his left hand clenching in an unnatural motion. He treats peasants like animals now, using his body guards and soldiers to push them aside, and with his two body guards keeps to the castle until noon when the rebellion starts.

Almost all of Luvenstein is on the brink of total anarchy and the group has to move fast before something goes wrong and the keg of powder that is Luvenstein blows up.

Suggestion 1: It is suggested that the group try to discover what they can as the peasants are more open to talk now that the wind of revolution is stirring and it will be a hard time to gather the

needed proof but if they manage to reach the castle and find the dungeon or the documents they will have the proof they need. Though if they don't the revolution still happens, though the baron will keep himself to his castle and make it harder for the forces to get inside as it is still a castle and he got plenty of forces inside, which will make for a very drawn out situation unless the heroes can find a way to end the siege.

Suggestion 2: If the group ever reaches the Dungeon entrance by the harbour or castle they will see that the metal bar gate to the dungeons are open and there's no guards. If they enter the dungeons they will see a large amount of portable cages, each containing a great deal of unconscious humans, old young, women, men and children, all dressed in rags and chained like animals.

A group of soldiers are inside the dungeon arguing amongst themselves what to do about the situation, either they have just discovered the slaves or are trying to determine how to get away from Luvenstein. Either way combat, talking or other actions are a possibility here, and with the guards agitated and arguing it would be too easy to fool them.

Encounter 4 Soldiers

After defeating, talking, fooling or deceiving the guards the group will probably free the slaves and obtain information that the Baron has been selling them to forces outside the Empire, they give great gratitude to the group. As the group either search through the dungeon or leave the dungeon they will either get the evidence they had gathered to their allies in the town or try to sneak into the castle to gather more evidence. After about one hour since freeing the slaves they will discover the town in total chaos with peasants running amok with pitchforks and torches screaming for the blood of the Baron while the few Imperial forces that came with the caravans find themselves attacked by thugs, soldiers, cultists and a few mutants.

The workers, peasants and guards are working together to kill the corrupt forces of the baron and won't require any aid, though if the group involves themselves they will most likely get killed so a suggestion of a man approaching the group and warning them that the baron is moving towards the harbour but the guards, peasants and worker are too busy keeping off the forces of the baron to catch up with him and suggest the group hunt him down.

The soldiers can handle the attackers without worry and as the group get through the city they will hopefully manage to reach the harbour or come upon a street before the Baron can fully get moving towards the harbour with two large bodyguards moving by his sides.

If the Baron sees the group and glares upon them and motions with a hand at the total chaos around him. And give the long drawn speech. "You miscreants have ruined generations of work! A bunch of sniffling peasants, drunken beard midgets and idiotic imperial nobles! You shall regret the day you came to stand against the Luvenstein family! We always repay in kind! And today you shall be repaid for ruining my plans! With your lives!" And give classic theme music and battle scene for the final fight.

Boss Fight

The group has defeated the baron, or been killed, and are now praised by the peasants and the higher standing nobles. But the ruinous powers have lost a great ally this day and their retribution will most likely be swift and painful, but not today, today rejoice and be glad to know that you have saved not just the Walls of Luvenstein but been granted a great boon for destroying one of the greatest traitors in the history of the Empire.

Or you died and everything went down the plumbings, if there is any.

THE CLUES

A list of the possible clues the heroes might find upon their search, keep in mind that the GM may make his or her own clues if he or she wishes, these are but an option and a guide line.

The Hidden Letter (Clue: Bandits)

This letter is written in the Secret Sign of the Thief, an easy test for those who know the language, but otherwise it won't be possible to decipher. It is well written a clear sign of a taught person, with a message to the bandit about a possible target approaching along the road and that there was bound to be plenty of loot to be found. The group don't know who has written this.

The Letter (Clue: Cultists)

The Letter is written in the Secret Sign of the Thief, an easy test for those who know the language, but otherwise it won't be possible to decipher. It is from a well written person who speaks to the cultists that another order of sacrifices had been prepared and that they better keep their end of the bargain or they could take their rituals to another part of the Empire. The letter has half ruined sigil on it, with a hard Perception test, or easy Heraldry test, you will realize that this is the crest of the Luvenstein family.

If the group compares the Letter with the Hidden Letter they can instantly recognize the handwriting as to be from the same person, if they have someone with the Secret Sign; Thief skill willing to translate both letters.

The Document (Clue: Captain Lucious)

The Document is a clue containing a load of information for those who can read/write, the paper speaks of trade deals and times of payment, and if the characters have gotten the Beggar's clue, spoken to the Thief or the Innkeeper they will realize that one of the trade agreements, listed with the markings Cattle happened during night several young girls disappeared and the payment is marked as Favour. This is obviously a clue that the Baron has been doing some rather underhanded dealings, not complete evidence but as the location of the transaction is noted as well, the Clearing Behind The Castle, the group may be able to find more concrete evidence to show the supervisors.

The Journal (Clue: Castle Luvenstein)

The most damning evidence, the Baron's Personal Journal containing the details of his every deal and crime, including the Hand of Decay that he has obtained through dealings with the ruinous powers.

The Documents (Clue: Castle Luvenstein)

A bundle of document detailing his dealings with not just chaos but others, including how he paid people to sabotage the wall's construction and had Skavens assassinate several high standing merchants to make supplies for the construction dwindle.

The Letters (Clue: Castle Luvenstein)

This is a bunt of letters containing discriminating information of the Empire for its enemies, addressing such foes as criminals, corrupted imperials, corrupted politicians, corrupted nobles,

thieves, spies, chaos war lords, skavens, vampires, beastmen, chaos cults, Tileans, dark elves and many many others. This is not just proof against the baron but a proof towards those who were sold the information as well.

The Slave Chamber (Clue: Beneath Castle Luvenstein)

Upon this chamber lies cages containing people in chains with a group of soldiers keeping guard over them. There is an opening towards the river covered by a steel bar gate. This is not a dungeon but a slave containment chamber and this by itself is proof upon the Baron's corruption and crimes.

SOURCES

I have used sources from liberfanatica.net,
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