

city. It could be said that the future of the city is plotted here as much as in any meeting of the Directorate. Gentleman spies from every nation meet to watch each other and ponder what the other is plotting. Every exchanged pleasantry is a well-aimed barb. Every discussion of the weather is a perfect and barely gleaned allegory as to the state of some unmentioned conflict. A frisson of danger adds a spark to the heady atmosphere. And guests are really spoiled with the finest chocolates, from Ferrero in Tilea.

Although this article deals mainly with the spy vs. spy angle popular in cold war yarns, there is no reason not to use these ideas as some sort of basis for the more traditional style of WFRP adventure that involves Chaos trying to take over the world. Chaos will be no less deadly a foe just because the PCs have a network of agents and a few handy gadgets to support their efforts. The Graukappen will be just as inclined to look into the affairs of a shadowy, proscribed cult as the machinations of La Chambre Noire. In fact, it is very difficult to present a James Bond style super-villain in the WFRP context without looking to the Dark Gods for inspiration.

## ORGANISATIONS

### The Fog Walkers

The focus of The Wasteland's espionage effort is the organisation officially known as the Marienberger Inlichtingendienst, especially its sixth (zesde) division, unofficially known as the Fog Walkers. Actually, the naming of the sixth division is intentionally misleading. It is strongly doubted that any other division exists, although a fifth is rumoured. The very existence of the Fog Walkers has never been confirmed (nor denied) by the



Directorate and stories about its activities have become urban legends. Some people will put any unexplained event down to the machinations of the Fog Walkers and its rivals, but most people doubt the organisation even exists.

The Fog Walkers organisation is run by Paal Arhuis. His official role at the New Palace is Keeper of the Stadtholder's Gardens and Ponds, a medium ranking civil position which affords him the anonymity to run the Wasteland's intelligence community. Arhuis reports directly to the Staadtholder, officially on matters of public parks, of which there are next to none in the city.

***Anonymous Reveller #1: I hear the Miraglianese ambassador's valet broke his leg, again.***

***Anonymous Reveller #2: Indeed, slipped on some tallow that fell from a blue candle.***

***Anonymous Reveller #1: I would imagine the Tsarina is not pleased.***

***Anonymous Reveller #2: Good Party.***

***Anonymous Reveller #1: Frightfully.***

Some do it for love, some for lust, but most of the Fog Walker's agents do it for money. There is a vast and complicated structure of agents throughout Marienburg society, all shuffling information back and forth. It is quite clear that sometimes, perhaps most of the time, one section of the organisation has aims that conflict with another, and one loyal agent might be working directly against another, equally loyal agent.

Marienberger Inlichtingendienst is always on the lookout for agents from all levels of society and all arenas. Many of its agents do not even realise that it is Marienberger Inlichtingendienst that runs them, thinking they might just be doing illicit work for a merchant house or guild. On the other hand, a few have been convinced that they were carrying out vital acts for the defence of their nation, but were in fact simply running errands and lending a heavy hand to some gang of small time smugglers.

The headquarters of the Fog Walkers is located in Suiddock, just south of the canal. The facade of the building is an anonymous looking merchant house signed 'Universell Exportieren'. A large number of other buildings around this area are also run by the Fog Walkers, but only some; so there are a good number of legitimate businesses and residences to fill in the gaps and give the area a normal feel. The vast majority of the Fog Walker establishments are joined together via a dank, intricate network of cellars and tunnels beneath the water line.

The Fog Walkers has a large financial budget and a somewhat frivolous attitude to meeting its spending targets. Much money seems to be pumped into the research and development department which is forever coming up with strange devices, ostensibly to make the field agent's life safer. In addition, Marienberger Inlichtingendienst is famous among enemy agents for the generosity of its bribes. It is many a foreign agent's ambition for MI to attempt to bribe them when they will then be able to tell everything they know to the Marienburgers and retire to a life of luxury in the city. It is also not unknown for Fog Walker agents to run off to The Empire or elsewhere with a big sack of guilders.

Marienberger Inlichtingendienst is organised in such a way that most agents only know those below them in the hierarchy and their immediate superior. This ensures that no lowly operative can ever know enough to truly damage the organisation. It does, however have the side effect that it is difficult to co-ordinate different sections of the agency.

***Two agents discussing delicate political points at an ambassador's party.***