

THE EMPEROR LUITPOLD

The Premier Luxury Passenger-Boat of the Talabec River



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The Premier Luxury Passenger-Boat of the Talabec River

The Emperor Luitpold

The Emperor Luitpold is a luxury river liner, named after the father and predecessor of Karl-Franz I. Run by the large and powerful Hindelin Lines of Altdorf, it plies the river Talabec from Altdorf to Bechafen near the Worlds Edge Mountains. Built by the Spee boatyards in Altdorf in 2510, the Luitpold and its sister-ships the Emperor Wilhelm (Altdorf-Nuln) and the Emperor Magnus (Altdorf-Marienburg) give Hindelin Lines an unrivalled luxury fleet. The "Emperor-class" river liners are much favoured by wealthy merchants, those on Imperial business and the lesser nobility. During the storm of Chaos the Luitpold service was suspended past Talabheim, and it is only now returning to its full service.

Fares

The Emperor Luitpold has two passenger decks; the upper passenger deck holds 8 luxury staterooms and 14 three-berth servants' cabins, while the lower holds 16 twin-berth luxury passenger cabins. Fares are as follows:

Short Journey: 5/- (Any Trip that take less than a day to complete, No Cabin.)

Bed in Servant's Room: 10/- per 10 miles

Luxury Passenger Cabin: 2 gc per 10 miles

Stateroom: 5 gc per 10 miles

A stateroom must be booked for a minimum of eight days travel, calculated at 180 gc downstream and 152 gc upstream. Each Stateroom contains a double bed and is considered the very peak of civilised river travel.

All travellers apart from those taking a Short Journey get three good meals a day. All other services such as drinks and snacks are counted as "extras", and are either paid for at the time or added to a tab that is presented at journey's end.

The Emperor Luitpold has a wide selection of Drinks and Delicacies available, and its fare is comparable to that of a high-class restaurant in Altdorf. All such items are available at double the usual cost. Additionally for 5/- warm baths can be made available to passengers in travelling in one of the boat's Staterooms.

The Captain has the discretion to discount fares en-route, but is forbidden by company regulations to offer a discount of more than 10% on the full fare. If all passenger cabins are full, he may offer passengers any spare servants' cabins at the servants' fare. Due to the effects of the Storm of Chaos, the captain may offer any

obvious military types the full 10% discount; on the understanding they will post a watch during each night. (Note that every passenger is expected to help defend the boat to the best of their abilities should anything untoward happen, characters threatening to refuse such aid unless they are given a discount or wage will, for the rest of the journey, suffer a -10% penalty to all fellowship tests with the boat's crew and other passengers and may very well be simply refused passage.)

Passenger and servants' cabins may be equipped with an extra folding bunk on request, but only if all other cabins of the same class are full. Berth in these folding bunks costs 15/- per 10 miles, regardless of the quality of the room it is placed in.

The Journey

The Luitpold's downstream journey starts at the town of Bechafen, the provincial capitol of the League of Ostermark. This is the highest point on the Talabec which can be reached by large river traffic. However by transferring to smaller craft and then to mules, it is possible to follow the Upper Talabec all the way to the Dwarfhold of Karak-Kadrin.

There are few regular stops along the first part of the route, these being mainly the Talabecland capitol of Küsel, and the refugee laden towns of Bek and Wurzen. These stops are mainly for fresh supplies, but the Luitpold will stop to pick up and set down any passengers as required. Flagpoles are set up on wharves along the route to signal the boat to stop for passengers.

Once the Luitpold reaches the docks of Talagaad, the journey becomes more regular, the boat always stops at Ahlenhof and Schoppendorf in Middenland, and often at Ravenstein and Volgen in Talabecland as well.

The boat's combination of sails and oars makes it a very rapid means of travel. Its 750-mile trip takes around 16 days downstream and 20 days upstream. This is an average of 45 and 38 miles per day respectively.

Rules of Passage

All the laws of The Empire apply aboard the Emperor Luitpold. For legal purposes, the Emperor Luitpold is treated as within the jurisdiction of the legal authorities of Altdorf. There are also certain rules which passengers are expected to observe while on board the liner:

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Weapons: All passengers are only permitted to carry one staff or sword and one dagger while aboard the Emperor Luitpold. All other weapons and all armour must be handed over to the Purser for safe-keeping in the liner's strong room, although they are available on request if passengers want them for shore-visits along the way, or in the event of the liner being attacked by river pirates. Dwarfs may choose to carry a hammer instead of a sword, but no one may carry an axe under any circumstances.

Magic: Spell casting of any kind is forbidden aboard the Emperor Luitpold without the express permission of the Captain. This includes the use of magical items. In practice, this rule is difficult to enforce, but anyone openly casting spells will be reported to the Captain. Bright Wizards are viewed with particular trepidation, as the boat is made of wood. Despite this member of the Bright College are frequently found travelling on the boat, most often going the full route of Altdorf to Bechafen and back.

Morality: All passengers are expected to observe "common decency". Basically, this means not doing anything in public which is liable to shock, offend, embarrass or outrage one's fellow-passengers. The Captain is the final judge of such matters.

Religious Observance: After dinner each day, the Captain leads the company and passengers in a five-minute period of prayers to Talabec, the aspect of Taal which rules over the river. Attendance is not compulsory, but those who do not take part are considered impolite (Fellowship -10% when dealing with any member of the crew). Passengers are free to make any observances demanded by their particular religions, subject to the laws of The Empire, but animal sacrifice of any kind on board is banned.

Passengers who flout the rules of passage will be given one warning, except in extreme cases. The Captain has the power to put offenders off at the next stop, handing them over to the local authorities if Imperial Laws have been broken.

A Typical Day

A day aboard the Emperor Luitpold revolves around mealtimes. Breakfast is served an hour after dawn, lunch at noon and dinner at 7pm. Mealtimes are announced by the boat's stewards, who walk the length of the passenger deck ringing small hand-bells. Meals are served in the passenger lounge, but passengers may

arrange to take some or all meals in their cabins. No charge is made for this, but a tip of at least 2/- per person per meal is customary.

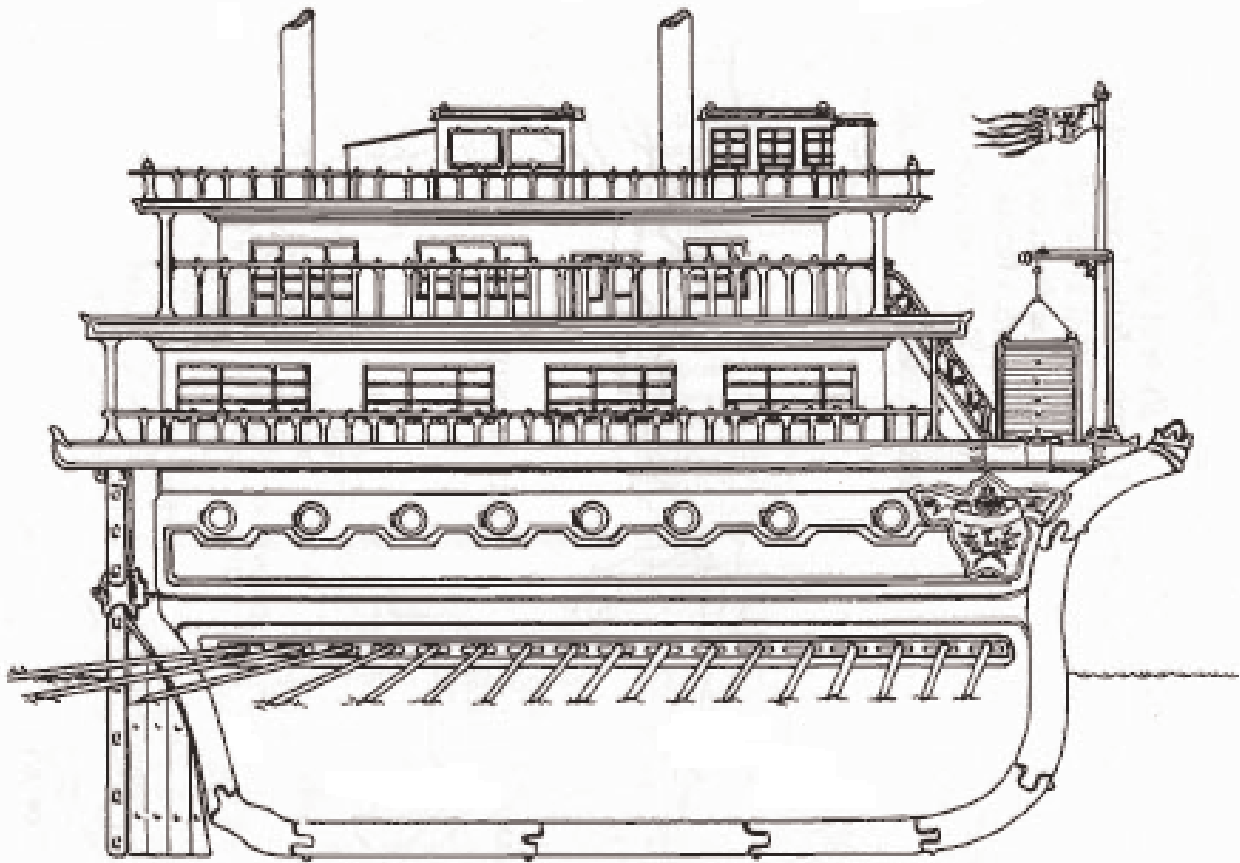
Between meals, the passengers are left largely to their own devices. The passenger lounge is closed for twenty minutes before and after each meal as the stewards convert it from a dining-room back to a lounge, clearing away the folding tables and so on. A range of light snacks and non-alcoholic drinks is available in the passenger lounge throughout the day, and wines and spirits are served from noon till midnight; these are all "extras", and must normally be paid for at the time, although an account to be settled at the end of the trip is seldom refused.

During the day, various deck games are available for those who wish to play, and weapons practice and friendly duels (to first blood) are permitted on the promenade deck, provided that a prior arrangement has been made. Those wishing to engage in friendly competition must inform the Captain or Purser before any fight. If the crew are not aware of any prior arrangement, they will treat the incident as a common brawl and step in to restrain the combatants.

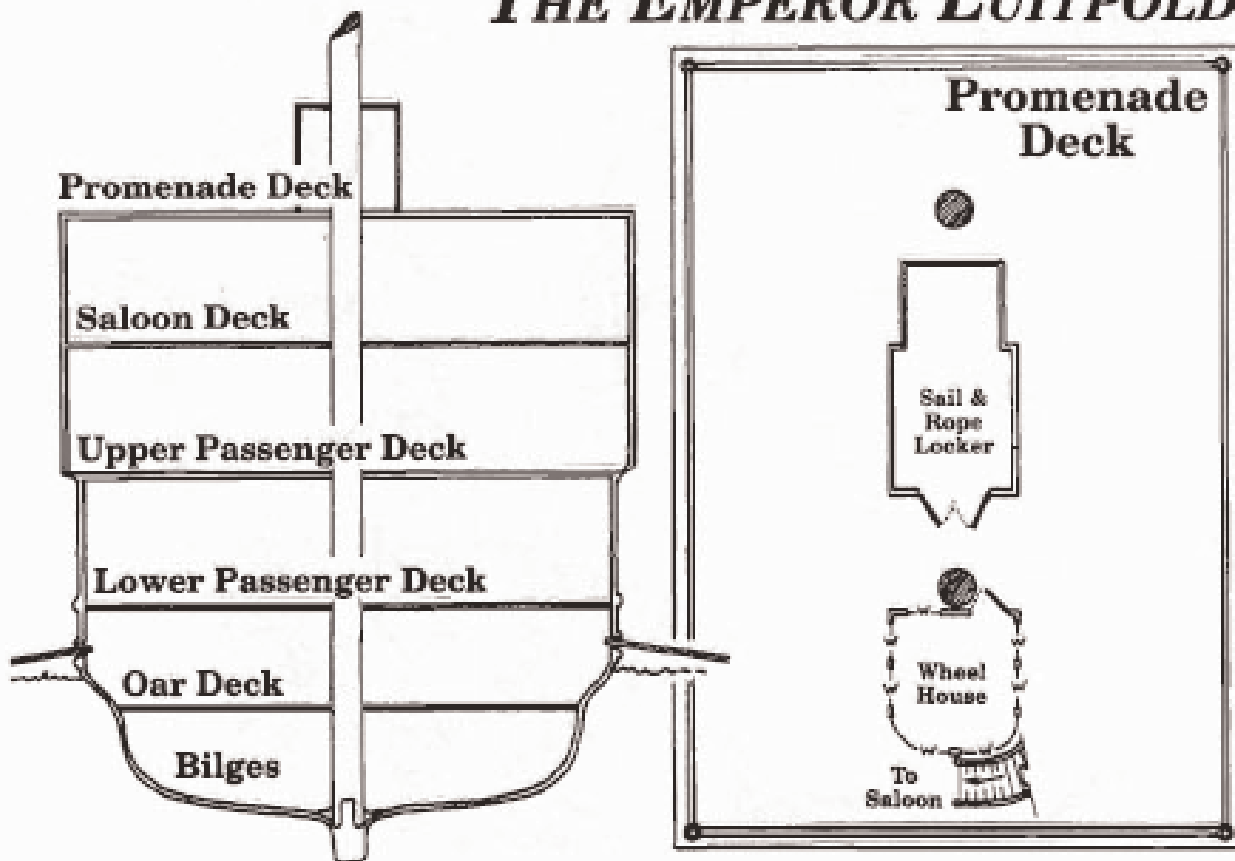
After dinner, entertainments are staged in the passenger lounge: it is common, for example, for a musician or other entertainer to work his passage in return for a reduced fare. Typically entertainers berth in a Servant's Room at a rate of 5/- per 10 miles. Characters with a suitable Performer skill wishing to strike this kind of deal must typically make a successful Charm check to be accepted, this check becomes Hard (-20%) if there is any more than two other entertainers already on board.

There is a certain etiquette to be observed in the type of entertainment provided. Anything involving fire is banned since the Emperor Luitpold is built almost entirely of wood. Animal acts are not generally acceptable, since an unfortunate incident three years ago involving a dancing bear. Finally no entertainment may include material that is insulting to the Emperor, the nobility, or any of the major religions, or which is in any way "in bad taste" (as decided by the Captain). These rules are explained at the outset, and any breach can result in the Captain disallowing part or all of an entertainer's discount. If an offending performer protests that he can not pay the full fare, the Captain will hint darkly that he has a contact in the staff of the notorious Mundsens Keep debtors' prison in Altdorf.

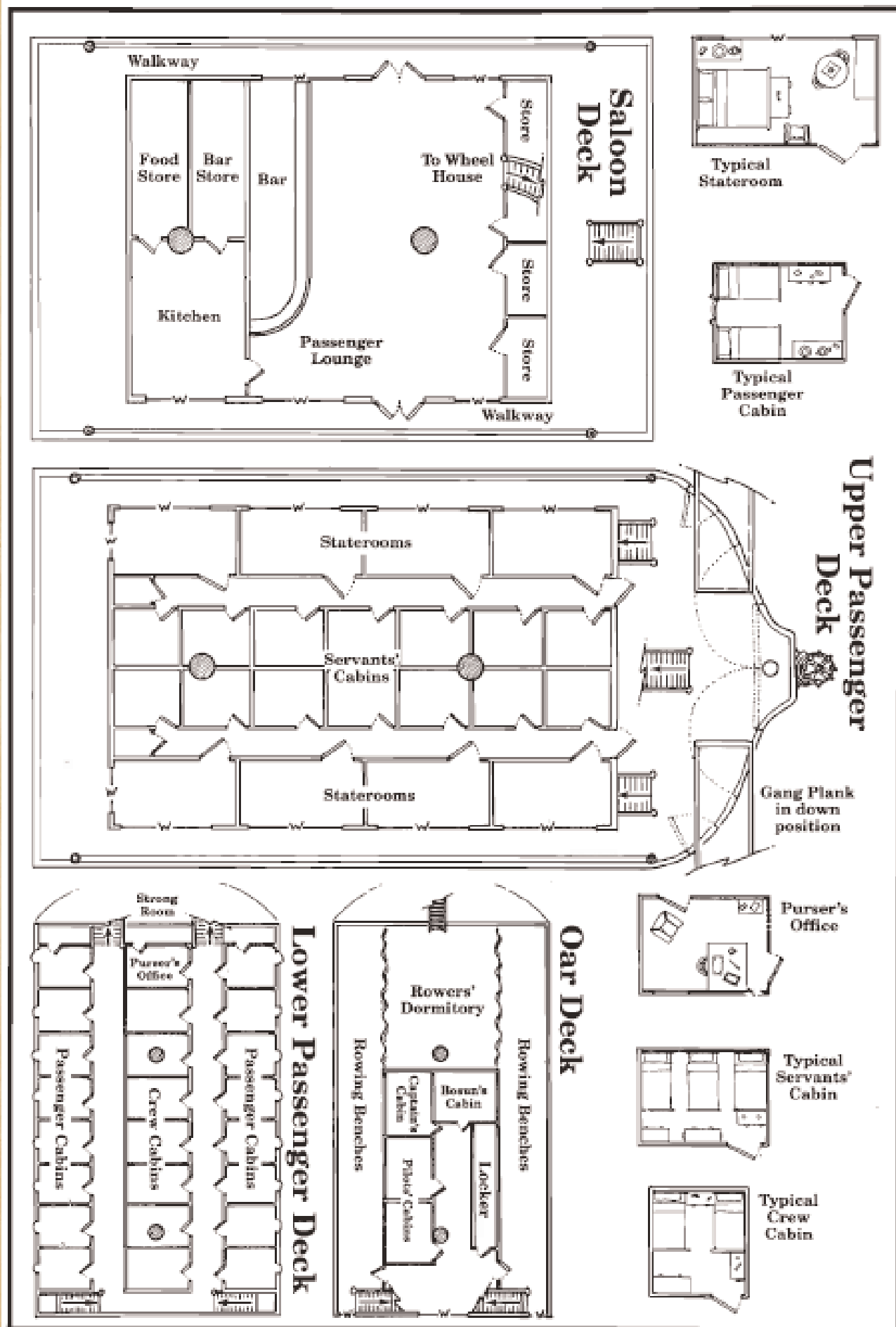
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The Crew of the Emperor Luitpold

Captain Mikhail Iorga

Merchant (Ex Bailiff – Ex Riverwarden – Ex Mate)

“Enjoying the journey, I trust!”

Appearance: Middle-aged, burly, bearded.

Personality: Taciturn, punctilious and efficient.

Motivations: A trouble-free trip.

- Mikhail Iorga -							
WS	BS	S	T	Ag	Int	WP	Fcl
47%	42%	34%	48%	46%	57%	53%	58%
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	0	0

Skills: Academic Knowledge (Law), Charm, Command, Common Knowledge (Dwarfs, The Empire+10%), Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip+10%, Haggle, Intimidate+10%, Navigation+10%, Perception, Read/Write, Ride, Row+10%, Sail+10%, Search, Secret Signs (Scout), Speak Language (Norse, Reikspiel), Swim, Trade (Merchant, Shipwright)

Talents: Orientation, Public Speaking, Resistance to Disease, Seasoned Traveller, Sixth Sense, Specialist Weapon (Gunpowder), Street Fighting, Super Numerate

Combat:

Armour (Medium): Good Quality Sleeved Mail Coat and Leather Jack

Armour Points: Head 0, Arms 3, Body 3, Legs 2

Weapons: Sword (Hand Weapon, 1d10+3), Brace of Pistols with Powder and Ammunition for 20 shots (1d10+4, Impact, Unreliable), Blunderbuss with Powder and Ammunition for 10 shots (1d10+3, Shrapnel, Unreliable), Dagger (1d10+0)

Trappings: Luxury River Boat, Holy Symbol of Talabec on a leather cord

Bosun Hans Sauber

Sergeant (Ex Boatman – Ex Mercenary)

“PUT YOUR BACK INTO IT!”

Appearance: Strong, scarred, unshaven.

Personality: Abrasive, professional, brusque.

Motivations: Keep the crew from slacking.

- Hans Sauber -							
WS	BS	S	T	Ag	Int	WP	Fcl
57%	45%	51%	44%	47%	39%	41%	49%
A	W	SB	TB	M	Mag	IP	FP
2	15	5	4	4	0	0	0

Skills: Command, Common Knowledge (Kislev, the Empire), Consume Alcohol, Dodge Blow, Drive, Gamble, Gossip, Haggle, Intimidate, Navigation, Outdoor Survival, Perception+10%, Row, Sail, Search, Secret Language (Battle Tongue), Speak Language (Kislevan, Reikspiel), Swim

Talents: Disarm, Menacing, Orientation, Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Very Strong, Wrestling

Combat:

Armour (Medium): Sleeved Mail Coat and full Leather Armour

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

Weapons: Sword (Hand Weapon, 1d10+6), Dagger (1d10+3), Crossbow with 20 bolts (1d10+3)

Trappings: None

THE WFRP COMPANION

Full details of the River Warden and Stevedore careers along with a host of other information about travelling the rivers and waterways of the Empire can be found in 'The WFRP Companion'. The Ambassador career can be found in 'Realms of the Ice Queen' while the Gambler career and more information upon many of the towns that the Emperor Luitpold stops at are detailed in 'Sigmar's Heirs'

The Premier Luxury Passenger-Boat of the Talabec River

Captain First Pilot Reiner Reitsmann /

Second Pilot Wolfgang Altenberg

Navigators (Ex Boatmen)

"Charts? Hmm... You need to know the river for yourself. That's the mark of a river pilot!"

Appearance: Youthful, well-dressed.

Personality: Educated, professional, courteous.

Motivations: Avoid river hazards, get on in life.

- Reiner Reitsmann / Wolfgang Altenberg -

WS	BS	S	T	Ag	Int	WP	Fcl
44%	39%	39%	41%	39%	61%	59%	39%
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	0	0

Skills: Academic Knowledge (Astronomy), Common Knowledge (The Empire), Gossip, Navigation+10%, Outdoor Survival, Perception, Read/Write, Row, Sail, Secret Language (Ranger), Speak Language (Classical, Reikspiel), Swim

Talents: Coolheaded, Orientation, Seasoned Traveller

Combat:

Armour (None): Good Quality Navigator's Uniform

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

Weapons: Dagger (1d10+0)

Trappings: Charts of the River Talabec, Bronze Charm with an image of Talabec

Head Cook Maximilian Berryhill

Halfling Tradesman (Ex Servant)

"BARBARIAN! You can't serve that lukewarm!"

"I agree entirely, Sir, too much oregano would normally ruin the flavour, but..."

Appearance: Plump, smiling Hailing.

Personality: Bustling, cheerful.

Motivations: Create wonderful meals, train staff.

- Maximilian Berryhill -

WS	BS	S	T	Ag	Int	WP	Fcl
33%	36%	27%	32%	52%	38%	47%	53%
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Common Knowledge (Halflings), Dodge Blow, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Halfling, Reikspiel), Trade (Cook+20%, Herbalist)

Talents: Acute Hearing, Etiquette, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Very Resilient

Combat:

Armour (None): White Chef's uniform with Huge Hat

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

Weapons: Butcher's Knife (Dagger, 1d10-1)

Trappings: Large collection of Pots and Pans

The Premier Luxury Passenger-Boat of the Talabec River

Purser Eberhardt Kleingeld

Steward (Ex Scribe – Ex Valet)

“Thank you for bringing that to my attention. I’ll have it seen to immediately.”

Appearance: Slim, dapper, handsome.

Personality: Suave, charming, polite.

Motivations: Keep passengers happy, supervise stewards.

- Eberhardt Kleingeld -							
WS	BS	S	T	Ag	Int	WP	Fcl
34%	42%	46%	35%	40%	60%	61%	59%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, Law), Blather, Charm, Command, Common Knowledge (The Empire), Evaluate, Gossip, Haggle, Perception+10%, Read/Write+10%, Search, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Reikspiel), Trade (Calligrapher)

Talents: Coolheaded, Etiquette, Linguistics, Luck, Public Speaking, Seasoned Traveller, Suave, Super Numerate

Combat:

Armour (None): Best Quality Nobles’ Garb

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

Weapons: Good Quality Dagger (1d10+1)

Trappings: Ledger of Accounts, Cologne

Purser’s Guard Johann Birkwiese

Bodyguard (Ex Stevedore)

“No weapons allowed on board the boat.”

Appearance: Late 40s, muscular, often scowling.

Personality: Gruff, curmudgeonly, stubborn.

Motivations: Guard Eberhardt and prove himself still useful.

- Johann Birkwiese -							
WS	BS	S	T	Ag	Int	WP	Fcl
34%	42%	46%	35%	40%	60%	61%	59%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Common Knowledge (The Empire), Consume Alcohol, Dodge Blow, Gossip, Heal, Intimidate, Perception, Performer (Singer), Scale Sheer Surface, Secret Language (Guild Tongue), Speak Language (Reikspiel), Swim

Talents: Marksman, Quick Draw, Specialist Weapon (Parrying, Throwing), Street Fighting, Strike to Stun, Sturdy, Strong-minded, Very Resilient, Very Strong

Combat:

Armour (None): Boat’s Uniform with Leather Jack

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

Weapons: Sword (Hand Weapon, 1d10+4), Buckler (1d10+0, Balanced, Defensive, Pummelling), pair of Knuckle Dusters (1d10+1, Pummelling), 2 Throwing Axes (1d10+2)

Trappings: Leather Hip Flask, 10 yards of Rope, 10 Wooden Spikes

OTHER CREWMEMBERS

In addition to the crew already listed, the Emperor Luitpold employs an additional 20 Oarsmen (Boatmen) 2 Kitchen Staff (Servants) and 4 Stewards (Valets). Due to the lasting trouble caused by the Storm of Chaos, Hindelin Lines may also have hired a compliment of 10 Guards (River Wardens or Mercenaries) or even the occasional Journeyman Bright Wizard (Much the unease of the rest of the crew) to accompany any given journey.

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Example Travelling Companions

Army Officers

Senior military men have to travel regularly between the capital and their bases. Their precise rank can vary but those who can take passage on the Emperor Luitpold will always be high-ranking. They might be commanders of border regiments, heads of orders of knighthood, or even senior Templars.

Sergei Buhkarin, Kislevite Ambassador

Ambassador (Ex Noble– Ex Squire – Ex Knight – Ex Captain)

Born about thirty years ago into a minor noble family in the city of Kislev, Sergei has served with distinction in the Tsarina's armies, and wears the Silver Star of Kislev, one of that country's foremost military decorations. Among his various ranks and honours, he is a Nachalnik Kavalyerov (Knight Commander) of the Kislevite Order of the White Wolf, and he wears a silver wolf's-head pendant around his neck to indicate his rank. Sergei does not wear his armour while travelling, but wears a knee-length tunic with richly embroidered borders in the Kislevite fashion, plus stout breeches and knee-length boots, with a heavy, fur-lined over-coat and a fur hat.

Sergei is an experienced, enthusiastic soldier, and enjoys discussing battles, tactics and weapons with fellow warriors. He has an enormous appetite for food, drink and exercise-unwary travellers may commit themselves to dawn work-outs with sword and shield without realizing it. He also has a tendency to fall in love with attractive young women he meets on his travels, forgetting them instantly at journey's end. He is a bluff, hearty man with a great appetite for life and a direct approach to life's difficulties.

THE SILVER STAR OF KISLEV

Among the foremost military honours available in Kislev, tradition demands that the Silver Star may only be presented by the Tzar or Tsarina herself and is reserved for the very greatest heroes among the Gospodars.

The Star grants a +15 bonus to Fellowship based tests when dealing with all members of the Kislevite Military and Gospodar Nobility, assuming that they are not agents of chaos or otherwise traitors.

- Sergei Buhkarin -

WS	BS	S	T	Ag	Int	WP	Fcl
64%	52%	50%	49%	47%	68%	63%	68%
A	W	SB	TB	M	Mag	IP	FP
3	19	5	4	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, Religion, Strategy/Tactics), Animal Care, Animal Training, Charm, Command+10%, Common Knowledge (Kislev, Norsca, the Empire), Consume Alcohol, Dodge Blow+10%, Gamble, Gossip, Haggle, Intimidate, Perception, Performer (Actor), Read/Write, Ride+10%, Secret Language (Battle Tongue), Speak Language (Kislevarin, Norse, Reikspiel)

Talents: Dealmaker, Disarm, Etiquette, Frenzy, Lightning Parry, Linguistics, Menacing, Public Speaking, Savvy, Specialist Weapon (Cavalry, Flail, Parrying, Two-Handed Weapon), Strike Mighty Blow, Warrior Born

Combat:

Armour (Heavy): Matching Enamelled Breastplate and Helmet, Sleeved Mail Coat and Leather Jack

Armour Points: Head 2, Arms 3, Body 5, Legs 2

Weapons: Bejewelled Dress Sword (Hand Weapon, 1d10+6), Everyday Sword (Best Quality Hand Weapon, 1d10+6), Two-handed Sword (Great Weapon, 1d10+6, Impact, Slow), Dagger (1d10+3)

Trappings: Sealed and very sensitive letters from the Tsarina's court, around 250 GCs in Kislev coins and uncut gems.

The Premier Luxury Passenger-Boat of the Talabec River

Riverboat Gamblers

Gamblers frequent riverboats as much as they do roadside inns, for there is a great deal of money to be made from fellow-travellers. A typical gambler aboard the Emperor Luitpold will be at the very top of his or her profession, able to move among the aristocracy with ease.

Nicolai Rech

Charlatan (Ex Gambler)

"Anyone, for an honest game of chance?"

"Would you care to avenge yourself for yesterday's game?"

Nicolai has been working the Riverboats and the Casinos of the Empire for 7 years now, always being careful to move along quickly and never draw too much attention to himself. He fits in with this rich environment well, pretending to be a charming if slightly clueless lesser noble. His prime modus-operandi is cheating at games of chance, but he is not above a little larceny of other kinds should the opportunity present itself.

Appearance: Immaculate, well-dressed.

Personality: Charming, witty.

Motivations: Profit, amusement, personal safety.

- Nicolai Rech -							
WS	BS	S	T	Ag	Int	WP	Fcl
34%	42%	46%	35%	40%	60%	61%	59%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Blather, Charm+10%, Common Knowledge (The Empire), Consume Alcohol, Disguise, Evaluate, Gamble+10%, Gossip, Perception, Read/Write, Secret Language (Thieves' Tongue), Secret Signs (Thief), Sleight of Hand+10%, Speak Language (Reikspiel)

Talents: Etiquette, Flee!, Luck, Super Numerate

Combat:

Armour (None): Best Quality but Tasteless Clothing

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

Weapons: Sword (Hand Weapon, 1d10+2) Dagger (1d10-1)

Trappings: Best Craftsmanship Clothing, Dice, Loaded Dice, Two Decks of Cards, Deck of Marked Cards, around 100 gc in mixed coins, around 250 gc worth of purloined jewellery.

Merchants

Wealthy merchants are frequent passengers aboard the Emperor Luitpold; it is a favourite means of transport for Ostermark and Talabheim merchants coming to Altdorf, since they think that they can impress the merchants of the capital by arriving in such great style.

Reikhardt Fiegler, Self-made Paper Baron

Merchant (Ex Burgher)

"I had nothing when I started out"

"Never done a day's work in their lives, them."

Reikhardt owns a paper-mill on the outskirts of Volgen, and regularly travels from his home in Altdorf to both check up upon his employees and to personally oversee buying wood to pulp from Ostermark.

Appearance: Middle-aged, overweight, Ostentatious dress, little style.

Personality: Obnoxious, Fawning to social superiors, insulting to inferiors, Vain, arrogant, cowardly, avaricious, Loud, tactless, often vulgar.

Motivations: Greed, Need to impress.

- Eberhardt Kleingeld -							
WS	BS	S	T	Ag	Int	WP	Fcl
34%	42%	46%	35%	40%	60%	61%	59%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Charm, Common Knowledge (Kislev, the Empire), Consume Alcohol, Drive, Evaluate+10%, Gossip, Haggle+10%, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Kislevan, Norse, Reikspiel), Trade (Merchant)

Talents: Dealmaker, Suave, Super Numerate

Combat:

Armour (None): Best Quality but Tasteless Clothing

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

Weapons: Over Ornate Sword (Poor Quality Hand Weapon, 1d10+2) Matching Dagger (Poor, 1d10-1)

Trappings: Around 300 gc in letters of credit and coin, Assorted Items of Jewellery and other small luxury items worth around 200 gc in total, One or more downtrodden Servants.

The Premier Luxury Passenger-Boat of the Talabec River

Adventures on the Emperor Luitpold

There is an almost endless variety of adventures and encounters which can befall a group of travellers on a river, and the WFRP Companion includes an extensive section or ideas for river-based encounters. Many of these can be used with the Emperor Luitpold just as well as with any other river-boat. The ideas presented here relate purely to this great river liner-they treat the Luitpold itself (rather than the river) as the adventuring environment.

Murder on the Altdorf Express

A group of apparently unrelated travellers effectively trapped together on a long journey-this is a favourite setting for murder mysteries. In a WFRP adventure the player characters must solve the mystery before the liner reaches the next stop and the murderer can get away.

The first thing you need to do is decide on the murder victim. Next, you need a motive, a means of death, and a group of fellow-travellers. Ideally, most of the other travellers should have a Dark Secret which links them to the victim and provides a motive for murder. Each character should have an alibi which makes it impossible for any of them to have done the deed. Then add at least one handful of red herrings...

For example, let's suppose that the murder victim is Handrijk van den Kuyster, a truly obnoxious merchant. There could be a good many people who would be happy to see him dead. Given his foul treatment of underlings, he might have heaped abuse on one or more of the stewards. He could also have been caught cheating at cards, or he might have had a streak of luck which resulted in him winning a vast sum from a fellow-passenger who could clearly ill afford it. He might have made improper advances to the daughter of a noble passenger. There might be another merchant on board whom he has recently crossed in a dubious business transaction, and with whom he quarrelled violently on the first night aboard.

Those are the obvious clues. Most of them, at least, will be red herrings, but as the adventurers investigate further, assuming, of course, that they have the Fellowship scores and skills for other passengers to co-operate with them, they will uncover deeper and more secret motives. One of the passengers or crew might be the victim's illegitimate offspring, whose deserted mother died of a broken heart. Another might be the victim of blackmail. And so on, until you have a suitable web of intrigue.

On to the time of death and the method employed. Let us

suppose that the victim was found dead in his cabin by a steward who had gone to call him to dinner. He was laying face-down on the bed with a dagger between his shoulder blades. The last time he was seen by any of the passengers was around the middle of the afternoon, when several people saw a violent argument in the lounge between him and another passenger.

So off the adventurers go, questioning passengers, checking alibis, uncovering clues, and so on. There are only three days before the Luitpold docks in Talagaad, and there are no planned stops in between. The adventurers must work fast to uncover the murderer's identity before then. If they need any encouragement, the finger of suspicion points squarely at one of their number, who is chained up on the oar deck to be handed over to the authorities in Altdorf. If the other characters don't clear his name before then, the poor chap is doomed!

The truth of the matter can be as straightforward or as bizarre as you like. The adventurers may well discard the obvious motives once they begin to uncover the secret ones, but one of the "cleared" suspects might be the murderer. Alternatively, a large number of the passengers might have arranged this trip purely for the purposes of murdering their mutual enemy, and will have arranged each others' alibis. Or the whole murder might be a fake, arranged by the so-called victim to frame one of the other passengers, to escape from mounting debts, or for some other reason.

Setting up a good murder mystery can take a lot of time and work, but it can produce a very challenging and rewarding adventure, especially for groups who like complex plots with a lot of character interaction.

To Catch a Thief

A variation on the murder mystery is the jewel theft. Nobody dies, but some priceless jewellery or some other highly valuable object is stolen. The professional jewel thief is a far cry from his lower-class brethren. He is someone who can move as he likes through the upper classes, who can deal with locks and alarms without even thinking about it, and-most important of all-he has the everyday personality of someone who would be completely incapable of planning and executing a brilliant robbery. Many impoverished nobles and similar characters try their hands at this glamorous occupation, but few are skilled enough to have long careers.

This type of adventure is also about checking alibis and uncovering people who are not what they might seem. The adventurers have to be trusted by their fellow-

The Premier Luxury Passenger-Boat of the Talabec River

passengers in order to get any useful information from them, and again, you might concentrate the adventurers' minds by having one of them locked up.

The Thing in the Locker

At the eastern end of its journey, the Emperor Luitpold is joined by Professor Marius von Groninghof, a scholar of some renown and a professor at the Altdorf University.

He has been on an expedition into the Worlds Edge Mountains, and has brought back several interesting finds from his journey. These are stored in crates in and around the lockers on the oar deck.

Among the finds being brought back to Altdorf are the contents of the centuries-old tomb of an Orc chieftain. The actual nature of the finds is not being made public to avoid undue concern among the passengers and crew, but they include the bodies and artefacts of the Orc chieftain and two of his warriors.

Partway through the river journey, the Orc chieftain decides to punish those who have disturbed his eternal rest. The body breaks out of the crate in which it is stored, takes a few weapons and magical items from some of the other crates, and sets out on a killing spree.

Staging is all-important in an adventure of this type. You could simply have the Undead Orc break out of its crate and kill everything until it is overwhelmed by the adventurers and a few brave NPCs, but this would not do justice to the idea.

Far better if the monster behaves intelligently, killing when it finds a victim alone and hiding the rest of the time, first the crates are found burst open, and then one of the crew is found, horribly mutilated. The Captain approaches the adventurers, swearing them to secrecy to avoid causing panic on board. They must search the oar deck, possibly splitting into small groups so that the creature doesn't escape. If you've seen the movie Alien, you'll know the kind of tension that's needed.

THE THING'S CHOPPA

In the hands of the Thing, this huge heavy blade counts as a Magic Weapon and inflicts SB+3 Damage on the first round and Sb+2 thereafter. Furthermore, when the Thing causes a Critical Hit, it makes two rolls on Table 6-2: Critical Hits and inflicts the deadlier result. In the hands of anyone else, a Wight Choppa counts as a Hand Weapon but with the Slow Quality.

The Thing

- Eberhardt Kleingeld -

WS	BS	S	T	Ag	Int	WP	Fcl
58%	55%	60%	72%	38%	36%	83%	18%
A	W	SB	TB	M	Mag	IP	FP
4	42	6	7	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, History, Necromancy, Strategy/Tactics), Command, Concealment, Dodge Blow, Evaluate, Follow Trail, Intimidate, Navigation, Outdoor Survival, Perception, Prepare Poison, Ride, Scale Sheer Surface, Shadowing, Silent Move, Speak Language (Goblin Tongue), Swim, Torture

Talents: Disarm, Lightning Parry, Menacing, Mighty Shot, Orientation, Quick Draw, Rapid Reload, Rover, Sharpshooter, Sixth Sense, Specialist Weapon (Throwing, Two-Handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Sure Shot, Tunnel Rat, Very Resilient

Traits: Frightening, Natural Weapons, Night Vision, Undead

Special Rules:

Ancient Will: The Orc Chieftain has an Iron Hard Will and cannot be controlled as can other Undead. Indeed, his will is such that lesser Undead, such as Skeletons and Zombies, obey them and they can control Undead just like a necromancer (see WFRP, page 161).

Flammable: Ancient leather wrappings and embalming fluids make the Thing quite flammable. When the Thing is hit with a fire-based attack, any wounds suffered are doubled. This is calculated after any deductions for Toughness Bonus or Armour Points.

Combat:

Armour (Light): Petrified Leather Wrappings

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

Weapons: Thing's Choppa (1d10+8, Special)

Trappings: None