



SORRY GENTS, THE BAR IS CLOSED

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Fan Material for Warhammer Fantasy Roleplay : Sorry Gents, the Bar is Closed

This is a Middenheim adventure for first career characters. This adventure may be moved to any other town or city that can boast breweries, criminals, Halflings, Chaos magic, and dead people. If you can't find all that there, you must not be in the Empire. It concerns the hidden treasures of a deceased Halfling brewer, alchemist, and lover.

This adventure takes place in Middenheim not long after the siege during the Storm of Chaos. While the city survived, many of its inhabitants did not. Ashes of Middenheim has a wealth of information about this city. While it is very helpful, it is not necessary to run this adventure.

The Hook

Lilwit Marrow, a young Halfling lad, bursts in on the player characters while they are eating breakfast. He calls them by name, and has been given a description of each of them. "Excuse me (ladies and) gents, but my master, Ripriadoc Thornpocket wishes to meet with you for second breakfast to discuss..." at this point the young Lilwit drifts off and stares longingly at one of the player's breakfasts (choose a player character most likely to put up with a child). When he is asked to continue, he will first want to know "Are you going to finish that sausage?" "Are those real raisins in the porridge?" "Is there any pie about?"

When fed, charmed, or intimidated, Lilwit continues. "Employment opportunities." If pressed he will provide more answers. "Master Thornpocket will be paying for your second breakfast, and it's best food in Middenheim."

On what it's all about: "I'm not sure what it's all about, but I don't think it has anything to do with vampires. Master Thornpocket wants nothing to do with them anymore."

On where to meet. "Sorry, I should tell you where to meet him, shouldn't I?" When told to go on: "At the Blazing Hearth, in the Little Moot. You know, the good part of Altmarkt. I'll show you the way."

If asked about second breakfast: "When is second breakfast? Is that a joke? Why, it's after first breakfast. I'm sure Master Thornpocket isn't hiring you for any great powers of comprehension. When is second breakfast?" Lilwit rolls his eyes at that one.

On how much is the pay: "I don't know. Master Thornpocket is a fair and generous man. Why,

you even get a free meal, just for listening to him!"

On what are the risks: "I have no idea. I doubt there will be an army of vampires. Master Thornpocket hates armies of vampires."

Eventually Lilwit leads the players to the Altmarkt district, and there into the Little Moot. The architecture changes to Halfling size, and Halflings can be seen all about, smoking pipes and eating pies. A corner is turned, and there is The Blazing Hearth. The building is modern, but built to look rustic. The ceilings are low, but the food is wonderful. Ripriadoc waits for them in a private room. More information on The Blazing Hearth can be found in Ashes of Middenheim.

Ripriadoc Thornpocket, a one armed Halfling from Eastgate, wants to hire the PCs do some work in Ostwald.

"I need you to look for some of my things that a friend borrowed, and were never returned to me. Before he could return them, he died in the siege. My friend was the Halfling brewer and alchemist Hillberry Stilburg, owner of Dragon Ales' Brewery." (Ashes of Middenheim has more information on Stilburg and the brewery.)

"Some say the Brewery, closed since the death of its owner, is haunted. Utter rubbish. Some rivals of mine, trying to get my items before I find them, have been searching the brewery. The neighbours see their lights at night and hear them bumping around. So they say it's haunted."

"I sent in some local lads, but they were followed by my rivals and everyone got spooked. A group of capable outsiders could do the job without drawing undue attention. My missing items are papers and draughts and miscellaneous liquid vials. I have a list back in his house, but I can't get it just now. Bring everything back, and I'll share the ones he doesn't need. Plus a reward in gold crowns."

"Around back of the brewery, in an alley, is a back door. There's a lock on it, but not as substantial as the one out front."

If there are no picklocks in the group, provides a key. "This key just happens to fit perfectly in the back door."

Ripriadoc offers a reward of 10gc each if they "find everything and bring it to me, no holding back." He can be haggled with up to 20gc, but warns them "for such a reward, you best bring

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Ripriadoc Thornpocket - Halfling Charlatan (ex Rogue)

Ripriadoc is a charming little Halfling with curly black hair who lost his left arm in the siege. He had been conscripted as a cook in a unit that was overrun by Chaos forces. Wounded, he was almost taken captive by the forces of Sylvania, when he was rescued by a priestess of Morr. Ripriadoc is generous to followers of Morr, and will even treat them almost fairly. Hence Lilwit's talk about vampire armies.

He is taking advantage of the chaos since the siege to try to grow the scope of his schemes. One day, he hopes, he will be a crime lord. This day, he would like to hire some expendable nobodies for a little breaking and entering. He wants to get a hold of Hillberry Stilburg's books before anyone else does. Hillberry supplied poison and drugs to Ripriadoc and other criminals throughout Middenheim. His records could be quite useful.

Ripriadoc will try to talk his way out of any difficulties, but can call upon up to a dozen thugs if need be. Use the Footpad from Warhammer Fantasy Roleplay, page 234. Six are Halflings, one is a Dwarf, and the rest are Humans.

WS	BS	S	T	AG	INT	WP	FEL
27%	48%	17%	25%	53%	43%	39%	56%

A	W	SB	TB	M	Mag	IP	FP
1	12	1	2	4	-	1	-

Skills: Academic Knowledge (Genealogy/Heraldry), Blather * 2, Charm * 2, Common Knowledge (Halflings), Common Knowledge (Tilea), Disguise, Evaluate * 2, Gamble, Gossip * 2, Haggle * 2, Perception * 2, Performer (Storyteller), Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Slight of Hand, Speak Language (Halfling), Speak Language (Reikspiel) * 3, Speak Language (Tilean), Trade (Cook).

Talents: Flee!, Mimic, Night Vision, Public Speaking, Resistance to Chaos, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Sling), Streetwise, Very Resilient.

Armour: None.

Weapons: Sword.

Trappings: Five sets of Best Craftsmanship Clothing, Purse with 30gc, A silver skull ring worth 15gc, enough gold crowns to cover the reward hidden away in a small chest.

back the paint off the walls."

Of course, these things were never his; he has no list, and expects some pilferage.

The Brewery

The brewery is a three story building in Oswald with a slate roof and shuttered windows. A wooden sign of a dragon drinking a mug of ale

swings on creaky chains in the breeze. The doors are padlocked and posted with a notice "This establishment is closed, keep out. Heirs to the brewmeister and others with financial interests should apply to the Guild of Wizards and Alchemists." Ashes of Middenheim has more information on the brewery and its environs.

The padlock out front is large and challenging, (-10% on Pick Lock Skill Tests), but the one in the ally out back is easy, having been picked early and often (+20% to Pick Lock Skill Tests).

Across the street from the Dragon's Ales is Gustaf's Pawn Shop, with a wooden sign of a chess pawn over the door. Gustaf is a fat old man with a missing left eye, who, if persuaded by a purchase of one of his overpriced poor quality items, charm, or intimidate, can remember seeing lights at night (Gustaf lives above his shop) just two nights ago, and some yells and bangs as well, then some running feet. Use the Proprietor stats for Gustaf.

Inside the brewery, after some snooping about, the party will run into two of Ripriadoc's rivals on the First Floor. Mordrin Greathammer the Dwarf Outlaw and Arabella of Eastgate, Human Rogue. Mordrin will glower and back up Arabella when not busy insulting Elves (if there are any elves in the party: "First the hosts of chaos, and now pointy eared elves, may the gods save Middenheim!"). Arabella will want to know who the PCs are and who they are working for. "What are you thinking? Pissing about on our turf? Get out before I let Mordrin's leash slip."

For larger parties than four add Footpads to keep Arabella's group at half the numbers of the party (round up).

If Mordrin gets in a fight with the players, Arabella utters a curse based on some part of Randal's anatomy, and backs off. Allow the combat to go for a round or two, with Mordrin trying Strike to Stun to even the odds. Before any of the rivals can leave, Arabella (and possibly any party member with the Sixth Sense talent) sense a chill and the hair on the back of their necks stand up. Arabella reacts visibly, and starts looking all around. "What's that?"

The undead spirit (Ghost from OWB) of Hillberry Stilburg starts making noises on the second floor, showing lights, slamming doors, and doing his ghostly haunting thing. Finally, he drifts through the banister protecting the balcony, and floats down to the party.

After scaring the players (and their rivals if they

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are still around) with his Frightening talent and Fearful Touch (see below), the ghost will plead in Halfling for the return of his heart. "Please help me find my rest. Still my beating heart. I will show

Arabella of Eastgate - Human Rogue

Arabella had long raven black hair pulled back in a ponytail with bangs almost down to her eyes. A large wart graces the back of her left hand. She wants to scare the player characters away and, if possible, find out who they are working for. She's outnumbered, so is bluffing about the threat of violence. If Mordrin goes ballistic, or anything else goes wrong, she'll run to the nearest exit, using her Flee! talent.

WS	BS	S	T	AG	INT	WP	FEL
33%	39%	30%	29%	35%	33%	34%	35%
A	W	SB	TB	M	Mag	IP	FP
1	10	3	2	4	-	2	-

Skills: Blather, Charm, Common Knowledge (the Empire), Evaluate, Gossip * 2, Perception, Performer (Actor), Search, Secret Signs (Thief), Speak Language (Reikspiel) * 2.

Talents: Flee!, Marksman, Public Speaking, Resistance to Magic, Sixth Sense.

Armour: Light (Leather Jack, Leather Leggings).

Armour Points: Head 0, Arms 1, Body 1, Legs 1

Weapons: Hand weapon (sword), Dagger.

Trappings: Purse with 15gc, key to back door (everyone's got one!).

Mordrin Greathammer - Dwarf Outlaw

Mordrin has a splitting headache, and knows the best way to cure his headache is to break someone else's head. He is muscular and heavily tattooed. He will listen to Arabella up to a point, but it takes very little provocation to set him off.

Brave as he might be in the face to greenskins, criminals, the watch, and those despicable elves, Mordrin is afraid of the undead.

WS	BS	S	T	AG	INT	WP	FEL
40%	39%	29%	50%	21%	26%	37%	16%
A	W	SB	TB	M	Mag	IP	FP
1	12	2	5	3	-	5	-

Skills: Animal Care, Common Knowledge (Dwarfs), Concealment, Dodge Blow, Drive, Perception, Scale Sheer Surface, Secret Signs (Thief), Set Trap, Silent Move, Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Smith).

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Rover, Stout-hearted, Strike to Stun, Sturdy.

Armour: Medium (Mail Coif, Mail Shirt over Leather Jack, Leather Leggings).

Armour Points: Head 3, Arms 1, Body 3, Legs 1

Weapons: Hand Weapon (Hammer), Shield.

Trappings: 8gc in purse, Flask with one draught of Bugman's XXXXXXXX.

you my secrets." Then he switches to Reikspiel "Please help."

The next round Arabella will flee and Mordrin, if he's able to, will charge right through the ghost. He will scream Dwarf curses as he emerges, covered with cold frost. After that, he will try to get out as fast as possible, so he charges a shuttered second story window and breaks through and falls to the street, limping away. If Mordrin has been captured by the party, he fumbles for the flask of Bugman's, but it slips out of his fingers and out of reach. If he's unable to flee, he becomes unmanned, and blubbers about ghosts.

Hillberry Stilburg - Ghost (ex Halfling)

When not invisible, Hillberry appears as a ghostly translucent Halfling with a huge empty gash in his chest where his heart should be. He was struck down in the siege when a shot from a Hellcannon crashed into Southgate. He wasn't hit, but a wall he was standing next to turned to flesh and collapsed on him. Before he died, his heart was cut out by one of his lovers. He can't pass through the gates of Morr until his heart is returned. He does not know which of his three lovers took his heart, but knows it was one of them.

Unknown to him, he was found by a jealous lover who was also an alchemist and secret necromancer, Broncea Behn. She tore out his beating heart, and has kept it alive in a bird cage ever since.

WS	BS	S	T	AG	INT	WP	FEL
25%	0%	30%	30%	42%	31%	18%	30%
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	6	-	-	-

Skills: Concealment +20%, Gossip, Perception +20%, Speak Language (Reikspiel), Speak Language (Halfling).

Talents: Ethereal, Frightening, Night Vision, Undead.

Special Rules:

Fearful Touch: The touch does no damage to non-ethereal creatures, but causes another Fear Test. It may be dodged but not parried. The ghost must become visible to use this ability.

Invisible: As a free action, a ghost can become invisible. When invisible, the ghost cannot be targeted with ranged attacks, including magic missiles. Because they are ethereal and silent, they also can't be attacked in melee.

Place of Death: Hillberry cannot leave the brewery, where his body was taken before it died. He has no memory of who dragged him there or who took his heart, other than a certain conviction it was one of his lovers.

Armour: None.

Weapons: None.

Trappings: None.

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Hillberry points to the dark hole in his chest. "I need my heart, or I cannot pass on."

The ghost will tell them that one of his former lovers has his heart. He will trade the secret storeroom's location if they can bring his heart back here so he can pass on.

"A vile she-devil in the guise as a beautiful woman did this to me. I wish I knew which one it was. It must have been Clofa Whitethorn, a saucy Halfling and a cook to die for. Or maybe Broncea Behn, a big Human woman who knew the magic a Halfling could show her. One of those two. I thought they truly loved me. Oh, it could be Othmira Fimalunasdotr, a Dwarf woman who knew how to take risks. So one of the three has my heart, and won't let me pass on. Find the heart, and bring it back to me, and I will show you where I kept my secrets. I have no need for them now, no heirs to pass them on to..."

If the players search the brewery further, they find little, as the place has been raided dozens of times already. Most of the remaining barrels are empty or contain hops. In the basement storeroom are three barrels of Stillman's Ale. It's fine ale, and the bubbles give off a slight golden glow, and can be sold for 5s a keg. In the bottom of one of the kegs is a wax sealed glass vial containing mad cap mushrooms. If the keg is roughly manhandled, the glass will break and the ale will give the effects of both the fungus and the ale. See Warhammer Fantasy Roleplay pages 115 and 122 for the effects of ale and poisons.

The Search

The players go in search for the Halfling's lovers, dogged by rivals who want to beat Ripriadoc to the treasures (and ledgers) of Stilburg.

A **Challenging (-10%) Gossip Skill Test**, gives the players information on where one of the women may be found. The test changes to Average when a member of the same race is approached for the information, and Routine (+10%) in the woman's neighbourhood. Outside of their neighbourhood, one degree of success will give them the neighbourhood, while two degrees or more will give them the building itself. Ripriadoc knows exactly where Clofa Whitehorn is, and will call her out to talk to the players. He will want to know what she has to do with anything, but will let them talk to her."

Depending on how they are doing, the GM can have a group of Footpads (use one Footpad for each player character) set upon them, demanding

"the Halfling's books, and be quick about it." This is particularly useful if the players choose to investigate Broncea first. If things are moving too quickly, the Footpads can intercept the players a second time. If the game needs to be sped up, they can be omitted.

Clofa the Halfling

Clofa Whitethorn is a cook at the Blazing Hearth. The party interrupts her work on some outstanding pickled pig's heart. Dropping Hillberry's name allows an Easy (+20%) Charm Test. Intimidate Tests that succeed work too well, she runs into the kitchen, screaming.

"I got a visit from Othmira Fimalunasdotr, that Dwarf woman. She told me everything."

When pressed to continue, she says "She told me that Hillberry was cheating on us both, with each other, and with a human woman. I was never so furious in my life, I still am.... but I still miss the bloke. He was an evil three-timing bastard, but I miss him."

She knows nothing about stolen hearts. She knows where Othmira lives, not far from the Little Moot.

Clofa Whitehorn - Tradesman (Cook)

A cook at The Blazing Hearth, and former lover of Hillberry Stillburg. She knows Ripriadoc Thronpocket, and likes him. If he were to get in trouble, she'd do her best to misdirect his pursuers.

WS	BS	S	T	AG	INT	WP	FEL
20%	45%	19%	22%	48%	35%	28%	48%
A	W	SB	TB	M	Mag	IP	FP
1	8	1	2	4	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Common Knowledge (Halflings), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook) * 3.

Talents: Lightning Reflexes, Night Vision, Resistance to Chaos, Savvy, Specialist Weapon Group (Sling).

Armour: None.

Weapons: Hand Weapon (Club: frying pan), Dagger (kitchen knife).

Trappings: Apron, flask of sprits, 16 pies.

Broncea the Human

Broncea Behn, who is short for a Human, is the alchemist / necromancer who has perhaps unwisely hidden Hillberry's beating heart in a bird

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cage under a shawl on a shelf. She lives just east of the Guild of Alchemists of Wizards. Mangles, her black cat familiar, is always interested in the heart. Broncea is a member of the guild and is well known there, although not as a necromancer.

She is working on a project for Professor Albrecht Zweistein at the Collegium Theological on an unrelated matter. When the players arrive, Zweistein is leaving. If the players have met the professor before, he acknowledges them and bids them "good day." If not, he smiles and says, "mind the cat," and leaves.

She will use bluffs, lies, and Dark Magic against the players, and try to escape to haunt them in later adventures if possible.

"I have something on a burner that could explode unless I take it off," she says to give her time to get close to the back door and behind her stove where various things are cooking. She removes an odd beaker that is in actuality brewing harmless tea, and casts the Face of Death spell. There is a skull on her kitchen table she uses as an ingredient. The skull turns to dust and flesh on her skin seems to melt away.

She summons Klaus, her zombie who lurks in the basement with a bell, and has him target those who resist the Face of Death.

Mangles takes the opportunity to jump on the counter and claw at the covered birdcage. He wants that heart! On the round Broncea heads out the door, Mangles seeks to delay pursuit by leaping at the face of the least armoured player. On the next round, he returns to stalking the heart. If he becomes heavily wounded at any time, he flees.

To cover her tracks, on the way out Broncea grabs a lit oil lamp off a kitchen shelf and throws it against a wall, in the direction of the players. The kitchen catches fire. Even if the players put the fire out, the place fills up with smoke, and neighbours arrive, with the Watch not far behind. Players pilfering Broncea's apartments might want to leave before the Watch shows up.

Klaus the Zombie uses the Zombie statistics found in WFRP page 231.

If players just scoop up obvious paraphernalia from her rooms, they pick up two bottles:

Potency Draught – Broncea Behn Summer I.C. 2522 (+2).

Allow one search roll as the fire spreads. Players

can find another random item:

1 – 2: Lucidity Tonic – Broncea Behn Summer I.C. 2522 (+2) (maximum two bottles).

3 – 4: Boar's Musk – Broncea Behn Spring I.C. 2522 (+1) (maximum two bottles).

Broncea Behn - Human Journeyman Wizard (ex Wizard's Apprentice)

Broncea is a short woman, though at 5' 1" still taller than a Halfling, with wavy red hair and a missing little finger on her left hand. She wears golden robes, and appears to be a Yellow Wizard. She did not appreciate being triple timed by Hillberry, and plucked out his still beating heart from his chest. If the authorities find out about her necromancy, she could be burned as a witch. She'd rather run away to haunt them again another day.

If she needs them, she will use her lucky charm, her Fortune and Fate Points, and Mangles' Lucky Charm ability to escape.

WS	BS	S	T	AG	INT	WP	FEL
30%	32%	29%	34%	38%	44%	53%	28%
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	2(3*)	4	3

Skills: Academic Knowledge (Necromancy), Academic Knowledge (Magic) * 2, Channelling * 2, Charm, Common Knowledge (Halflings) * 2, Common Knowledge (the Empire), Gossip * 2, Magical Sense * 2, Perception, Read/Write * 2, Search, Speak Arcane Language (Magick) * 2, Speak Language (Halfling) * 2, Speak Language (Classical), Speak Language (Reikspiel), Swim
Talents: Coolheaded, Dark Lore (Necromancy), Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour), Lesser Magic (Silence), Marksman, Mighty Missile, Petty Magic (Arcane), Savvy
Armour: None.

Weapons: Dagger coated with Black Lotus Poison (WFRP page 122).

Trappings: Golden robes, a dagger sheath hidden behind a yellow belt sash with a wax leather bulb attached to the side. When the bulb is squeezed, liquid coats the blade. In this case, Black Lotus Poison, a lucky charm made out of braided lizard tails.

* Broncea gets a +1 to her magic score from Mangles' Magic Power ability.

Mangles - Cat Familiar

WS	BS	S	T	AG	INT	WP	FEL
29%	0%	10%	10%	18%	20%	15%	5%
A	W	SB	TB	M	Mag	IP	FP
1	6	1	1	6	-	-	-

Skills: Concealment, Dodge Blow, Perception +20%, Scale Sheer Surface, Silent Move.

Talents: Alley Cat, Flee!, Keen Senses.

Familiar Abilities: Lucky Charm, Magic Power.

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5 – 7: A thin hand written book containing the recipe for **Lucidity Tonic**.

8 – 10: Healing Draught.

If the GM is not using Realms of Sorcery, have every success turn up a Healing Draught.

Mangles the black cat just wants to eat things, like still beating Halfling hearts in bird cages. He will avoid combat and go for the heart, until Broncea tries to flee. At that point he'll leap for the face of the one of the least armoured assailants for one round, then it's back to the heart. If he gets the heart, or he drops to three or less Wound Points, Mangles will use his Flee! talent to get away.

Should he have the heart, a spirited chase across Middenheim ensues. If the party leaves with the heart, and Mangles has more than 3 wounds remaining, he will follow the party, loudly yowling for a bite to eat.

Othmira the Dwarf

Othmira Fimalunasdotr is dead. She was caught in another Hellcannon blast that landed at Fleisher's Slaughterhouse and despite her Dwarf resistances to magic, was turned into a mutant with screaming yellow faces all over her body. She was killed by the guard and buried in a mass grave in Morrpark. Her husband, Gollenmir Varamirason, a butcher, says "She was a wonderful wife, and very loyal."

If pressed, he will tell them "Don't listen to the neighbours. Othmira has passed on, and is at peace." He shuts up after that.

An **Easy (+20%) Gossip Skill Test** turns up rumours that Othmira's shade is haunting the area, and has placed curses on her old enemies. These are not true, but if the party stakes out the ruined Slaughterhouse, they find a deranged friend of Othmira's, Wilmina Deltz, who has embraced Chaos. She is dressed in a long skirt, and wears a scarf over her face "to keep the vapours out."

Use the Mutant stats on WFRP page 230. Wilmina's mutations are:

Snout, giving Wilmina the Follow Trail Skill.
Cyclops, halving her BS.
Horse Legs, giving her +1 M.

Wrapping it all Up

When the party brings the heart back to the

brewery, Hillberry appears. "Still my beating heart, so I can rest!"

If the party demands information first, he leads them to a secret trap door, which would require a **Very Hard (-30%) Search Skill Test** to find unaided, in the basement under some barrels. It leads to a circular staircase down to his hidden cache.

If the party just kills the heart first, he starts to fade away, waving good bye. If they plead for the information, he points down, and says "under the kegs in the basement, push the stained stone north." This advice makes the search for the secret door an **Easy (+20%) Search Skill Test**.

Killing the heart causes the killer to make a Willpower Test or gain one Insanity Point. If they kill it in a particularly gruesome way, such as eating it, they forfeit their Willpower Test and just gain the Insanity Point. All is not lost, as the heart (or the heart's residual aura, if burned, eaten, or otherwise destroyed) acts as a Lucky Charm for the killer. Feeding it to Mangles avoids both the Insanity Point and the Lucky Charm.

Down the stairs, they find a room with a small cot, desk, chair and 10 kegs of Stilburg's ale, 2 kegs of Bugman's XXXXXXXX, 3 Stilburg's Cure All, One Mamma Melchin's Cure for What Ails Ya for each party member, 1 Essense of Chaos, 1 Feyeyes, 2 Moot Milks, a white jar w/ 3 doses of Black Lotus Poison, 4 doses of Crimson Shade, 1 bottle of Bottled Love, 1 bottle of Sigmar's Blood, 5 doses of Thrung, 10gc for each party member in a black silk bag. There are accounts and papers showing Stilburg's business, implicating a few locals in crimes, including Ripriadoc. The kegs will require a cart or many trips down the night streets carrying kegs.

In the back room of The Blazing Hearth, Ripriadoc is mostly interested in the accounts and papers. If these are handed over to him, he will give the agreed on reward. No matter what is handed to him, he will shake his head, disappointed.

"Did you not think I had the alley watched? Hand the rest over my friends, and we can split the proceeds fairly." He snaps his fingers and two Footpads come in carrying his treasure box.

He takes half the gold if the party decides to show him any. The only thing he knows for sure they have is the 12 kegs, assuming they did take them. He wants one of the Bugmans and lets the party keep one Stillmans Ale for each party member. He will take all the Crimson Shade, half

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the Thring, and then asks "What about the rest?"

When the party pushes back he looks offended. "You hurt me. I thought this would be the start of a mutually profitable relationship."

If anything else is offered, he takes a small cut and praises them for their wisdom.

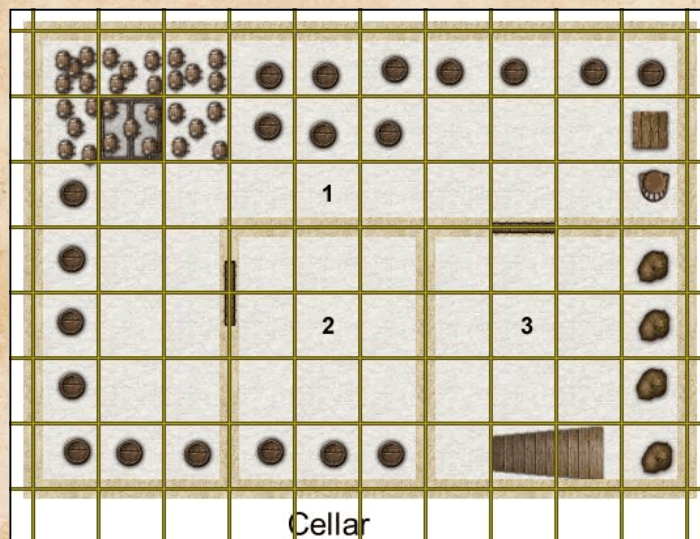
If the party was not forthcoming with much besides the papers, Ripriadoc marks them as enemies. If they gave everything over the first time without prompting, he thinks they are useful fools. Otherwise he sees them as useful partners in crime.

Broncea is either dead or a vengeful enemy.

Mangles could be bound to another wizard, which would break his tie to Broncea. He will try to escape, so this will not be easy. If it occurs, he will revert to standard cat stats, and then gain familiar abilities and a new personality as would any familiar.

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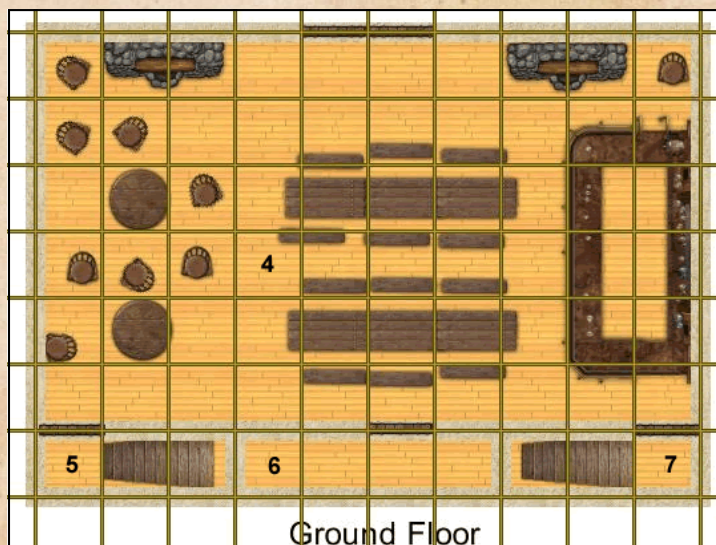
The Dragon Ales Pub



1 Main Cellar: The dark cellar contains seventeen barrels and thirty kegs, all of them empty. There is also a small table and a chair here. Under a pile of kegs in the NW corner is a secret trap door leading down to Hillberry's secret room. Finding the secret door requires a **Very Hard (-30%) Search Skill Test**, and if the party is trying to do so before returning with the heart, Hillberry will attack.

2 Storeroom: Besides some empty barrels and shelves, the three barrels of Stilburg's ale are here, one of which contains the mushrooms.

3 Cellar Stairs: 4 sacks of spilled hops and barley can be found here, along with a few rats. Stairs lead upwards.



4 Public Room: The bar and tables for patrons. Smells of stale beer. In fact, the entire building smells of stale beer. A Perception Test (hearing) will allow a player to hear muffled footsteps up above. The room contains two fireplaces, a bar, two large round tables surrounded by chairs and six tables arranged in two rows of three with benches.

5 Stairs Down to Cellar

6 Broom Closet: Empty.

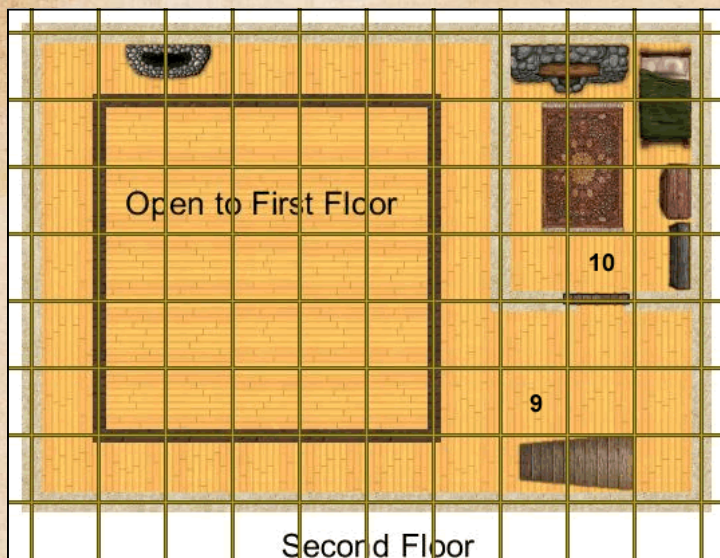
7 Stairs Up to First Floor

Fan Material for Warhammer Fantasy Roleplay : Sorry Gents, the Bar is Closed

The Dragon Ales Pub

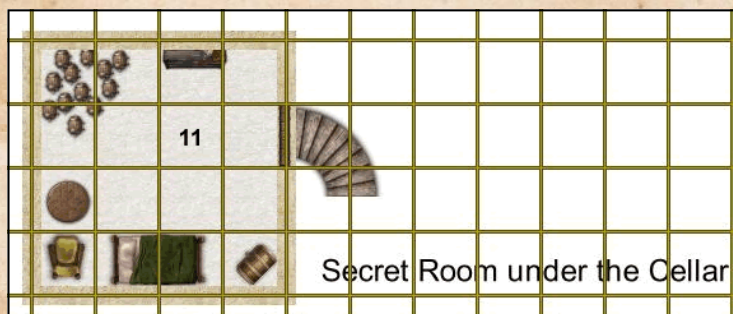


8 Brewing Central: Here is where Hillberry brewed his Ales. Here the party will run into Arabella and Mordrin. The room contains fifteen barrels and thirteen kegs, a bucket, a fireplace, a chimney and stairs leading up and down.



9 Balcony: Hillberry's Ghost will start haunting from up here, and then float down to meet the party. The stairs here lead down.

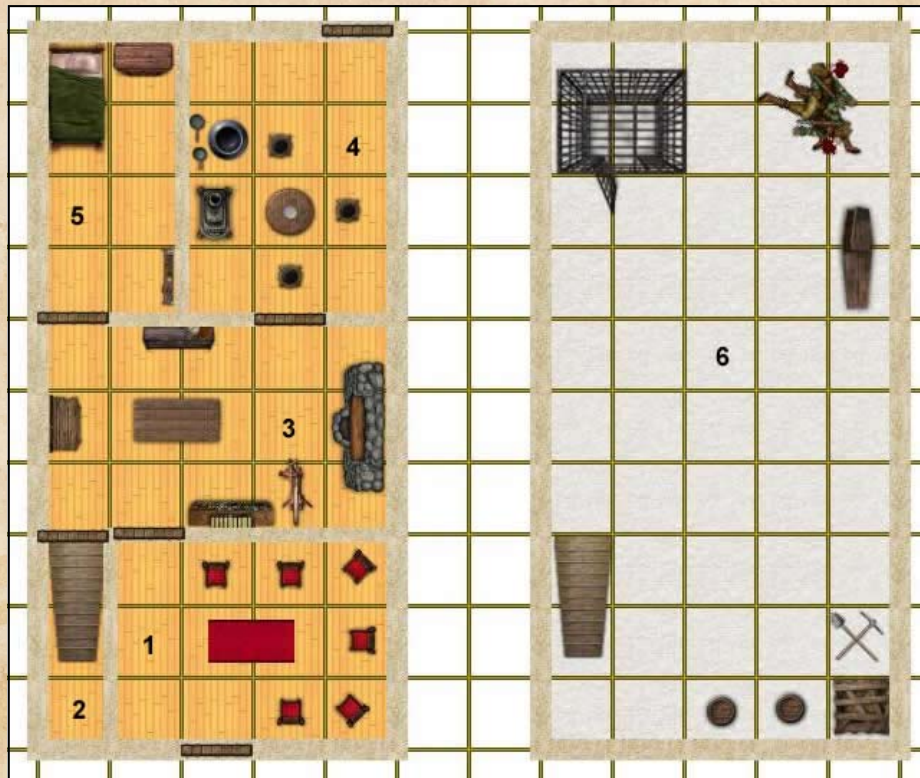
10 Hillberry's Bedroom: The armoire and bookcases here are empty, and the room shows signs of being searched. There is a fireplace, a rug and a bed in the room as well.



11 Hillberry's Secret Room: Herein lies the treasure. There are twelve kegs here, a round table, a bed, a bookcase, narrow circular wooden stairs leading upwards, a padded chair and a chest.

Fan Material for Warhammer Fantasy Roleplay : Sorry Gents, the Bar is Closed

Broncea's Place



1 Sitting Room: Professor Albrech Zweistein is just leaving when the players arrive. If they have already played through *Ashes of Middenheim*, they recognize him. If not, he introduces himself and leaves. He says Broncea is helping him with some research, and "knows many obscure facts." There are six wooden chairs here and a red rug.

2 Stairs Leading Downwards

3 Alchemy Lab: Here is where many of the easy pickings can be found. Broncea will retreat to kitchen, saying "the device on the stove will explode if not taken off." The room contains a spinning wheel, a fireplace, a bookcase piled with alchemical equipment and a second one piled with books, a table and a workbench.

4 Kitchen: Back door to an ally that connects with streets in either direction. Broncea will flee this way, and try to loose herself in the crowds. The room contains a cauldron, various pots and pans, a stove, a table and three stools.

5 Broncea's Bedroom: The room contains a bed and a dresser. There is a shelf piled with books here, one of which contains the alchemy recipe.

6 Cellar: Klaus the zombie is hovering by the stairs. When the bell rings, he comes up fighting. There are two male human bodies in the room, a large wrought iron cage, a coffin, a pick and shovel, a crate and a barrel, stairs lead upwards.

The maps in this scenario were made using Dundjinni map making software.