



# Oracle: Crown of the Empire

## Diamonds

- A A noble lady of high morals, fearing her family's involvement in unsavoury rituals.
- 2 A vindictive pharmacist, wronged by many, administering false medicine.
- 3 A former pit fighter, her freedom newly won, trying to find honest work.
- 4 A rat catcher, his small but vicious dog, and the ghastly deed they witnessed.
- 5 A scribe, employed by the Imperial court, turned forger.
- 6 The imminent clash of rival Chaos cults.
- 7 A serving wench, mistaken for a boy, offered the chance of wearing livery.
- 8 The chance meeting of rival smugglers, leading to a fortuitous pact.
- 9 A sergeant, boastful but honourable, and the soldiers who follow him.
- 10 A squire, accused of committing his master's crime.
- J A trader, her pottery not selling, in search of quicker profits.
- Q A dwarven troll slayer, hair spiked and dyed orange, stuck in a drunken stupor.
- K A watchman, handsomely paid to look the other way.

## Clubs

- A An agitator, condemning the Emperor's latest decree, and her wild-eyed followers.
- 2 An alchemist's apprentice, dabbling in the dark arts, hoping to bringing his loved one back to life.
- 3 A professional guide, knowledgeable in all manner of vices, promising visitors a good time.
- 4 A grubby geezer, master of the Beggars' Guild, beaten and thrown into the stocks.
- 5 A bodyguard, tough and ill-tempered, protecting the city's most crooked merchant.
- 6 A small boat, waiting inconspicuously under the Eastender bridge.
- 7 A dwarvish engineer, working as stonemason, at odds with the Dwarven Engineer's Guild.
- 8 An entertainer, audacious and confident, and her dancing bear.
- 9 A novice footpad, fleeing desperately after an unwise ambush.
- 10 An amicable gambler, deserter from the Imperial army, and the bounty hunter on his trail.
- J A black-cloaked grave robber, and the necromancer she unwittingly serves.
- Q A mercenary, his crossbow in hock, trying to clear his debts.
- K A fortune in counterfeit coins, promising severe punishment to anyone caught using them.

## Hearts

- A A seedy tavern, famous for its cheap drink.
- 2 A halfling family offering shelter to a stranger, against better judgement.
- 3 A ragtag band of mercenaries and camp-followers turned robbers.
- 4 A girl, raised on the streets, young but not easily fooled.
- 5 A listless woman, then a skilled physician, now a drunken beggar.
- 6 An initiate of Shallya, goddess of healing and mercy, and the thief she loves.
- 7 A busy market square,
- 8 A cleaning woman, secretly a hedge wizard, attracting unwanted attention.
- 9 A fortune-teller, telling her middle-class clients mostly what they want to hear.
- 10 A drunkards wild tales of ratmen in the sewers.
- J A riverboat, its crew unwitting carriers of disease.
- Q A vampire, discreetly feeding on her beguiled army of young lovers.
- K A band of flagellants arriving on the Middenheim road, raving of seeing the twin-tailed comet.

## Spades

- A A wizard's apprentice, and the demon begging to be freed from her master.
- 2 An assassin and the woman she claims to have murdered, now her lover in hiding.
- 3 A string of thefts during a week-long feast in the honour of the Emperors birthday.
- 4 A priest of Sigmar, and ambitious, out for personal revenge.
- 5 A charlatan, dressed in wizard's robes, peddling coloured water and powder.
- 6 The stolen pistols of a famous duellist.
- 7 A mercenary knight, easily offended, lacking an employer.
- 8 A witch-hunter, secretly stalking his suspect to get at the cult leader.
- 9 A trespass between friends, throwing families into a feud.
- 10 A halfling cook, prone to poisoning his masters.
- J A skilled apothecary, good-hearted and earnest, hiding her mutation.
- Q A worshipper of Chaos, seeking wealth and power, and the husband she intends to sacrifice.
- K An orphanage, run by a local temple, secretly a hotbed of corruption.