



CONSPIRACY

A 1st edition WFRP Scenario by Alfred Nuñez Jr.

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Introduction

Conspiracy first appeared in Warpstone issues 23, 24, and 26. The scenario is designed for characters in their second or third career (total EP of 1,200 - 1,600). Minimally, one or two characters should be able to read. Though not required to run this adventure, **Marienburg: Sold down the River** would be invaluable.

This adventure assumes that the players begin in the Suiddock district of Marienburg where they live in either a small, cheap flat or boarding house. The PCs could choose to rent space in a tavern or inn and the GM should make adjustments to reflect this.

Players should not sense that there is anything out of the ordinary at first. The Suiddock is a vibrant and violent enough place normally, so the PCs should be wary. However, tension is brewing below the surface.

The scenario calls for a number of **Fel, Int** and other tests. These are there to offer guidance to GMs in case players become stuck at certain places. When a test is taken, GMs should use appropriate modifiers as they see fit.

Conspiracy

GM Notes

Edward van Rugkil was a gifted merchant whose business instincts and acumen were so honed that he raised his family fortune from the modest levels he inherited to a level so high that his appointment to the Directorate of Marienburg was all but assured. Over four years ago, Edward and his wife Anna were brutally murdered in their mansion. While the City Watch (commonly called the "Black Caps") investigated the murders, tragedy fell upon the two younger van Rugkil children. Willem was murdered in his own home and Elisabeth vanished without trace. Only Alfons and Caroline remained of the van Rugkils. Within days, the Watch arrested Caroline and her husband, Herman Bokherder for the murders.

At the trial, eyewitnesses placed Caroline and Herman in the van Rugkil mansion during the night of the murder. Evidence was also gathered at their townhouse implicating both. Though they proclaimed their innocence, the

magistrate found them guilty and sentenced the two to be executed within the week on Rijker's Isle.

Although enraged at the murder of his family, Alfons van Rugkil used some of the fortune he inherited to persuade the magistrate to reduce his sister's sentence to life. It was the least he could do for his only remaining flesh and blood. No such pity did Alfons have for Herman and he was dragged from his cell to the hangman's scaffold. He continued to shriek his innocence to all who were there and the gods that weren't as the trapdoor opened beneath his feet.

The Plot

The reality of the van Rugkil tragedy is very different. Lacking his father's abilities, while nursing a lust for wealth and power, Alfons planned the murder of his parents and the undoing of his siblings. Through intermediaries, now dead, Alfons was able to contact the Skaven Warlord Skweech of the

Clan Scruten and arrangements were made for Skaven assassins to slay three of the van Rugkils. He would then frame Caroline and her husband. Alfons' plan for his younger sister was far different. Harboring strong incestuous feelings towards Elisabeth, Alfons could not bring himself to have her murdered. He did know that leaving her alive in Marienburg was not in his best interest. Thus, he arranged for her kidnapping by a slaver who would subsequently sell her in Araby.

Although starting from a very strong position, Alfons demonstrated all too clearly the numerous differences between him and his late father. At first, the momentum of the businesses that his father created continued to be profitable and covered Alfons' lack of knowledge and foresight. Opportunity after opportunity was squandered as a result of his shortcomings and many talented employees left Alfons' employ to seek their fortunes elsewhere. The Directorate position fell out of Alfons' grasp as his fortune dwindled. Alfons believed that the Directorate was behind his misfortune in an attempt to deny him the seat of power that was rightfully his.

One night, Alfons van Rugkil met with Skweech to outline his new plan. A plan which Alfons held was brilliant in its simplicity. First, Skaven assassins would murder members of Marienburg's various gangs while leaving evidence implicating their rivals. This would lead to gang war that (with additional Skaven help) would escalate to fever pitch. Eventually, the Watch would be sucked into this maelstrom of violence. With the Black Caps overwhelmed the Directorate would be left vulnerable, even with their own private armies.

When all looked bleak, Alfons would then lead his own army (which he has been building outside Marienburg for months) to re-establish order. In this way he expects to be proclaimed Staadtholder by a grateful

populace (remember, only Alfons thinks this plan is a sound one). As compensation for their services, the Skaven would be welcome to enslave any of the surviving Directors and their households - as well as any unfortunates who happened along. The calculating Skaven Warlord thought about Alfons' plan for a few moments before agreeing.

The Best Laid Plans of Mice and Men...

Although unconvinced that the greedy Human's plan will work to his liking, the Skaven Warlord sees a golden opportunity to pay back his immense debts to Clan Skryre (which always seems to demand a large number of subjects for its experiments). In addition, Van Rugkil's plan provides cover for the Skaven to forward a number of their plans. Only they can truly understand the consequences of their actions. Van Rugkil's attempt at a coup would provide the cover Skweech would need to obtain a large number of slaves with minimal chance of discovery and interference. Van Rugkil will be of little use to the Skaven afterwards and the Warlord is certain that van Rugkil would never honour any agreement. Perhaps the Horned Rat will have use for him as a sacrifice.

In the midst of all this plotting, there are two other groups for whom the breakdown of order will be seen as a sign their time has come. Unknown to van Rugkil and the Skaven, the first of these is the Cult of the Scorpion. Led by Bram Scherplemmet, High Priest and Chief Assassin of Kháine, the cult is awaiting a special shipment that will enable them to institute a reign of murder. The anarchy in the streets will be considered a sign that the "Time of Murders", foretold in the "*Prophesies of Urian Heartrender*" is about to dawn.

The second group consists of a number of idealistic students and agitators - the Orde

Democratisch Samenleving or ORDESA. Led by Walewijn Droomer, a gifted orator whose radical views regarding the election of government leaders by the common people is considered by many to be extreme. Droomer will take the view that the disintegration of order in the streets is indicative of the corruption and impurity of the current establishment. Only through his vision, Walewijn believes, can the common people rise up and overthrow the yoke of oppression. Further, he embraces the idea that purging the current system can only be achieved if its leaders are removed.

Through his spy, Reiner Derschakal, Alfons van Rugkil became aware of ORDESA. He saw the radical group as another potential ally in creating the chaos in the streets he needed to see his plans through. Through Reiner Alfons began covertly providing funds to help Droomer realise his dreams of rebellion.

Spinning out of Control

Just to add more complexity to this little drama, dear Elisabeth van Rugkil secretly returned to Marienburg six months ago. It has been over four years since her brother turned Elisabeth over to the slavers. In that time, the youngest of the van Rugkil siblings found mentors who have taught her the skills necessary to avenge the deaths of her family. She also learned that her brother's bid to win a seat on the Directorate failed. Knowing how her brother reacts to setbacks, Elisabeth is determined to end his schemes and extract a measure of revenge.

As such grand plans take time to unveil themselves; Elisabeth knew that she was not quite ready to reveal her presence and she adopted several aliases in order to cover her tracks. One of her disguises – as the courtesan Sara – allowed her to roam about the streets of the better neighbourhoods of Marienburg

observing the nocturnal activities of a number of households. In fact, her brief dalliance with the elderly widow, Johann van der Groot, allowed Elisabeth the ability to observe the neighbouring estate of her brother without fear of discovery.

It was during this time that Elisabeth was able to learn of Alfons' continuing meetings with the Skaven by accosting the Warlock Engineer. Elisabeth let the Ratman go as her gut told her that the hell spawn would not care to admit to his fellows that a human got the better of him. Besides, Elisabeth's objective was more important than killing the Skaven and alerting others that they have been uncovered.

Elisabeth was fairly certain that time was running out. As fate would have it, Johann had passed away in his sleep. Elisabeth could not risk losing this "safehouse". With some sorrow, she buried the old man in his garden and prayed to the God of Death to allow Johann to join his late wife in Mórr's realm. She promised that when her brother was dead, she would arrange a proper burial with the Temple of Mórr.

Another alias – as Nadine Zomer - allowed Elisabeth to roam the Suiddock looking for someone of minor importance, whom she could coerce into doing her bidding. Thijs Boekarts (see below), was one of her father's bookkeepers who had found like employment with the League of Gentlemen Entrepreneurs. The vain little man with a cowardly streak was easily seduced and, thus, the perfect patsy for Elisabeth. One of Thijs' tasks was to be Elisabeth's go-between with a group of so-called "adventurers." The people identified for recruitment would have no conceivable association with the van Rugkil family and could be counted on to do her dirty work.

Sidebar: Timeline

Adv Day	Week Day	Event	Section
	Previous to scenario start	Artefact from ancient Araby stolen from Baron Hendryk's College of Navigation and Sea Magicks	"Stolen Artefact"
1	Bezahntag	Adventure begins. PCs approached by Thijs Boekarts. Gang War heats up. Either this night or following two nights, PCs witness a murder. Antiquarian Kaspar Gibberig killed. Witch-Hunter Rutger Nachtrabe arrives from Middenheim.	"Rumours/News" "A Day in the Life" "Murder in the Streets" "Streets of the Suiddock" "Stolen Artefact" "The Witch-Hunter Cometh"
2	Guilstag (Konistag)	A ship from Sylvania arrives. Berths in Riddra until the afternoon of Angestag. Either this night or the following, the PCs witness an unusual kidnapping.	"Mysterious Shipment"/ "Dark Warehouse" "Streets of the Suiddock"
3	Angestag	Body of Kaspar Gibberig discovered and "Exotic Curios" boarded up.	"Stolen Artefact"
4	Festag	Distribution of radical pamphlets in the Suiddock. Celebration /sacrifice at "Crimson Claw" cabaret. One PC visited by a dream.	"Enter the Crimson Claw" "What's Next"
5	Wellentag	Shallyan priestess Eveline Goedhart slaughtered in the Doodkanaal district. Shiplot of mercenaries arrives.	"Along the Doodkanaal"
6	Aubentag	Demagogue Walewijn Droomer speaks to the assembled crowd in the Suiddock. Many Watchmen die in the ensuing riot. During late night, Doktor Lucas Grafzoekener murdered and his body mutilated.	"Riot!" "The University Revisited"
7	Marktag	Morning riot in the Handelaarmarkt district. Watch patrols actively search for ORDESA members. Watch Sergeant Kuilstier murdered.	"Search and Destroy" "Entrapment"
8	Backertag	PCs' place of lodging burned down. PCs encounter suspicious people on the streets. ORDESA meeting during the night on Luydenhoek. Suiddock set on fire.	"Something's Burning" "Search and Destroy" "Rebels with a Cause" "Where Are They?"
9	Bezahntag	Proposed Meeting between Droomer and van Rugkil	"The White Shoal Café"
10	Guilstag (Konistag)	Small fire at the Great Library during the early morning. Man found slain in the stacks. Skaven bands attack Marienburg from the sewers and hidden tunnels during the foggy night. The whole city is on fire.	"At the Great Library" "Confrontation"

Starting the Adventure

Hook, Line, and Sinker

The manner in which the PCs become involved in the unfolding drama will depend upon their respective backgrounds. If they are outsiders (any place outside the Suiddock), then they will have to more heavily depend upon overhearing rumours and news (see below). Natives of Suiddock will hear the same information from their contacts or friends. Good sources of information are the various taverns about the Suiddock. One such source is described under "Shipwrecked." In any case, PCs with initiative will follow-up on some of the more promising rumours and news.

Depending upon the PCs' circumstances, the GM may want to alter the scenario's starting point found in "A Day in the Life." Finally, the adventure begins on Bezahltag.

Rumours & News

Initially, rumours of the impending doom will be sketchy and inaccurate. As time moves forward, things become (unfortunately) increasingly clear. Samples of the initial rumours are listed below by career class. Note that some of the following information is based on fact. These are marked by an asterisk (*).

Academics

1. "In my day, students respected authority and hard work. Now, they look for the easy way out and claim hard workers are exploiters of the downtrodden. What hogwash!"
2. "If something is not done, the rich will get richer and us all poorer. I tell you, it is the merchants who are running the city and writing the laws. Naturally the ones they like are those that line their pockets. They are no better than the nobles we got rid of.

Trouble is most people are afraid of the sacrifice needed to change things."

3. "There is an exhibit of ancient artefacts at the University. It is said that the artefacts are from an ancient kingdom of Araby. I heard that something was stolen about four nights ago. They say the object is cursed and no-one wants to talk about it."* ("The Stolen Artefact")
4. "Marienburg is a city open to the various views of its people and visitors. Why just last week there was a peaceful gathering of people protesting the recent increase in the taxation for Lustrian whisky. What? I did not know that such a thing existed, but it is the principle of the matter."

Rangers

1. "Check at Elfgate Bridge. They usually post a notice for a guide there whenever a group of Elves from overseas wishes to tour the Empire's forests. Pays good but you have to put up with those snobs and oddballs."
2. "A friend of mine in the garrison told me that several strangers who entered through the Oostenpoort Gate last week were Imperial Witch-Hunters from around Middenheim. He did not know why they had come to Marienburg. Personally, I do not trust their kind. They are too paranoid."
3. "Year after year those pesky Marsh Flies swarm over everything travelling through the marshes. Except this season. There is hardly any of them. Almost like they are waiting for something to happen. Kind of creepy, really."

Rogues

1. "I knows yuv felt the tension. I tells ya that even a dull knife can cut through it. Sumpthin' is gonna happen and then all hell's gonna break loose."

2. “Did ya 'ear that two o' the Guild's boys got whacked last night? Some say that it was the work of the flea-bitten Bretonnians.”* (“Murder in the Streets”)
3. “Something strange is going on hereabouts. Hear tell that there are more strangers lurking about in the shadows than normal.”* (“Streets of Suiddock”)
4. “I hear tell that some secret shipment is due to arrive in Riddra from one of the far off Imperial Provinces some time soon. They say no one is to board that ship without its owners say so. Otherwise, a long stay on Rijker's is guaranteed.”* (“The Mysterious Shipment”)

Warriors

1. “Yes, they are selective. Told me that my sword arm was not good enough and I had to be discreet. Ulric's teeth! Do they want a fighter or a skulker? The hell with those foppish idiots!”
2. “If they were recruiting seamen for fighting, I would say that pirates and wreckers were active again. Why would anybody be recruiting mercs? Who is the enemy? I heard that the Empire has its own problems. Bretonnia? Not a chance. Those pompous dandies would rather strut than fight. Bloody peacocks!”
3. “Sure the rich merchants have their own private army. Used in other lands fighting for their master's business interests. Dangerous work, but it pays well and you get to see the world. I'd rather stay here.”
4. “There is gonna be a tournament at Monniker's this Festag. 'Ear tell it is winner take all. I was gonna enter. Probably would 'ave won if not fer this kink I 'ave in me neck.”

Old Man Houder's Boarding House

The PCs will need somewhere to reside in Marienburg and Old Man Houder's is just the place. Reasonably priced at 1 Gu per room per week, it is a clean establishment located on Luydenhoek Isle in Suiddock near the Draaienburg Swing Bridge. Excluding his private quarters in the back of the ground floor, there are eight rooms available for guests on the top two floors. Each room has a single door with a simple lock and is kept clean by Old Man Houder and his daughter Ingrid.

To his neighbours, Houder is a kindly, bespectacled grandfather who is a little hard of hearing and near-sighted. He is protective of his daughter and boarders, doting on them as if they were innocent children. Fact is, Houder is a cagey old bird who misses absolutely nothing. Moreover, Houder is one of the more important and accurate gossips in this part of the Suiddock as well as an informant to The Guild. Unless the PCs act like boorish braggarts, he will not initially be concerned with their activities. As the PCs get deeper into their investigations, Houder (and The Guild) will become more interested.

There are two other boarders residing at Old Man Houder's. One of these is Jean-Paul Mainsoyeux, a handsome, struggling artist from the Bretonnian city of Couronne. Very shy, Jean-Paul is not one to socialise with the PCs, preferring to stay in his room. Once a week, however, Jean-Paul will slip out for the night and quietly returns in the pre-dawn hours exhausted. The second boarder is Ernst Erzähler, an Imperial émigré who is (at least on the social level) the opposite of Jean-Paul. There is nothing Ernst loves more than an audience (especially a captive one) to whom he can tell stories of his adventuring youth. If asked, Ernst will be unable to support any of his tales with evidence. Not that it matters as Ernst sincerely believes that his recollections of what occurred are accurate. Even given his exaggerated view of himself, Ernst is a fairly reliable source of rumours and news

Barthelm "Father" Houder, landlord, Spy (ex-Thief, ex-Charlatan)

To his neighbours, Old Man Houder is a kindly, bespectacled grandfather who is a little hard of hearing and near-sighted. He is protective of his daughter and boarders, doting on them as if they were innocent children. Fact is Old Man Houder is a cagey old bird who misses absolutely nothing. Moreover, Old Man Houder is one of the more important and accurate gossips in this part of the Suiddock as well as an informant to The Guild. Anything he deems worthy of Guild scrutiny is reported to his contact when Old Man Houder goes to the market every Marktag. Unless the PCs act like boorish braggarts, Old Man Houder will not initially be concerned with their activities. As the PCs get deeper into their investigations, Old Man Houder (and The Guild) will become more interested.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	48	3	4	10	44	2	54	49	58	74	54	66

Skills: Act, Blather, Charm, Concealment-Urban, Cryptography, Disguise, Evaluate, Flee!, Linguistics, Mimic, Palm Object, Pick Lock, Public Speaking, Read/Write (Breton, Reikspiel, and Tilean), Secret Language-Thieves' Tongue, Secret Signs-Thieves' Sign, Seduction, Shadowing, Silent Move-Rural, Silent Move-Urban, Sixth Sense, Wit

Equipment: Dagger (I+10, W-2, Parry -20), Codebook, Eyeglasses, Disguise Kit, and Purse (d6 Gu, 2d6 shillings, 3d6 pennies)

Ingrid Houder, Spinster

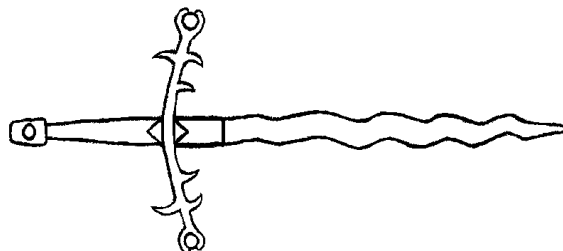
Ingrid is a homely-looking spinster whose shyness and dull wittedness has left her socially awkward (or inept, if you're the cruder sort). Kind-hearted, simple, and innocent of the harsh outside world, Ingrid has absolutely no idea that her father is anything other than he seems to be. Ingrid stands to inherit everything should anything happen to Old Man Houder. Her reaction to the PCs will depend upon who they are and their **Fel** scores. Towards males with **Fel** scores of 40+, Ingrid will be giddy, giggly, and downright childish while those with less than 40 **Fel** will inspire fear in Ingrid. She will shy away from female PCs (irrespective of their **Fel** scores) as they intimidate Ingrid.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

Skills: Ambidextrous, Excellent Vision, Flee!

Equipment: Plain Clothing, Knitting Needles, Yarn, and Purse (3d6 shillings, 4d6 pennies).



Jean-Paul Mainsoyeux, Entertainer (Painter)

Jean-Paul is a struggling painter from Couronne in Bretonnia. Shy and introverted, Jean-Paul masks his real talent by selling his landscape and still life paintings to middle class merchants. Jean-Paul's gifts with canvas and brush are evident in paintings whose subject matter is best described as erotically bizarre. The paintings are kept securely wrapped until Jean-Paul can sell them to his "special" friends. If somehow discovered, Jean-Paul will flee as fast as he can before witch-hunters or other fanatics could burn him at the stake (although the thought does elicit some perverse excitement in him).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	42	3	3	9	32	1	46	27	29	32	28	46

Skills: Art, Bribery, Dance, Dodge Blow, Flee!, Silent Move Rural

Equipment: Tray of paints of various colours, twelve canvasses, four covered paintings, set of paint brushes and cleaners, apron, and pouch (d6 Gu, 4d6 shillings, and 5d6 pennies).

Chaos Mutation: Two-toed clawed feet

Ernst Erzähler, Raconteur (ex-Gamekeeper)

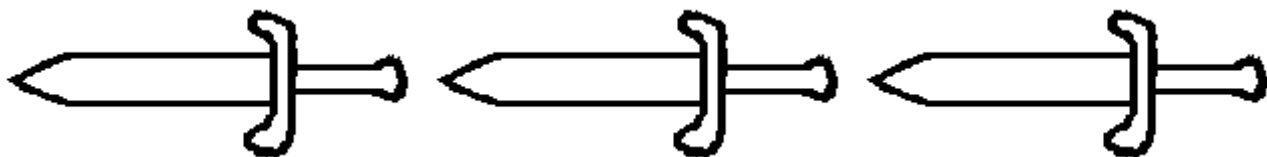
To hear him tell about it, there are few places in the Old World to which Ernst hasn't travelled. His exploits fill more lifetimes than a man of his years would seem to have. Fact is Ernst's wanderings were restricted to the lower Reik (usually in Carroburg or Altdorf) before settling in Marienburg. The one accuracy to Ernst's stories was that he was the Gamekeeper on one of the estates of Grand Duke von Bildhofen of Middenland. Unfortunately, an indiscretion (killing one of the Grand Duke's deer) made Ernst's move out of the Empire essential.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	55	4	4	8	42*	1	29	40	38	42	30	47

Skills: Blather, Charm, Concealment-Rural, Etiquette, Lightning Reflexes*, Luck, Marksmanship, Public Speaking, Read/Write (Reikspiel), Scale Sheer Surface, Secret Language-Ranger, Seduction, Set Trap, Silent Move Rural, Sixth Sense, Spot Traps, Story Telling, Wit

Equipment: Sword, Clothing (loud), Hat (almost as loud), and Purse (3d6 Gu, 2d6 shillings)





Shipwrecked Tavern

Located three buildings away from the Boarding House, the Shipwrecked Tavern is not quite a dive but it is far from the plush taverns one can find on Hightower Isle across the Niederbrug Bridge. Its ale and wine are passable (especially if one is drunk) and its whisky is akin to rotgut. The Shipwrecked Tavern is just the place for the occasional brawl and frequent gossip. Even with its low ceiling, the common room is large enough to accommodate fifty patrons. Poorly lit and the booths next to the far wall are enshrouded in gloom; just the place for informants to meet their employers. The upper floor is the residence of Olaf Blodhaand, the owner and bouncer.

Olaf is a brute of a man, quick to laughter and slow to anger. When he does lose his temper, he is violently difficult to handle. Rumour says that wolf's blood courses through his veins while others see him as embodying the battle madness of the fabled Norse Berserker. In any event, most of the patrons clear out until Olaf's anger abates (usually determined by sending an outsider in to order a pint and watching Olaf's reactions).

To work for a man like Olaf Blodhaand, one must keep their wits about them as well as their courage. This description fits the Estalian barkeep, Manuel Hernandez y Martinez Durango de Magritta, well. He is a wiry little man who fancies himself a

swashbuckler and ladies' man. To fellow Estalians, Manuel's a filthy little rat whose sliminess is offensive. Thus, they bestowed upon him the nickname, "El Cochino" ("The Dirty One").

Olaf employs Sergei Stoilensky of Praag barkeep and bouncer. Though not quite Olaf's size, he is still a man to be respected as anyone who frequents Monniker's Pit Fighting School can tell.

Buying drinks is one way to get information, but can get very expensive. Another method that innovative adventurers can use is to trade information. Though a whole lot cheaper than buying drinks or bribery, the risk is that PCs will get information that's at least worthy of what they provided. Do not give away anything valuable at little cost. Make the PCs earn the information they desire. The accuracy of the information will depend upon whom they ask. A downtrodden drunkard is hardly going to have anything worthwhile.

Olaf or Sergei will refer anyone looking for accurate information to Pieter Vlugoo, known as a very reliable source of information. Pieter's price is relatively high for a gossip: either a pricey three-course meal with Norse mead or highly reliable information. Pieter is very good at differentiating good information from bad so the PCs need to be prepared to make a good exchange.

In contrast to Pieter, Anton Loslippen, a local ratcatcher, is a gossip whose information is marginal, at best but is cheap. A tankard or two of ale is all he asks. Most of the locals know Anton for his wild stories and conspiracy theories. With absolute certainty Anton knows there are large frog-like beings that are behind all of Marienburg's troubles.

Olaf Blodhaand, Tavern Owner/Bouncer, First Mate, (ex-Mercenary, ex-Sea Man, ex-Marine)

A native of Norsca, Olaf was forced to flee his home to escape punishment for killing the son of the local Thane. The fact that the Thane's son initiated the fatal brawl did not seem to make a difference. Once he arrived in Marienburg, Olaf found work as a mercenary with the House of Onderzoeker (one of the great merchant families of Marienburg). After years of loyal service, Olaf left and purchased the Shipwrecked Tavern from its previous owner (who was trying to get some quick money to pay off his debt to The Guild).

A brute of a man, Olaf is quick to laughter and slow to anger. When he does lose his temper, however, Olaf can be violent. Some say that it is the wolf blood in his veins. Olaf attributes it to legendary Norse hero Thoramir Ulfenblod, whom he claims is his clan's ancestor. Most of the regulars at the Shipwrecked are more willing to humour Olaf's pretensions to greatness. After all, he has the best stock of Norscan Mead and Beer in the Suiddock.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	52	43	6*	5*	10	38	2	36	42	45	32	42	39

Skills: Acute Hearing, Ambidextrous, Boatbuilding, Consume Alcohol, Disarm, Dodge Blow, Drive Cart, Fleet Footed*, Row, Sailing, Scale Sheer Surface, Secret Language-Battle Tongue, Speak Additional Language (Reikspiel), Storytelling, Street Fighting, Strike Mighty Blow, Strike to Stun, Swim, Very Resilient, Very Strong*

Equipment: Sword, Mail Shirt (1AP body) under Tunic, and Purse (3d6 Gu, 3d6 shillings).

Manuel "El Cochino" Hernandez y Martinez Durango de Magritta, Barkeep, Fence (ex-Entertainer [Acrobat], ex-Thief, ex-Embezzler)

This snaky native of Estalia brags about his connection to the Estalian gangs of Marienburg. Rather odd since Manuel spends so little time in the Estalian quarter. In fact, the few Estalians that venture into the Suiddock largely ignore "El Cochino." That doesn't phase Manuel as if prefers to spend his time flirting with the ladies (irrespective of age) and telling them of his prowess with a sword. Manuel is extremely lucky that neither Olaf nor Sergei take him seriously. In truth, Manuel is so obvious in his intentions that most of the women he approaches (anyone with a **Fel** over 25) are not foolish enough to give the fickle (and seemingly desperate) Estalian what he wants.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6*	49	52	4	3	10	50	2	46	36	32	43	38	39

Skills: Acrobatics, Concealment-Urban, Evaluate, Fleet Footed*, Luck, Magical Sense, Palm Object, Read/Write (Estalian, Reikspiel, and Tilean), Scale Sheer Surface, Secret Language-Thieves' Tongue, Secret Signs-Thieves', Silent Move Rural, Silent Move Urban, Speak Additional Language (Reikspiel and Tilean), Street Fighting, Supernumerate

Equipment: Sword, Large Overcoat with Numerous Internal Pockets, Fancy Clothes underneath, Silk Handkerchiefs, Small Pieces of Jewellery, and Purse (2d6 Gu, 2d6 shillings).

Sergei Stoilensky, Barkeep/Bouncer, Targeteer (ex-Pit Fighter, ex-Bounty Hunter)

After spending years as one of Monniker's prize pit fighters, Sergei tried his hand at tracking down wanted criminals. While life on the road (and wilderness) intrigued him, Sergei found that the pay did not compensate for the miserable conditions he had to endure. The Kislevite then tried his hand at using his talents in contests of skill with a bow. While the pay improved, Sergei found that he still had to travel frequently. On a return trip to Marienburg, Sergei was hired by Olaf to help run the Shipwrecked Tavern and keep an eye on Manuel (whom Olaf didn't quite trust). Taking an instant dislike of the little, greasy Estalian, Sergei is quietly awaiting the day when Manuel steps over the line. At that moment, Sergei will be more than happy to toss Manuel into the nearest canal (after he has been worked on a bit).

Outside of his wariness of Manuel, Sergei is a stoic man who takes great pride in his work and skill. Always reserved, Sergei is the virtual opposite of the emotional, potentially explosive Olaf. Surprisingly, the two get along very well.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	71	5*	6*	10	51	2	53	41	47	68	50	44

Skills: Ambidextrous, Disarm, Dodge Blow, Follow Trail, Luck, Marksmanship, Ride-Horse, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Long Bow, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Injure, Very Resilient*, Very Strong*

Equipment: Sword, Knuckledusters (WS-10, S-1), Mail Shirt (1AP body) under Tunic, Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) with ammunition, and Purse (3d6 Gu, 2d6 shillings)

Anton Loslippen, Ratcatcher (ex-Beggar)

Competition between Ratcatchers in the Suiddock is fierce. It is not due to any shortage in the rat population. Fact is there are lots of Ratcatchers in the area as it is one of the few careers that many of the poor can make decent money (from their perspective). Anton was one of the casualties of the struggle in the sewers. He even lost his dog Sniffer to a more successful Ratcatcher! Now Anton wanders about looking for any gossip or information with which to sell. His success as a gossip is marginally better than as a Ratcatcher.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	40	3	4	8	29	1	41	27	27	38	29	26

Skills: Animal Trainer-Dog, Begging, Concealment Urban, Consume Alcohol, Immunity to Disease, Immunity to Poison, Secret Language-Thieves' Tongue, Secret Signs-Thieves', Set Trap, Silent Move Urban, Specialist Weapon-Sling, Spot Trap

Equipment: Ratter's Pole with d6 Rats, Sling (R 24/36/150, ES 3) and ammunition, d6 Animal Traps, and Purse (d6 shillings, 3d6 pennies).

Pieter Vluogoog, Charlatan (ex-Entertainer [Acrobat], ex-Thief)

A one-time acrobat with a travelling troupe of entertainers, Pieter Vluogoog left to find other, more profitable work. The thrill and challenge of being one of many thieves in Marienburg gained Pieter new experiences, but little money. One day Pieter accidentally learned that selling information in Marienburg was highly profitable. Masquerading as a beggar during the day, Pieter usually positions himself in areas where information and gossip flows freely. Such places include the open market as well as Guildhouses and "selected" taverns. Concerned for his well-being, Pieter is very careful not to put himself at unreasonable risk.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	42	3	4	10	53	1	54	48	51	54	52	61

Skills: Acrobatics, Blather, Charm, Concealment Urban, Disguise, Evaluate, Mimic, Palm Object, Public Speaking, Secret Language-Thieves' Tongue, Secret Signs-Thieves', Seduction, Silent Move Rural, Silent Move Urban, Wit

Equipment: Sword, d6 Hats (assorted), Ordinary Clothes, Quality Clothes, University Reference (forged), and Purse (2d6 Gu, 2d6 shillings, 2d6 pennies).

Act One: Blood Ties

As the scenario begins, Alfons van Rugkil plan is reaching the final stages. The Skaven are continuing to murder various gang members planting evidence to the guilt of their rivals. Meanwhile, mercenaries are arriving at his compound in Goudberg.

Across town one of van Rugkil's loyal servants, Reiner Derschakal, is about to put an end to Thijs Boekarts, an old employee of the van Rugkil's. Boekarts has been poking his nose around recently and Reiner is making sure there are no loose ends. However, Boekarts is working for Elisabeth van Rugkil and she has ordered him to hire a group of adventurers she has recently spotted. She wants them to look into the gang killings, and other matters, to see if they are related to her brother's activities.

In distant tunnels Skaven forces are approaching the city under the leadership of Warlord Skweech. Little does he know that his second in command Rantok wants the

mission to fail for his own ends.

Meanwhile, the Kháinite group the Cult of the Scorpion, is planning its own trouble. The remains of the long dead Klara von Teufelheim are on their way to Marienburg for the Cult has discovered a way to return her to (un)life. This, they believe, will herald the long prophesied Time of Murders. To ensure they can complete their ceremony they steal the Al-Qantram Shalem Fetish of Kháine from the University. The ceremony to raise von Teufelheim is to take place at the Crimson Claw, a club now under ownership of the Cult. They also murder Kaspar Glibberig, the only non-cult person who knows its full powers.

In a small room in Tempelwijk, Walewijn Droomer, is putting the last touches to the manifesto of his revolutionary group ORDESA. He is being funded by Alfons van Rugkil and Mijnheer van Rugkil wants action soon.

Against this approaching maelstrom, a few forces of good are gathering. Rutger

Nachtrabe, a witch-hunter of Mórr has arrived led by an Omen from his god. Sergeant Kuilstier of the Black Caps is investigating the gang murders and beginning to realise things are not as they seem. Last but not least, the PCs are to be given the chance to save Marienburg.

A Day in the Life

As the PCs are enjoying a meal or drinks at the Shipwrecked Tavern (or another local tavern), a moderately well dressed man approaches them. "Good day. I apologise for the interruption, but may I have a word with you?" He sits down before the PCs can reply or ask questions. He continues, "I am Thijs Boekarts and I have need of your services." He looks around nervously and then says in a low voice, "I understand you have considerable talents and skills that are useful in discretionary matters. I am prepared to pay you very well to handle a rather delicate task. Unfortunately, this is not a place where I can speak freely. If you are interested, and I pray you are, please meet me at my flat in two hours. It is at 39 Natsteen Straat, room 6. Now I must go." With that, Thijs jumps up and hurries off before the PCs are able to reply.

Being what they are, the PCs may decide to scramble after Thijs in the hopes of following him. PCs moving quickly should pass an **I** test to avoid falling over their chairs or one another in their haste. The only opportunity any PC has to spot Thijs before he disappears down an alley requires the PC to pass an **Observe** test once they get outside the tavern.

Should the PCs decide to chase Thijs, the GM may decide to use the Chase Rules provided (see "Giving Chase" sidebar above). Thijs has **M** 4 and **I** 43.

PCs who succeed in following Thijs are not alone. Those with the *Sixth Sense* skill realise this at once. Unfortunately, they will not be able to discern who is following them.

Sidebar: Giving Chase in WFRP

(Optional Rules). There are occasions, especially in urban settings like this scenario, where PCs find that an individual with critical information runs away from them. At times, the GM weighs whether allowing the PCs to catch the informant advances the plot line or not and decides the outcome after due consideration. While this approach keeps the game moving, it can be frustrating for some if their characters do not get a chance to run down the fleeing individual.

A GM wishing to run a chase should use a series of **I** tests with proper modifiers. The **M** score of both pursuer and quarry should also be considered. If the pursuer has the higher **M**, then she has a reasonably good chance of catching her quarry assuming that nothing untoward happens to her (like a bad slip resulting in a twisted ankle). If the quarry has the higher **M**, then he has the better chance of escaping. When **M** scores are the same, **I** tests become so much more important.

Assuming the same **M** rate for illustration purposes, if both pursuer and quarry succeed with their respective **I** test (with whatever modifiers the GM deems appropriate), then the chase continues with no ground lost or gain. If both fail, then the relative positions should be judged on how badly they failed. A failure of 30 or less should mean that the character lost some speed by bumping into other people, being knocked slightly off-balance by a lamppost or bench, etc. Failures of more than 30 should be indicative of getting knocked down by an obstacle or losing one's footing and falling down with an injury (no more than 1D2 **W**, irrespective of armour or **T** is recommended. If one succeeds and the other fails an **I** test, then the one who failed loses ground.

GMs could add the element of the pursuer having to pass an **Observe** test to spot her quarry should the pursuer fail the **I** test while the quarry succeeds.

The GM decides how long to run the chase before the quarry is either captured or escapes.

Fearing that he is being pursued, Thijs hurries down the dark alleys and narrow streets that characterise this part of Marienburg. Shaken by his fears, Thijs hopes to lose his pursuer.

If the PCs went directly to his flat, they will wait for over an hour before the fearful Thijs appears. Looking around nervously, he invites them to accompany him upstairs. He hurries ahead of them and fumbles with the keys before finally managing to unlock the door.

"Please be seated," Thijs tells the PCs as he motions to some chairs about a table. "I need a drink. Just to calm my nerves before I can put forth my proposal to you." Thijs walks to another table where a decanter of dark brownish-red liquid sits by a small glass. Quickly, Thijs pours then drinks the beverage, "ahhhh, that's better. Good brandy is the elixir of the gods, I tell you. Now to business. My life is endang...". Thijs swiftly grabs his throat and gives off a choking sound. His eyes widen as he realises that he has been poisoned. Dropping the glass and bottle (which shatters), Thijs looks at the PCs with pleading eyes. He then convulses before collapsing on the floor dead. PCs with *Brewing*, *Cook*, or *Prepare Poison* skills may detect the scent (or taste) of something foreign to the remnants of brandy on a successful **Int** test. A second successful **Int**+10 test by a character with *Prepare Poison* can determine the poison as Nightshade.



As the amount of poison used is equal to two doses, the PCs will be unable to do anything to save Thijs unless they have access to a *Cure Poison* spell. If the spell is cast straight away, Thijs will be drowsy for a time.

Should the PCs try to stop Thijs from rapidly downing the brandy, allow them an **I** test to succeed. Should they fail, they are unable to save Thijs from his fate. Should they succeed and the poison is detected, Thijs will thank them profusely.

Once he has gathered his wits, Thijs will quickly come to the conclusion that things are worse than he assumed and immediate flight from Marienburg necessary. Somebody wants him dead and he is not sticking around to find out who. "I will talk as I pack, if you do not mind. A war is brewing between factions in the city, which is bad for business. I have had a recent meeting with a few of my... contacts about the situation. We suspect that some other party is involved in inciting this unpleasantness. While I am not in a position to actually do something about it officially, I have to do something. That is where you come in, if you are willing. I can advance you each fifteen Guilders and pay you an additional sixty-five each upon you gathering enough evidence to identify and expose these culprits. I need to get out quickly but you can send word upriver to Kalkaat. The innkeeper at the Hog and the Weasel Tavern will know where to find me."

Finishing his packing, Thijs turns to the PCs and says, "There are two rumours that might be related. The first has to do with a shipment that is expected to arrive within a day or so from The Empire. You might have to nose about the dock area. The second thing is the theft of some artefact from Hendryk's a few nights ago. I cannot really give you any further information as to do so would needlessly compromise my employers. That is not a wise thing. It would be safer for you to remain ignorant of them. Still, I suspect there will be some danger. Right. Are you willing to do this for me? If so, I need your signature or mark on this." Thijs hands the PCs a contract. PCs with the *Read/Write* skill can read the contract [Handout #1]:

Handout #1

We, the undersigned, have agreed to undertake the task as laid forth by Mijnheer Thijs Boekarts of uncovering the party responsible for commencing the conflict that is disrupting the business of the major Suiddock interests. Evidence of their identity and involvement will be collected and represented to Mijnheer Thijs Boekarts so that he can take further action with his employer. In compensation, we, the undersigned, will receive an advancement of fifteen Guilders each with an additional sixty-five to be paid to each upon completion of this task.

Once the PCs have signed or fixed their mark, Thijs places the contract in his bag. He then walks over to his desk in the far corner and unlocks it (CR 5) with one of the keys he carries on a chain. From the top drawer, Thijs pulls out another key and tells the PCs to wait a moment. Thijs then walks over to another room in the flat where he slides the rug from the middle of the room. Thijs then lifts a loose floorboard to reveal a locked strong box. Opening it, he doles out the promised advance. The remaining guilders he stuffs in his purse. "I take my leave of you now, so if you would be so kind to close the door as you depart."

He will not reveal his employer nor know much more than he is telling. Moreover, Thijs is rather anxious to get out of town quickly and quietly. Should the PCs be reluctant to take the job, Thijs looks somewhat dejected and says simply, "I guess I misjudged you, my apologies for wasting your time. I trust you can see your way out." If he gave them the money, Thijs demands its return. If the PCs refuse, then Thijs lets them

leave with it. There should be time in the near future when he can inform his employer of the PCs' theft of The League's funds (Suiddock natives will know The League of Gentlemen Entrepreneurs by other names, see "Murder in the Streets").

Should Thijs have died from the poison a search will yield a key chain with several keys (one of which opens the desk) and a pouch with 12 Gu and 20 shillings. Searching the room the PCs will find nothing of interest unless they check in the drawers of the desk. On top of the stack of paper, is a sheet of paper [Handout #2] and a card [Handout #3] with writing.

Handout #2

Unique cargo due to arrive from eastern Stirland and Artefact stolen from University. Are they related to the troubles plaguing Suiddock?

N. Zomer

Handout #3

Change in ownership of Crimson Claw Cabaret. Is the new owner on The League's payroll yet?

PCs with the *Read/Write* skill must pass an **Int** (+10 for *Forgery*) to notice that the card is written in the same handwriting as the note. Most of the rest of the materials are of a mundane nature.

A rather unusual medallion can also be found jutting out from beneath the desk on a successful **Search** test. It is in the shape of a tulip with the letters "AvR" etched upon its centre.

Unless the PCs are well versed in the more obscure



heraldry of the minor merchant houses of Marienburg (-20 modifier to any *Heraldry* test for a native of the city) they will not recognize the symbolism as belonging to the House of van Rugkils. The medallion was accidentally left here by Reiner Derschakal (who reappears in Act Three), an assassin employed by Alfons van Rugkil.

Reiner has had Boekarts under surveillance off and on for the past two years, ever since the bookkeeper left van Rugkil's employ. Only recently did Reiner notice a change in behaviour and habits that looked suspicious. Though Reiner did note a dalliance with (he assumed) a prostitute, the assassin discounted her as a source of the problem. So, the decision was made to assassinate the bookkeeper.

A second successful **Search** test turns up a partially burnt letter under the leg of the table [Handout #4]

Handout #4

Have you hired them yet?

NZ

Having done all they can here, the PCs may decide to depart quickly and silently before they are discovered near the dead Thijs Boekarts. Some (the more foolish) may decide to seek out the Watch.

As they leave, an old lady opens her door down the hall from Thijs' flat. "Oh, I am terribly sorry," says the woman who will introduce herself as Greta should the PCs politely ask. "I was hoping you were that nice young lady friend of Mijnheer Boekarts. I wanted to ask her if they had plans since Mijnheer Boekarts is a shy young man. Do you know if they have? Really, I am surprised that he has not even introduced me yet? Goodness, these young people are so private

about their affairs, especially those of the heart. Ah, I can see in your eyes that you're curious about the lady. Young men, you're so easy to read. I can see why. Such beautiful dark hair and a fine figure. Good for at least four, maybe five children. She does need to get on with her life I daresay, as she's not getting any younger. But she has good breeding - such pride and confidence. You know, she reminded me of myself when I was her age. By the way, how is Mijnheer Boekarts? He seems so nervous these days."

This may be the PCs' opportunity to escape. Greta is a lonely old lady and gossip who will continue to talk to the PCs. After she has finished prying about Thijs, she will turn her attention to the PCs. If the PCs engage her in conversation, she will work her way into asking them very personal and embarrassing (and perhaps cruel) questions. For example, Greta asks a female PC, "So, you have been travelling around these men for sometime, eh dearie? Which of them do you plan to settle down with? None? How can that be? [Turning to the male PCs] What in Shallya's name is wrong with you men? Do you not see that this lovely lady's life will be meaningless without a good husband and several children? Or, do you prefer the company of small boys?"

Murder in the Streets

Known affectionately as "The League of Gentlemen Entrepreneurs", this Suiddock organization is also called the "Guild We Have Never Heard Of" or simply, "The League." As the adventure opens, the locals have discovered the bodies of two brutally murdered members of The League. Evidence located at the scene implicated Bretonnian and Tilean gangs in perpetrating these heinous crimes. Word of the connection is beginning to spread.

Unknown to most Suiddockers is the fact that the bodies of several Bretonnian and Tilean gang members have also turned up viciously slain in

their respective quarters. In the Bretonnian case, evidence points to the involvement of The League and a Tilean gang in the murders. With respect to the Tileans, both the Bretonnians and The League are implicated.

PCs following up on the murders will not get much more than rumours of a potential move by either the Bretonnians or Tileans (or both) to encroach upon The League's territory. Wild speculation on the reasons for this sudden move runs the spectrum. This is where the GM can let their imagination run wild.

Should the PC approach a Watchman on the streets, they must make a Fel test. Failure results in the Watch informing them to "move along" and "mind your own business". If successful, then the PCs are referred to Watch Sergeant Reinbert Kuilstier at the Suiddock Watch Barracks near the Draaienbrug Swing Bridge on Sikkeleiland Isle. Finding the Barracks is relatively easy. All Suiddockers know its location and will provide directions for a small fee (a couple of shillings are typical). Getting into the Barracks is also relatively easy. Seeing Sergeant Kuilstier is not.

The Duty Watchman will ask that the PCs identify themselves and state their business. If the PCs are willing to wait about a week or so, they can schedule an appointment with the Duty Watchman. The only way they will get to see Kuilstier without an appointment is by greasing the palm of the Duty Watchman and successfully passing a **Bribe** test. Any bribe less than a Guilder will result in a -10 modifier to **Fel** (-25 modifier if offered less than 10/-). Likewise, offering more than 5 GU will result in a modifier of -10 (too much money arouses suspicion). If the **Bribe** test is failed, the Duty Watchman will strongly suggest that the PCs leave. As this is the main Watch Barracks in the Suiddock, there is more than enough Watch available to ensure that any trouble caused by the PCs is brutally quashed. To add further insult, trouble making

PCs may find themselves fined up to 10 GU or jailed for the night in a cold, dank holding cell.

Should the PCs successfully bribe their way in, the Duty Watchman will point them to Kuilstier's office. There they will find Sergeant Kuilstier at his desk reviewing some papers. Anyone with the Art skill will recognise the papers as sketches of dead men with slashes and other bodily wounds. After a brief moment, Kuilstier will place the pictures down and inquire after the PCs' name and business. Should the PCs (foolishly) reveal themselves as adventurers, Kuilstier will tell them, "Your kind is not needed here. I will assume that since you found your way into my office, you can find your way out." PCs wanting to help will have to convince Sergeant Kuilstier of their sincerity and ability. Test vs. Fel-10 (+10 if past or current career of Watchman or Mercenary) to determine whether Kuilstier accepts their offer.

If successful, the Watch Sergeant will share what he knows. Kuilstier is well aware that members of the Bretonnian and Tilean gangs were killed the same night as the ones belonging to The League. Additionally, he knows that each was killed in a different manner. Those in The League had a thin line about the neck (suggesting a garrotte) and stab wounds in the back. The stab wounds were not as clean as one would expect from a straight-edged dagger. Rather, the wounds were ragged indicating that the edge of the blade was irregular. The throats of the dead Tileans were slashed. Again the cuts were not as clean as one normally finds. The Bretonnians were killed in a third, more gruesome manner. In both cases, some edged object thrust upward into the abdomen killed the men. If asked how he knows so much about wounds, Kuilstier comments that he spent some years in the eastern Imperial provinces and has seen wounds of all kinds. Furthermore, the evidence found near the bodies seems to be deliberately placed.

While he believes that there is an obvious connection, Kuilstier will not volunteer his view that a heretofore unknown gang committed these murders, especially since Kuilstier refuses to speculate without further evidence. If the PCs offer up their views of conspiracy Kuilstier will dismiss the more outrageous but will listen to any that are reasonable. If the PCs obtained any clues from Thijs Boekarts' flat, they may present these to sergeant Kuilstier. The mysterious medallion will certainly stir his curiosity. Kuilstier will also be mildly interested in N. Zomer, but since there is no other clue to the identity of that person, he will not pursue it at this time. Kuilstier then interrogates the PCs about the Boekarts affair, sometimes repeating his questions to ensure consistency. Once he is assured of their tale, Kuilstier informs the PCs that he will keep the medallion as it may help his investigations.

If the PCs enquire about a more "official" position with which to provide assistance, Sergeant Kuilstier will consider their request for several moments. "I can only offer to pay you each eight shillings per day. You will not

be official Black Caps, although you will be paid almost as well. Still, you will be able to go about this investigation without too much hassle. Come by my office in a day and I have the proper warrant for you. Until then, you will report your progress to me."

Should the PCs return the next day to see Kuilstier, the Watch Sergeant will not be available. The Duty Watchman will have the dated warrant and four days advance for the PCs [Handout #5].

Handout #5

On this day of _____ the ___ in the month of _____ in the year of _____, the following individuals have been deputised to act as agents for the Suiddock Black Caps as authorised by Sergeant Reinbert Kuilstier for the duration of one week from the date of this warrant.

The individual PCs' names are listed on the warrant.

Reinbert Kuilstier, Watch Sergeant, ex-Watchman, ex-Mercenary

Watch Sergeant Reinbert Kuilstier has spent years fighting Orcs, Goblins, and the like on the eastern borderlands of the Empire before returning to Marienburg. Knowing what valuable lessons war can give someone living and working in the Suiddock, Captain Kalahaan re-hired Kuilstier and promoted him to the rank of Sergeant. Kuilstier is a direct and tenacious man who has proven his mettle by solving a number of murders that had stumped the rest of the Suiddock Ward. Kuilstier's ability to ascertain the type of weapon used from the resulting wound it made is unmatched by even most physicians. He is even more knowledgeable about an individual gang's preferred method of execution (and the message that it conveys) at any given moment than anyone else in the Watch.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	50	38	5*	4	9	44	2	30	41	40	48	37	34

Skills: Animal Care, Art, Disarm, Dodge Blow, Drive Cart, Fleet Footed*, Luck, Ride-Horse, Sing, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, Very Strong*

Equipment: Sword, Mail Shirt (1AP body), Shield (1AP all over), Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) with ammunition, and Purse (d6 Gu, 3d6 shillings)

Streets of Suiddock

This section is mostly for background noise, red herrings, and other distractions that give atmosphere to the adventure unless otherwise noted. As the adventure progresses, there will be a need to amend (in some way) the descriptions in this section.

The streets of the Suiddock are normally full of life and character, but are a very dangerous place at night. During the day and early evening hours, businesses and markets are active. The streets are full of people cutting deals, struggling to get ahead, and taking advantage of the unwary. The PCs may well come across drunken sailors, prostitutes, an unlucky gambler considering whether to throw himself in the water, slumming nobles or members of the Directorate households, urchins, buskers, a bounty hunter close to a capture, pie sellers, or any one of the individuals that make up life here.

Anyone walking the streets at night will rarely (5% chance every twenty minutes) run into a Black Cap patrol (composed of 2d3 Watchmen). Shops are generally closed and the action moves to the numerous taverns, gambling halls, drug dens, and brothels that litter the Suiddock. Those remaining on the streets tend to engage in some of the illegal and unwholesome activities that give the Suiddock its unsavoury reputation.

These are not, however, normal times in the Suiddock. The killings have begun a ripple effect that threatens the fragile peace established between gangs. A GM can convey the changes simply by describing a scene where the PCs come across a blind beggar and his small dog at the same corner the first few days of the scenario. Then one day they come across the whimpering dog with no sign of its master.

The PCs may well, in the first two days, roam the Suiddock streets at night looking for trouble (sure, they will sugar coat their

intentions if they run into a Black Cap patrol, but the tendencies of self-styled adventurers to cause trouble are legendary). PCs taking to the streets in the late afternoon will notice that various businesses (except taverns, gambling halls, and brothels) are unusually closing their shops tightly well before sunset. If the PCs approach any shopkeeper to inquire about their closing time, most will reply that business has been dropping off late in the day and that there is no good reason to stay open longer. While that may sound plausible, allow any persistent PC a **Fel** test to persuade the shopkeeper to divulge the real reason for the early closures: fear of the fallout resulting from gang reprisals. No one is sure when or where these reprisals will occur, but the certainty that they will is beyond question.

As the days progress, lawlessness increases in the Suiddock as the Black Caps find themselves drawn deeper into spiralling events. The following list details some of the situations GMs could use to convey this atmosphere of disorder. The likelihood of such events occurring increases on each succeeding night.

Arson - One or two people can be spotted sneaking about in the shadows. Closer inspection reveals that the would-be perpetrators are in possession of flammable materials (lamp oil, rags, flint and steel, etc.). Arsonists are: (1) either hired by someone or acting on their own to extract revenge on the owner of the establishment; (2) hired by a landlord to "burn out" pesky (or undesirable) tenants; or (3) pyromaniacs. Once the fire is set, all but the pyros quickly vacate the area to avoid possible capture. Arsonists prefer to find the right vantage point from where they can appreciate the splendour of their work. PCs who intervene before the fire is set will always chase away arsonists from the scene. Once the fire starts the PCs can bring the arsonists to justice; or vacate the area before they are mistakenly implicated. Mobs have a

tendency to do unspeakable things to anyone they believe to be an arsonist.

Assault - A band of thugs (d6+2) can be seen roaming the narrow streets and dark alleys looking for a victim to beat into a bloody pulp. These street roughs will attack anyone that they outnumber just for the fun of it. They will also attack anyone suspected of being a member of a rival gang to "teach 'em a lesson." PCs may, of course, intervene. Well-armed PCs will probably chase away the thugs and rescue a grateful victim. In contrast, a more cautious approach, may find the thugs reacting aggressively.

Break-in - An individual is spotted attempting to enter a building through a window or locked door. In most instances, it is a thief else a prelude to some other crime. This is a perfect situation for imaginative GMs to add some red herrings to the adventure.

Kidnapping - Most of the time, the aim is to make money. In some cases, it is a press gang looking for a few good hands to man a merchant ship bound for faraway lands. More rarely does the kidnapper sell his victim to the slavers who frequent Suiddock's seedier areas. Kidnapping also occurs whenever powerful people want to talk to certain individuals in "private." Many of these are never seen again. Not expecting much trouble from elsewhere, kidnappers will scatter should armed individuals intervene. The chances of catching a kidnapper are not very high, as they know the streets of Suiddock intimately. Those captured will not talk for fear that their employer will silence them once their loose tongue becomes known. Rescued victims will likewise keep their mouth shut in the vain hope that their silence will save them. It rarely does.

Some kidnap victims taken by the various gangs may tell the PCs that the war between The League, Bretonnians, and Tileans is escalating (among other bits of information).

Looting - There are many Suiddockers looking for the right opportunity to enrich themselves, especially in times this unsettled. Looting usually begins when a group of (d6+4) individuals with seemingly nothing to do congregate. All it takes is one action (e.g., shattering a store front window with a rock) to get them whipped up into a mob. Once looting begins, d6 individuals join in every three rounds until the Watch shows up en masse. The looters then scatter quickly. Sometimes looters will attack the Watch to defend their "right" to steal. PCs acting quickly may disperse the crowd before any looting actually takes place. Once it begins, however, the PCs must act decisively or leave quickly. Otherwise, they may find themselves involved in a minor riot if they intercede.

Murder - Most murders involve family and some from criminal activity that does not quite work as planned. A very few murders are planned hits by a professional. After the first day, the frequency of killings increases. PCs are more likely to come across the body of a murdered victim than encounter a murder in progress.

Street Robbery - Most robbers are pickpockets who slyly relieve their victims of their burdensome purses while others are more aggressive. PCs capturing or otherwise overcoming robbers have a reasonable chance of recovering money or other valuables from previous victims.

Surveillance - Lurking in the shadows and other less than obvious places are those who are paid for their eyes. The targets of these "shadows" may include other shadows, rival gang members, innocents, Watch patrols, or even the PCs. Detecting surveillance is more difficult than running into other nocturnal activities due to its indirectness. PCs must pass an **Observe**-20 test (+10 for *Sixth Sense*, +10 for *Night Vision*) to detect the shadow who has them under surveillance. If the

shadow is watching someone other than the PCs, then the PCs' base chance of detecting them is **Observe**-30 (+10 if any PC has the career of Bounty Hunter or Spy). Most will retreat immediately if discovered. Clever PCs will come up with creative schemes to trail, entrap, or otherwise engage a shadow. The information that PCs can obtain from a captured shadow will depend on whom was being observed and why. GMs can use captured shadows as a means to communicate critical bits of information (or help) to the PCs. Moreover, the more involved the PCs become, the greater the chances that someone wants them followed.

Two Certain Encounters

Two critical events need to take place, the first occurring sometime during the first or second night of the adventure. Its location is any narrow street in the Suiddock (except Hightower Isle) at least several blocks from any waterfront. As the PCs walk the streets the PCs notice a person watching them. Before any PC can react, a second shadowy cloaked figure appears behind the first. The first figure will bend backward and emit a choking, gurgly noise before collapsing. The second figure flees.

Checking the fallen figure, they find a dead man lying in an expanding pool of blood. The man had been stabbed in the back while being strangled. The latter can easily be determined by the thin wire cutting into the neck. If the PCs have not reached the conclusion that there is no way any one person can both strangle someone with a garrotte while stabbing them, allow them an **Int** test to reach that deduction. The killer was a Skaven assassin, but no need to let the PCs in on that revelation at this time.

Should PCs give chase to the killer, they will not be able to catch the killer. Any Wizard will find it impossible to cast a spell while on the run as the killer is never in sight long enough.

After turning the third corner, the PCs will see the cloaked figure drop down a manhole to the sewers below. Next to the metal grate that covered the manhole, the PCs see a large bloody dagger with a serrated edge. At this point, the PCs will have to decide whether to follow the killer into the malodorous sewers or let him go. Moreover, the PCs will hear the whistle of a Watch patrol.

Even if they went straight down, the killer will escape the PCs. Naturally, they may wish to sloop around the sewers in the vain hope of capturing the killer. Let them for as long as they're willing. Feel free to further entice them with any odd noise you wish to describe. The constant dripping of water and occasional rush of effluence is more than enough to confuse its direction.

The next critical event takes place either on Guilstag (Konistag) or Angestag. By this time, the PCs should be well aware of the increase in killings resulting from the escalating gang war. If they met Sergeant Kuilstier, and are talking with him regularly, they will know that the method of killing varies from one body to the next. Additionally, none of these recent killings seem to match the methods detailed by Sergeant Kuilstier. The difference in methodology has to do with the gangs killing one another rather than the Skaven.

As the PCs patrol the streets late that night, they spy two suspicious individuals in the shadows. They are dressed in long black hooded cloaks trimmed with red. Their attention seems to be focused on a slightly built man in tattered clothes. As the two figures watch, another two, similarly attired, leap out of the shadows and quickly subdue him. Should the PCs be content to watch, the two observing individuals turn towards the PCs and watch them while the others drag their captive away. Once the abduction is safely completed, the two retreat.

If the PCs intercede, the four-armed draw their weapons. These cultists of the Scorpion are fanatical followers of the murderous god, Kháine, who will normally fight to the death when cornered. Since there are plenty of potential sacrifices in this city, the cultists will opt to flee if the PCs prove to be too powerful. This could entail another chase scene. Should the PCs capture a cultist alive, they will be unable to extract one ounce of information.

As soon as their task is completed, the cultists will try to scatter. PCs may opt to let these cultists go in the hope of following one of them. That would be a bad idea. Being members of a proscribed cult has sharpened the abilities of these individuals to lose any

pursuit on the narrow and winding streets and alleys of the Suddock. If the PCs successfully get within reach, the cultist will turn on them to prevent the PCs from any further pursuit.

If the PCs will search the body of any cultist they have slain, they find a signet ring on each bearing a scorpion motif that matches the figure scarred onto their chests. On one of the bodies, the PCs will find a note [Handout #6].

Handout #6

Crimson Claw Cabaret
11:00 P.M. Festag

Cultists of the Scorpion, Cut-Throats of Kháine

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	35	3	3	6	32	1	31	28	26	34	29	28

Skills: Silent Move Rural, Silent Move Urban, Strike to Stun

Equipment: Sword, Club, Leather Jack (0/1AP arms/body), Crossbow (R 32/64/300, ES4, 1 round to fire, 1 to load) and Ammunition, Black Hooded Cloak with Red Trim, Black Mask with Red Scorpion on Forehead, Signet Ring with Scorpion Motif, and Purse (d6 Gu, 2d6 shillings).

The Mysterious Shipment

As the largest port in the Old World, substantial numbers of ships arrive and depart Marienburg daily. The particular ship for which the PCs are looking will arrive in the Suddock on Guilstag (Konistag). The ship is unique in that it is the only ship to arrive from the barony of Langwald in eastern Stirland in recent memory. As such, nearly all Marienburgers (even those with the *Heraldry* skill who must test with a -20 modifier to their **Int**) are unfamiliar with its colour and coat of arms. Except for rumour, the PCs will be unable to substantiate anything until the ship's arrival. They can proceed with the information they obtained through rumour in

one of two ways. They can either start at "The Lord Harbourmaster's" or "The Brotherhood of Seamen and Pilots."

The Lord Harbourmaster's

Located next to the Niederbrug Bridge on Hightower Isle, the Lord Harbourmaster's building is a large, three-storey, green-painted affair. Within these walls, the arrival and departure of all ships conducting (legitimate) business in Marienburg is recorded. The Lord Harbourmaster is responsible for collecting all duties and docking fees and enforcing Port Law. The Lord Harbourmaster doubles as the Commandant of the Marienburg Harbour

Watch and has jurisdiction over everything waterside. During the day (when the harbour is the busiest), the Lord Harbourmaster Odvaal van den Huister, is present with a number of Clerks, Collectors, and Harbour Watchmen. Any attempt by the PCs to see the Lord Harbourmaster will be doomed to failure. Instead, they will be directed to one of the Lord Harbourmaster's secretaries, Watze Schiptoren.

PCs wanting to see the logs of incoming ships are going to have a problem. Namely, they will have to convince Watze that they have legitimate cause. If the PCs are foolish enough to divulge their real task, Watze will scoff at their assertions and tell them to leave. Persistence on the PCs' part will result in Watze calling the Harbour Watch to escort the PCs off the premises. PCs concocting a cover story should be allowed a Bluff test to convince the reluctant Watze of their need. If all else fails, any PC may try a Bribe test. Under no circumstances will threats intimidate Watze (in fact, the Harbour Watch may find it amusing as the PCs are tossed into the brig).

Success in viewing the records presents some new problems for the PCs. For one thing, river traffic between Marienburg and the Empire is common. The vessels are usually the larger, ocean going variety, but a number of river barges also make the journey. Unless the PCs clearly state that they looking for anything odd, this approach rapidly reaches a dead-end. PCs stating that they are looking for the unusual and passing an **Int** test (a +10 modifier for those who have experience trading merchandise or working on boats) will find that only one river barge arriving from The Empire is registered as a ship from the Barony of Langwald; "The Schwarzdame". More unusual is that its cargo is listing "One crated luxury" (a PC with experience trading will realise that the cost of transporting one item from Altdorf - much less from an unknown location further away - is generally prohibitive). In addition, the cargo was never inspected. The log indicates that the cargo was off loaded at Berth 31 on the eastern side of Riddra Isle.

Watze Schiptoren, Lord Harbourmaster's Secretary, Student, ex-Seaman, ex-Marine
Watze was once a hard drinking man of the sea like so many other seamen and marines. Now, however, Watze is a typical petty bureaucrat: fawning over and eager to please his superiors (in other words, a brown noser); while contemptuous and snotty towards those he views as his inferiors (anyone who holds a position lower than his). Watze's snobbishness also extends to those who are clearly of a lower social class (which includes foreigners and most adventuring types). Those of a higher social class (for example, Clerics, Wizards, Nobles, and upper class Merchants) may elect to use their **Ld** when dealing with Watze.

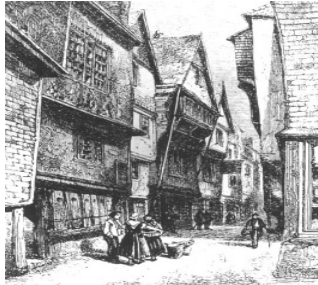
Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	40	4	3	8	44	2	28	27	48	41	44	46

Skills: Arcane Language-Magick, Astronomy, Cartography, Consume Alcohol, Disarm, Dodge Blow, Drive Cart, History, Read/Write (Breton, Norse, Reikspiel, and Slavic), Row, Sailing, Scale Sheer Surface, Secret Language-Battle Tongue, Secret Language-Classical, Speak Additional Language (Breton, Norse, Slavic, and Tilean), Street Fighting, Strike Mighty Blow, Strike to Stun, Swim

Equipment: Sword, Writing Kit, d3 textbooks (each on Astronomy, Cartography, and History), and Purse (d3 Gu, 2d6 shillings, 2d6 pennies).

Guildhall of the Brotherhood



The crooked streets of Stoessel will have to be traversed until the PCs reach the middle of the Stoessel waterfront and the guildhall of the Brotherhood of Seamen and Pilots.

Unless they are members, the PCs will have difficulty getting in to view records and two guards prevent any unauthorised entry. PCs wishing to appeal to a higher authority will be unsuccessful if they are not members. If the PCs try to overpower the guards (Hans Dokhand and Egbert Kanaalgids) to gain access, the two (hardly the brave, heroic types) will shout an alarm bringing a Watch Patrol within D6 rounds. Breaking into the guildhall at night is a possibility. Careful planning and execution of such plans has a high degree of success.

PCs with some seafaring background receive a +20 modifier to **Bluff** tests and apply additional modifiers as appropriate for any cover story the PCs concoct. If all else fails, heavy bribery may be the order of the day.

Once inside, the PCs can find the records room. An old scribe, Rolf Schrijven, can help find the correct records, though it will take some time. The information here is that a ship bearing an unknown coat of arms on its flag was piloted to Berth 31 on Riddra Isle. There is no mention of the ship's cargo or any other useful information.

Unlike the Lord Harbourmaster's, the Guildhouse has large maps on the wall of the record room which details the location of each berth in the Suiddock, including those in Riddra. Should none of the PCs have the *Cartography* skill, they are reduced to searching the Riddra waterfront on foot. Or, for a little monetary consideration, they can ask Rolf to provide directions or services as a guide. The latter should cost the PCs at least a couple of Guilders. If Rolf agrees to guide the PCs, then he will only lead them to the point where he can point out Berth 31 to them.

Hans Dokhand, Pilot, ex-Fisherman

Guard duty is not exactly a glamorous task for those who make their living piloting boats into port. Instead, it is used to punish those for violating some trivial rule of the Guild. Being a relative novice and "green about the gills," Hans is getting more than his fair share of guard duty. This makes the normally placid Hans a little irritable and uncooperative. Should anyone offer a Hans a drink (preferably ale, but whisky will do) or food, he'll become more affable and willing to help.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	29	34	4	3	8	43	1	34	29	34	47	31	46

Skills: Boat Building, Consume Alcohol, Dance, Drive Cart, Fish, Orientation, Read/Write (Reikspiel), River Lore, Row, Sailing, Swim

Equipment: Sword, Leather Jerkin (0/1AP body), Rope-10 yards, and Purse (2d6 shillings, 3d6 pennies).

Egbert Kanaalgids, Pilot, ex-Seaman

In contrast to Hans, Egbert is a long time member of the Brotherhood of Seamen and Pilots who actually prefers guard duty. Quite simply, it's a far easier task than piloting merchant ships and other boats into the Suiddock. Moreover, it is a good way to meet women. Egbert has found that women are very few on the ships that require pilots to guide them through Marienburg's harbour. There are far more on the streets to be whistled at and ogled over. In other words, Egbert is a typical lonely and crude slob who has absolutely no idea on how to talk to or treat any woman he sees. This is reflected by a -20 Modifier to Egbert's **Fel** whenever he deals with women.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	42	5*	3	9	37	2	42	32	32	45	30	41

Skills: Consume Alcohol, Dodge Blow, Orientation, Row, Sailing, Scale Sheer Surface, Sing, Speak Additional Language (Albion, Breton), Street Fighting, Strike Mighty Blow, Swim, Very Strong*

Equipment: Sword, Leather Jerkin (0/1AP body), Rope-10 yards, and Purse (2d6 shillings, 3d6 pennies).

Rolf Schrijven, Scribe, ex-Pilot

Rolf is a jolly old pilot whose ability to pilot watercrafts has diminished considerably. For the last fifteen years or so he has taken over the duties of recording the arrival and departure of every ship, their registration (name of vessel, home port, captain's name, cargo, etc.), and the piloting fees that each was made. Rolf takes great pride in his work and is more willing to share information (except the piloting fees) with anyone who asks. Anyone wanting to review the books on their own, however, must give Rolf some consideration (like a minimal bribe of 2 Gu) for his troubles.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	32	32	4	4	7	39	1	38	42	38	41	47	42

Skills: Acute Hearing, Arcane Language-Magick, Orientation, Prepare Poison (Herbal), Read/Write (Albion, Breton, Estalian, Norse, Reikspiel, Slavic, and Tilean), Row, Sailing, Secret Language-Classical, Sing, Speak Additional Language (Albion, Arabian, Breton, Cathayan, Estalian, Norse, Slavic, and Tilean), Swim

Equipment: Sword, Dagger (I+10, S-2, Parry -20), Leather Jerkin (0/1AP body), Writing Equipment, and Purse (d6 shillings, 3d6 pennies)

The Dark Warehouse

Many centuries ago, Riddra was the heart of the Suiddock. As the islands upriver were built (Stoessel first, then Luydenhoek), the main dockyards moved eastward. Now the docks of Riddra are mostly empty, used

primarily by smugglers. None of the berths are identified in any way and only the locals who frequent the waterside can correctly identify them. PCs attempting to learn such from the locals must offer at least a Guilder as a bribe.

The Schwarzdame will remain at Berth 31 until Angestag afternoon. PCs searching for it during its stay will find the black vessel moored without any apparent guards. An orange flag with black borders and a crossed swords motif in its centre flies from its stern (the coat of arms of the Stirlander Barony of Langwald). In the event that the PCs merely post a watch, they notice that no one comes aboard until the ship is ready to depart. At that time, Captain Erich Wassermann and his three crewmen approach from a direction opposite the PCs. The four men are anxious to leave and board the ship quickly. They will not stop to talk to the PCs unless heavily bribed (at least 10 Guilders or Imperial Crowns each). None of the four know much other than the following:

- A man named Helmut Nachtwanderer in Waldenhof, Sylvania hired them to deliver a special cargo to Marienburg.
- Herr Nachtwanderer paid them a considerable sum to carry forth their task without question.
- The flag on board was Herr Nachtwanderer's requirement.
- They were to report to a gentleman named Anders Smid upon arrival.
- Herr Smid instructed the four to stay away from the Schwarzdame until departure.
- Each of the four felt a chill in their backs until they were away from Smid's presence.

Further questioning yields no other information unless the PCs try to intimidate the foursome. A successful **Ld** or **Fel** test will yield the following information:

- Herr Smid was waiting on the docks when they arrived in the early evening.
- The tone of Smid's instruction carried an implicit threat if he were disobeyed.
- There was some shuffling movement in the shadows behind Smid.

Wassermann reluctantly agrees to any request the PCs make to examine the ship provided that the Captain and his crew are allowed to leave afterward. PCs who do not agree will find themselves in a fight, as Wassermann is extremely eager to depart.

The PCs may opt to search the ship prior to the crew's return. In either event, the PCs find nothing obvious in the hold except for provisions. A successful **Search** test indicates a fragment of bone near an area where a large crate was situated, judging by the heavy dust 'footprint'. Any PC with a suitable career is able to determine that the bone is that of a Human finger. Neither Wassermann nor his crew know anything about the bone.

Across from Berth 31 are two boarded-up warehouses with a narrow alley separating them. Both have large double doors facing the waterfront and are two-storeys. PCs checking the entrances find that both are securely shut and the back entrances locked. The one oddity is that the locks on the left warehouse are new.

PCs searching the left warehouse will find a concealed sliding wall facing the other warehouse on a successful **I** test. Once the sliding wall is uncovered it will take just moments to find the opening mechanism.

Should they enter during the day, the warehouse is very dim (the windows have all been covered up by boards). The PCs must take a moment to allow their eyes to adjust unless they have a light source (torch or lantern). Once they are able to see, the PCs notice at the far corner of the warehouse a hooded woman in dark clothing (black with red trim) removing a small container about one cubic foot in size from a large opened crate. The woman notices the PCs if they entered the warehouse noisily or during daylight. She ignores them as she opens the

trapdoor leading to the sewers below with container in hand. PCs crossing to intercept the black-clad woman (or casting spells or shooting arrows) are in for a surprise. At the start of the round that the second PC enters the warehouse six figures, Kháinite Cultists, charge from the shadows and attack [**GM Note:** see page 22 for the profile of these cultists]. Their intent is to allow the woman to make good her escape with container in hand. Once her getaway is assured, the six cultists will attempt to withdraw.

Assuming the PCs get past the cultist and go after the black-clad woman they PCs will find themselves in a narrow sewer line with no sign of the woman. Tracking her is

impossible given the delay. Should the PCs search the crate above, they will find an opened coffin within. The lid of the coffin is propped up against the wall and bears a black and yellow coat of arms with a red skull and crossed swords motif. PCs with both *History (Imperial)* and *Heraldry* skills must successfully pass an **Int**-10 test (due to its obscurity) to identify the ancient coat of arms (circa 1200 IC) of the Imperial province of Sylvania. PCs with only the *Heraldry* skill must pass a test at half **Int**. Should the PCs fail, they can provide a description (or take the coat of arms) to the Great Library of Verena or the Temple of Mórr to discover its significance.

Erich Wassermann, Boatman

Normally, Erich plies his trade on the waters of the Rivers Reik and Stir on his boat, "Reikstolz". Once in a great while, someone will pay Erich enough money to deliver cargo to Marienburg. In this adventure, Erich has been paid a considerable sum for himself and his crew to transport a special cargo on someone else's vessel. Needless to say, Erich is very anxious to see this job completed so he can get back to his ship (currently moored in Sylvania). His discomfort has been growing with each day and is real apparent in the days he is required to stay in Marienburg.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	5*	4	8	47	1	31	36	35	42	40	38

Skills: Astronomy, Boat Building, Dodge Blow, Fish, Orientation, River Lore, Row, Scale Sheer Surface, Very Strong*

Equipment: Sword, Leather Jack (0/1AP body/arms), River Barge, and Purse (d3 GC, 2d6 shillings, 3d6 pennies)

Axel Laut, Gregor Narbe, Herpin Kurz, Boatmen

The three men are Wasserman's hard-working crew and, at this moment, would like nothing better than depart from Marienburg.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	41	1	29	29	29	39	29	29

Skills: Fish, Orientation, River Lore, Row, 50% chance of Very Strong, 25% chance of Consume Alcohol, 25% chance of Boat Building

Equipment: Sword or Axe, Leather Jack (0/1AP body/arms), and Purse (2d6 shillings, 3d6 pennies)

Doctor Lucas Grafzoekener, Explorer, ex-Student, ex-Scholar

Like his late brother Diederich, Lucas represents a new breed of explorer: one who combines the desire to explore new places with the need to expand one's knowledge. The fact that potential treasure may likely be involved also whets the appetites of these "explorer-scholars" (as well as their wealthy benefactors).

Due to the death of Diederich, Lucas has taken a keen interest in the ancient Arabian artefacts. The theft of one item (the fetish) and the deaths of the guards have piqued Lucas' curiosity. With his penchant for solving puzzles and astute observation, Lucas has begun to compile the facts. Lucas has also concluded that he needs outside help in investigating the mystery surrounding the fetish (after all, the University's reputation would still be intact as they could disclaim any knowledge of the situation should the outside help be caught in illegal activities).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	53	57	4	5	12	57	2	57	54	65	49	60	59

Skills: Acute Hearing, Arcane Language-Magick, Astronomy, Blather, Cartography, Drive Cart, Evaluate, Follow Trail, History, Identify Plant, Law, Linguistics, Magical Sense, Numismatics, Orientation, Read/Write (Arabian, Breton, Estalian, Norse, Reikspiel, and Tilean), Ride-Horse, Rune Lore, Secret Language-Classical, Speak Additional Language (Arabian, Breton, Estalian, Norse, and Tilean), Supernumerate

Equipment: Sword, Mail Shirt (1AP body), Shield (1AP all over), Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) and ammunition, d6 Maps, Writing Equipment, and Purse (4d6 Gu, 5d6 shillings)

The Stolen Artefact

Befitting the largest city in the Old World, Baron Hendryk's College of Navigation and Sea Magicks (also known as the University) is the one of the largest and most diverse institutes of learning known. Baron Hendryk's is also considered by Marienburgers to be the wealthiest institute of higher learning in the Old World and houses the largest collection of artefacts from ancient civilisations (thanks, in part, to the patronage Marienburger explorers and scholars enjoy).

One such collection was obtained from the ancient tombs of eastern Araby by the late explorer and scholar Doctor Diederich Grafzoekener. He claimed that the artefacts were three thousand years old and came from an ancient kingdom. Through means he never

divulged, Diederich somehow smuggled these ancient treasures from under the very noses of suspicious Arabians and brought them to the University several months ago.

Unfortunately, Diederich contracted a mysterious wasting disease on the return voyage. By the time he arrived at the University, he was a shadow of his former robust self. When he died soon after, Diederich's face had taken on a reddish hue and had virtually shrunk down to the skull.

Guild Physicians were unable to develop any reliable treatment for this unfamiliar disease and thanked the gods that it did not turn out to be some new plague. Suspicious sailors on board believed the disease was a curse called down upon Diederich's head for violating the

ancient tombs. They remembered Diederich's fixation on one of the artefacts (a fetish).

Dismissing the crew's foolish superstitions, Baron Hendryk's College proudly exhibited its "find" with Diederich's younger brother, Lucas, assuming responsibility. Days before the scenario began, someone broke into the room where the ancient Arabian treasures were housed. Several items were damaged, but only the fetish (the Al-Qantram Shalem Fetish of Kháine, see description in the "New Magic Items" section) was taken. In addition, the two guards were brutally murdered. Fearful of the publicity this crime would arouse, the University regents decided to deny its occurrence. Lucas Grafzoekener disagreed with that decision and began his own investigation. By the time the PCs arrive at the University, Lucas will be ready to act.

Should the PCs inquire with the Watch, they will be directed to the Tempelwijk Ward Barracks. Compared to the Suiddock Watch, the Temple Watch have better tailored uniforms, more orderly, less busy and are also not as well armed as the Suiddockers. Furthermore, the Temple Watch are more attentive to the concerns of the upper class and their households than they are to the less influential (reflecting the political ambitions of their Captain). Unless they are of a high social class, PCs will not even get their questions considered without passing a **Fel-20** test (+10 for *Charm*, +10 for *Etiquette*). If successful, they will learn that the University reported any such incident.

If the PCs make inquiries at the University, they must do so during daylight. Neither students nor faculty know anything about the rumoured theft and will suggest that the PCs take their questions to the administration. There, the PCs will meet with a wall of silence. All University officials will deny that any such crime took place. PCs expressing an interest in seeing the exhibit must convince

officials of their sincerity. They will then be directed to Doctor Lucas Grafzoekener at the Hall of Antiquities.

Lucas' office is located next to the large room where the ancient Arabian treasures are on display. The door to that room is locked (**CR 10**) at night, as is the one to Grafzoekener's office (**CR 15**). Since the murders, the number of guards has been increased to four. During the day, Lucas is in his office and the exhibit is only opened to those he admits. PCs with Art and History skills might find the exhibit rather interesting though others will find it downright dull. The exhibit includes an ancient sarcophagus (nothing is in it), carved stone figurines of men with exotic animal heads (mutants, perhaps?) intricate jewellery, and some stones with bas-relief imagery.

Lucas is a very astute observer and will quickly see through any pretence that the PCs are interested in the ancient Arabian exhibit. With his usual directness, Lucas will ask probing questions to determine their reasons for coming to the University. PCs who try to bribe Lucas, act in a disrespectful or dishonest manner, or resort to threats will immediately be told where to find the exit. If the PCs manage to avoid any pitfalls, then allow them a **Fel** test to convince him that they can be trusted. Only then will he ask them if they are willing to undertake a task for him. Lucas will initially offer to pay the PCs twenty Guilders each to recover the stolen artefact, no questions asked (if need be, Lucas is willing to pay more for the task so long as it does not exceed thirty Guilders to each PC).

Once the PCs agree, Lucas will tell them that the artefact is a foot long fetish in the shape of a scorpion's tail. Three dried, real scorpion tails dangle from the barbed end with three unusually well preserved vulture tail feathers attached to the other end. Should the PCs inquire, Lucas will inform them that fetishes are generally used in rituals. He is not certain, however, just what

kind of ceremony this scorpion-tail fetish would be used in (Lucas does suspect it is used in rituals concerning the dead).

If prompted, Lucas will also add that the two guards on duty the night the fetish was stolen were murdered in a ritualised fashion and their hearts and eyes taken. Naturally, University officials were worried about unwanted publicity. As they did not trust the local City Watch, they referred the matter to the Star Chamber (from whom the University officials are still awaiting word). The PCs will probably ask Lucas for a lead to get them going. After a momentary pause, Lucas will direct them to a Suiddocker named Kaspar Glibberig, a dealer in antiquities located on Sikkeleiland Isle. On Marktag, Lucas had asked Kaspar to make some discreet inquiries about the fetish in the hope of uncovering some lead to its whereabouts.

Exotic Curios

If the PCs hope to get anywhere, they need to pay a visit to Kaspar Glibberig before Angestag. After that date, Kaspar's shop, "Exotic Curios," will be boarded up and empty. Assuming they get there in time, the PCs find "Exotic Curios" closed. This will be clearly out of place should they visit during daylight. Glancing through the windows will only reveal that the interior is unlit and no one is in. Anyone looking more intently must pass an **I** test (+10 for *Excellent Vision*, +10 for *Night Vision*) to notice that there is a faint light behind the clutter-covered table in the back. The only way the PCs can investigate is by entering the shop through either locked door (**CR** 10 for the front and back doors). Once inside the shop, they will have to step carefully around the items strewn about the floor (if they are searching at night the PCs need a light source).

Behind the desk, the PCs find the corpse of Kaspar Glibberig. So hideous is the state of the corpse that anyone viewing it must make a

CI test (failure causes the PC to lose their lunch while gaining 1 **Insanity Point**). Once the PCs overcome their revulsion, they will notice that there is nothing left of Kaspar other than skin and bone. All muscle and other tissues seem to have vanished from the dead husk. What's left of Kaspar's face has taken on a reddish hue that gives it the appearance of a grimacing red skull. The eyes are empty sockets with tracks of ooze running down the cheeks. PCs checking the body will find red markings on the back resembling a skeletal hand. PCs studying the murder scene will conclude that a tremendous struggle took place between Kaspar and his assailant. PCs thoroughly searching the area must make an **I+10** test to find a crumbled piece of paper under the desk [Handout # 7].

Handout #7

The trail leads to the Crimson Claw.

A second test, this time at **I-20** test, allows the PCs to find a piece of black cloth with a red trim nearby.

At this point, the PCs may be torn between reporting the murder to the Suiddock Watch or returning to Lucas Grafzoekener with the news. PCs (foolishly) considering the first course of action need to make an **Int** test (+10 if they had a career as a Militiaman or Watchman) to realise that the Watch, perhaps even if they have a warrant, will probably lock them up as prime suspects until the situation can be sorted out (anywhere from three days to three weeks).

News of Kaspar's death will not sit well with the Doctor Grafzoekener as they were very good friends. Once he has regained his composure, Lucas asks the PCs how Kaspar died. He will listen dispassionately until the PCs describe Kaspar's facial appearance. At that point, Lucas will stare at them wide-eyed and inform the PCs that his brother had died

from a mysterious disease that caused similar disfigurement and relates the story of his brother's fate.

If the PCs present Kaspar's note about the Crimson Claw, Lucas looks at it before handing it back. "I have not heard of 'the Crimson Claw' before this moment. Is it a tavern? Could you follow up on this note in case it's related?"

If the PCs are unsure of how to proceed, Lucas reveals his suspicion that the stolen fetish was used in rituals involving the dead and suggests that they may find answers at the Temple of Mórr in the Ostmuur district. Visibly shaken, Lucas will then ask the PCs to leave.

The Witch-Hunter Cometh

The Temple of Mórr is easily distinguished from the other temples by its dark grey basalt walls and unique gate-like, lintel-covered entrance. The Temple is currently severely understaffed as most of the clerics (including the entire senior staff) had departed two weeks previously to attend the cult's convocation (held once every ten years) in the Tilean city-state of Luccini. Thus, only a skeleton staff remains. As soon as they enter the temple, an Initiate greets the PCs and asks them their names and business, information is required for them to gain an audience. Should the PCs invent a cover story, allow them a Bluff to succeed. Once they succeed, the Initiate will ask them to wait for a few moments.

Minutes later, the Initiate returns with a much older cleric, whom he introduces as Lodewijck Raffleugel. Normally, Lodewijck is the chief librarian of the Temple and its expert on cult lore. At the moment, the venerable Lodewijck is in charge. PCs trying to be coy (or otherwise cute) will try Lodewijck's patience. He is a busy man after all. If they persist in being evasive, Lodewijck will give the PCs two warnings before ordering them out. PCs who

refuse to comply with that instruction will get an opportunity to meet Rutger Nachtrabe, a Witch-Hunter of Mórr, in less than ideal circumstances.

Anyone dealing with Lodewijck in a direct manner finds him an affable, intelligent man. When the PCs ask about the information regarding the stolen fetish, Lodewijck requests that they divulge all they know of the object and its assumed purpose. At the first mention of ancient Araby, rituals involving the dead, or - if the PCs can make the leap - Kháine, Lodewijck interrupts the PCs in order to escort them to his private office in the Temple's library. Once there, Lodewijck closes the door before asking them to continue. The description of the fetish confirms the connection to Kháine as far as Lodewijck is concerned. He informs the PCs that the scorpion and its barbed tail are symbols of the God of Murder. Moreover, Kháine was once a major deity in some ancient kingdoms of Araby whose demented civilisations were eventually crushed. With that, Lodewijck stands up and asks that the PCs give him a moment to summon an individual that they ought to meet.

In his absence, the PCs may want to explore Lodewijck's office. The drawers of the desk are easily opened and contain scraps of paper, a writing kit, and a large locked book (**CR 10**). Should the PCs open the untitled book, they will find that it contains references to the worship of Kháine as well as rituals dedicated to him from other lands. All are described in such lurid detail with illustrations that anyone reading the text carefully must make a **CI** test. Those who fail gain 1 **Insanity Point** and will be plagued by nightmares for the next d4 nights. If they continue, the PCs will come across references to suspected Kháine cults in some of the major cities in the southern Old World. Before they read those sections, however, Lodewijck returns with a large individual. PCs successfully passing a **Listen** test for normal noises (+10 for *Acute*

Hearing) will be able to close, lock, and put away the book in time. The Priest of Mórr will be most displeased if he finds that the PCs abused his hospitality.

Upon entering the office, Lodewijck introduces Rutger Nachtrabe as a follower of Mórr who specialises in handling situations involving those who violate the sanctity of Mórr's realm. Rutger had recently arrived from Middenheim where he received a vision (anyone making a wisecrack will find neither Lodewijck nor Rutger in the mood for such). Rutger then tells the PCs of his vision where he saw a large seaport crossed by many canals. Rising from the dock area was a large black scorpion whose claws would scoop up the terrified populace and snap them in two. The carnage continued until the scorpion took on a crimson hue. Then the scorpion's carapace split emitting pinkish smoke that soon began to coalesce into some form. The vision ended before the form revealed its true nature. Rutger set forth immediately to Marienburg. Since his arrival Rutger has been unable to learn more.

Lodewijck turns to the PCs and comments that Rutger's vision, coupled with the description of the stolen fetish, clearly indicates that a secret temple to Kháine is somewhere in the city. Lodewijck assumes that either the Doodkanaal or Suiddock are the likeliest place for the Kháinite temple because of their reputations, but he cannot rule out the Kruiersmuur district.

Should the PCs offer to pass the problem of the stolen fetish or the cult of Kháine to Lodewijck and Rutger, the priest will tell them that their services are essential for eliminating this threat to Marienburg as the cult's resources is stretched too thin at the moment. Rutger then states his preference that the PCs continue their work while he continues his. Further, Rutger is willing to meet them to be briefed on any additional information they come across. If the PCs mention the note they found that suggested

something would occur at the Crimson Claw Cabaret Festag evening to Rutger (assuming they have made a connection between Rutger's dream of a crimson scorpion and the cabaret's name), he will suggest they try to gain admittance. Rutger plans to find his own way into that "special event." Should Lodewijck hear the name of the establishment ("The Crimson Claw Cabaret"), he will recall that its previous owner, Edwin Schaap, passed away over a week ago. Lodewijck vaguely recalls that the new owner (Count somebody) is some distant relative from Nuln. With that, both Lodewijck and Rutger bid the PCs good luck.

Enter the Crimson Claw

Finding the Crimson Claw Cabaret is as easy (and costly) as obtaining directions for any other location in Marienburg. It is located at the western end of Stoessel Isle across from Riddra Isle.



The establishment is closed during the day and opens for business at dusk. Given the condition of the rundown neighbourhood, it is surprising that the patrons of the Crimson Claw tend to be fairly well to do. They include upper-middle-class merchants and artisans, as well minor members of the great merchant families of Marienburg. The quality of the Crimson Claw is further exemplified by the fact that the majority of its patrons stay until the establishment closes around 2am. Admission is by membership only and the Crimson Claw's bouncers know most members. PCs trying to gain entrance can only do so if they force their way in. Such action will guarantee that the PCs will become involved with the Watch.

Lodewijck Raffleugel, Cleric-Lvl 2, ex-Student, ex-Scholar, ex-Initiate

The seventy year old Lodewijck has been the chief librarian and keeper of the cult's lore for the last forty years or so. His ability to remember details far exceeds what one would expect from someone Lodewijck's age. Lodewijck is also a busy man, very direct, and has little patience for people who waste his time. Towards those who handle themselves in a straightforward manner, Lodewijck is quite the amiable chap. He will assist them in any matter to the extent that he is able, especially if that issue involves the eradication of Necromancers and followers of Kháine.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	36	3	3	9	46	1	35	40	62	44	62	52

Skills: Acute Hearing, Arcane Language-Magick, Arcane Language-Necromantic Magick, Astrology, Astronomy, Augury, Cartography, Cast Spells-Cleric 1, Cast Spells-Cleric 2, Cryptography, Divining, History, Identify Plant, Identify Undead, Linguistics, Magical Sense, Meditate, Night Vision, Numismatics, Public Speaking, Read/Write (Arabian, Breton, Estalian, Norse, Reikspiel, and Tilean), Rune Lore, Scroll Lore, Scrying, Secret Language-Classical, Speak Additional Language (Arabian, Breton, Estalian, Norse, and Tilean), Theology

Magic Points: 21

Spells: 1st Level: Destroy Undead, Funeral Rite, Locate Corpse, Nameless Funeral, Zone of Life

2nd Level: Control Undead, Dedicate Staff, Exorcism, Retribution

Rutger Nachtrabe, Witch-Hunter, ex-Pit Fighter, ex-Judicial Champion

Favouring black attire, the 6 ft 5 in Rutger is the archetype Witch-Hunter of Mórr. A very stern, rather humourless man, Rutger has dedicated his life to uncovering and eliminating hidden covens of Kháinite cultists, Necromancers, and nests of Undead. Like a few others in the High and Chivalric Order of Deserved Rest (Raven Knights), Rutger receives some of his information on his quarry through visions (dreams) sent directly by Mórr. Rutger usually works alone and as such prefers to surprise his quarry, especially since he is most often outnumbered.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	73	66	5*	6*	13	71*	3	49	63	38	44	72	27

Skills: Cure Disease, Dance, Disarm, Dodge Blow, Heal Wounds, Identify Undead, Immunity to Disease, Lightning Reflexes*, Marksmanship, Night Vision, Public Speaking, Resistance to Illusionist Magick, Ride-Horse, Scale Sheer Surface, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon-Crossbow Pistol, Specialist Weapon-Fencing, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knife, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient*, Very Strong*

Equipment: Sword, Full Plate Armour over Mail Coat (2AP body/arms/legs), Crossbow Pistol (R 16/32/50, ES 1, 1 round to fire, 2 to load) and ammunition, 4 Throwing Knives (R 4/8/20, ES C, 1 round to cast), Medallion with a Raven perched atop an open portal (under his armour), Rope-10 yards, and Purse (2d6 Gu, 4d6 shillings)

The Crimson Claw has recently experienced a change in ownership. Having arrived from Nuln the month before, Count Stefan von Schweinfort found his newly discovered half-brother and owner of the Crimson Claw, Erwin Schaap, dead in his sleep over a week ago. The Count assured the employees at the Crimson Claw that the establishment planned to continue providing its patrons with the service they've come to expect. Moreover, the only change that the new owner planned was to bring in additional help for the next few days in preparation for the festivities.

In reality, Count Stefan von Schweinfort - alias Wolfgang Schwarz - assisted Erwin Schaap's passing from the world. Since the method of removal was simply a pillow held firmly over the face (thus leaving no mark), a board of inquiry was not needed. As Erwin's only "relative" in Marienburg, Count von Schweinfort's take-over of the Crimson Claw was uncontested. This move enabled the Cult of the Scorpion (for which Wolfgang Schwarz is a high ranking member) to consecrate a new shrine to Kháine in the basement. The ritual of consecration involved the sacrifice of several drunken indigents whom no one would miss. Additionally, the Cult dedicated the ancient Arabian fetish to Kháine's foul service by the sacrifice of the two slain University guards' hearts and eyes. Thus the stage was set for Festag.

Any daylight surveillance on Festag will not detect any unusual activity outside - most of the preparation is taking place in the basement and adjoining sewers. Around noon, the PCs will notice a young man about seventeen years of age nailing a pamphlet on a nearby street lamppost. He will also pass out one or two (carefully selected) pamphlets to passing individuals reciting the same information as appears in the text. If the PCs call out or try to nab the young man, he will flee. If the PCs catch the individual (I 34 if one wants to run another chase scene), the

young man simply states that he is Seth den Breems, a student from the University. He is doing nothing more than helping a friend who is ill. Other than that, Seth claims to know nothing else.

Bored (or nosy) PCs might decide to expend some energy reading the pamphlet [Handout #8].

Handout #8

**OPPRESSED PEOPLE OF
MARIENBURG!**
Tired of the Killing in the Streets?
Angered by the Corruption that Allows It
to Continue Apace?
THE TIME FOR ACTION IS NOW!
Join Us at 5:00 pm Aubentag, Draaienburg
Bridge.
We Will March on the Stadtholder's
Palace and Demand that the Directorate
Step Down.
We Want a Government Elected by and
Amenable to the People Now!

ORDESA

An hour or two before dusk, one of the new doormen (a Kháinite cultist) emerges from the Crimson Claw. Smartly dressed in black, he posts a sign upon its main door [Handout #9].

Handout #9

*Notice to our esteemed patrons,
The Crimson Claw Cabaret will open its
doors at 10:00 pm this Festag evening for
a special celebration. Commencing
promptly at 11:00 pm, the merriment is
guaranteed to be a heart-stopper.*

*Sincerely,
Count Stefan von Schweinfort*

Overzealous PCs may try to overcome the Doormen and force their way into the Crimson Claw. The door has been locked

behind him and will only open for him when he knocks in a specific coded manner. He will sound an alarm at the first sign of trouble (and bring at least three patrols of the Suiddock Watch within d6 rounds). There are others within the building that will do whatever it takes to keep anyone from entering the establishment before it is opened.

Eventually, the time arrives for the Crimson Claw to open its doors. Anyone carrying more than a hand weapon and dagger is required to surrender the excess at the door. The bouncers "escort out the door" (forcibly if necessary) anyone who refuses to comply. Any individual wearing armour is considered a troublemaker and denied entrance. Any PC may make an *Int* test (+10 for *Etiquette*) to realise this limitation before trying to *Bluff* their way in. With the anticipation of the night's activities, the bouncers have been instructed to relax the normal restrictions on attendance and allow any who seem to be of the right social level admittance, even if they are not members.

From the time the doors open until the festivities commence, PCs gaining admittance are free to mingle. Unless PCs have the *Etiquette* skill or some social status, most of the patrons will look down on them as "riff-raff".

The celebration begins with the curtains rising on stage to reveal female dancers in attire more revealing than concealing. The music is engaging as are the dancers themselves. In between the dance routines, other entertainers perform. During the show, von Schweinfort makes the rounds playing the perfect host. PCs looking around will notice that the black-clad bouncers (there are be six cut-throats plus any who survived the encounter at the Riddra warehouse) are taking up positions by the doors exiting the room. With the exception of the stage door, all the others are locked or barred at this time to ensure that no one escapes prematurely.

Minutes before midnight, the room is darkened as the lamps on the wall are extinguished and the curtains drop. The only light in the room emanates from the candles on each table. Soon the musicians begin to play an ominous melody and the curtain rises again.

During this time, PCs with *Acute Hearing* hear a banging on a far door if they successfully pass a **Listen** test. At the same time, PCs with *Night Vision* need to successfully pass an **Observe** test (+10 for *Excellent Vision*) to notice that the bouncers are silently and quietly retrieving swords and crossbows from nearby hiding places. Two of these seem to be drawn to a far door while Count von Schweinfort places himself in front of the stage. A second **Observe** test is needed to pierce the darkness on the stage to see a cloaked figure standing next to a table or platform of some sort with what appears to the PCs as a sizable pile of rags (enough to cover a body) on its top. A second cloaked figure kneels next to the rags. Before the PCs can act, the light from numerous black candles flare into brilliance and illuminates the stage.

The PCs can now clearly see that the first figure is a man cloaked in black with red and yellow trim and wears a grotesque mask. Any PC with the *Theology* skill must successfully test vs. **Int** (+20 for clerics of Mórr) to identify the mask as representing Kháine, the god of murder and undead. In one hand, the man holds a small, open casket over which he waves his other hand while chanting.

The second figure is that of a woman similarly dressed (minus the mask) who yanks up the head of the person from the pile of rags on the table by their hair. Any PC involved in the encounter ("Streets of Suiddock") may make an **Int** test to connect the person on the table to the victim abducted some nights before by the men dressed in black (if the PCs did not prevent that crime from occurring). Another successful **Int** test allows the PCs to recognise the woman from the Riddra warehouse.

The late **Bram Scherplemmet**, Cleric-Lvl 4, ex-Bounty Hunter, ex-Initiate

Murdering his way to the top, Bram is the ambitious High Priest of Kháine in Marienburg and leader of the Cult of the Scorpion. Bram is a cold, cruel, and ruthless killer more concerned for his grandiose (and murderous) plans than for the lives of anyone. Naturally, his long service to Kháine has taken its toll on him.

For many years, he and his followers have been preying on the weak and hopeless in the streets while coldly plotting for their day (referred to as the “Time of Murders”). Plans were put into effect in which the ashes of a long-dead cult hero were recovered from the desolate lands of Sylvania and shipped henceforth to Marienburg. Coupled with the arrival of Wolfgang Schwarz, the escalating gang warfare came at the most opportune time for Bram. It provided the cover under which the Cult of the Scorpion can now implement their designs in turning Marienburg into the ideal killing ground. One of their first objectives was to retrieve from the University and activate the ancient Al-Qantram Shalem Fetish of Kháine. Their next objectives were to find an appropriate sacrifice and dedicate a site for the coming ritual.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4*	48	43	3*	4*	9*	62	1	65	67	67	60	63	30

Skills: Arcane Language-Magick, Arcane Language-Necromantic Magick, Cast Spells-Clerical 1, Cast Spells-Clerical 2, Cast Spells-Clerical 3, Cast Spells-Clerical 4, Fleet Footed*, Follow Trail, Identify Undead, Magic Awareness, Magical Sense, Manufacture Potions, Manufacture Scrolls, Meditate, Public Speaking, Read/Write (Arabian, Breton, Reikspiel, Tilean), Scroll Lore, Secret Language-Classical, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Lasso, Specialist Weapon-Net, Strike Mighty Blow, Theology, Very Resilient*

Magic Points: 16 (normally 36, but the special ritual costs 20 MPs)

Spells:

1st Level: [Battle] Fire Ball, Steal Mind; [Necromancy] Hand of Death, Summon Skeleton Champion, Summon Skeletons

2nd Level: [Battle] Cause Hatred, Lightning Bolt; [Necromancy] Control Undead, Hand of Dust, Stop Instability, Summon Skeleton Minor Hero

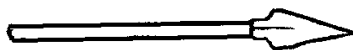
3rd Level: [Battle] Animate Sword, Cause Cowardly Flight; [Divine] Withering Hand of Kháine; [Necromancy] Life in Death, Raise Dead, Summon Skeleton Horde

4th Level: [Battle] Blast

Disabilities: Animal Aversion (Stage 1), Strength Loss*, Wound Loss*

Insanities: Morbidity

Equipment: Sword, Staff (Carved from Human Bone), Black Robes with Red and Yellow Trim, Elaborate Mask (Depicting the Horned, Fang Jawed Face of Kháine), Al-Qantram Shalem Fetish of Kháine.



Wolfgang Schwarz (alias **Count Stefan von Schweinfort**), Assassin, ex-Bounty Hunter
Wolfgang hides his sadistic and murderous impulses behind the veneer of a caring and likeable chap. Most of the time, he varies his identity and appearance from one town to the next. Since escaping from Talabheim (just ahead of the Witch-Hunters of Mórr), Wolfgang has assumed the identity of Count Stefan von Schweinfort of Nuln. A cunning and calculating man, Wolfgang became one of Bram's lieutenants (Helena Koel being the other) and helped solidify Bram's plans for turning Marienburg into a bloodbath. Furthermore, Wolfgang used his charm and wits to weasel himself into a position whereby he could "obtain" a place of high visibility for the sacrifice.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	52	47	4	4	10	69*	3	61	46	45	58	48	51

Skills: Charm, Concealment Rural, Concealment Urban, Disguise, Etiquette, Follow Trail, Lightning Reflexes, Marksmanship, Prepare Poisons, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Blowpipe, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knife, Specialist Weapon-Two-Handed, Strike Mighty Blow, Wit

Equipment: Sword, Garrote, Mail Shirt (1AP body), 4 Throwing Knives (R 4/8/20, ES C), 3 Doses of Blade Venom (2 Manbane, 1 Elfbane), Formal Dark Red Clothing, Black Cape with Red and Yellow Trim, Signet Ring with Scorpion Motif, Purse (10d6 Gu, 6d6 shillings).

Helena Koel, Cleric-Lvl 1, ex-Protagonist, ex-Initiate

Helena's beautiful appearance belies her true self: quick to lose her temper and bloodthirsty. Before joining the Cult of the Scorpion, Helena was known as a cruel individual who thought little of killing anyone who gave her the slightest insult. Convicted of killing an upper class merchant just because he glanced in her direction, Helena was sentenced to be executed on Rijker's Isle. She broke free of her captors and disappeared. Naturally, she caught the eye of Bram who quickly took her under his wing. Helena currently serves the Cult as one of Bram's trusted lieutenants (although she is beginning to think of herself as Bram's soon-to-be successor).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	44	27	4	4*	8	42	2	36	29	34	54	40	31*

Skills: Arcane Language-Magick, Arcane Language-Necromantic Magick, Cast Spells-Clerical 1, Disarm, Dodge Blow, Meditate, Public Speaking, Read/Write (Arabian, Reikspiel, and Tilean), Scroll Lore, Secret Language-Classical, Street Fighting, Strike Mighty Blow, Theology, Very Resilient

Magic Points: 11

Spells: 1st Level: [Battle] Cause Animosity, Fire Ball, Steal Mind; [Demonic] Summon Guardian; (Necromancy) Hand of Death

Disabilities: Cadaverous Appearance (Stage 1)

Insanities: Morbidity

Anyone who tries to interfere with the ritual will become a target of the bouncers. The cultists' strategy is quite simply to shoot first, then close for hand-to-hand combat. Obvious spellcasters are prime targets. Count von Schweinfort will head off anyone rushing the stage.

The ritual continues with the woman slitting the victim's throat with an odd-shaped knife while proclaiming to all, "As foretold by the Prophet Urian Heartrender, let the Time of Murders begin." The blood flows onto a foot long object (the fetish) on the floor. As this occurs, the chanting Kháinite priest pours ash from the casket on to the fetish so it mingles with the blood. A bone-white coloured cloud rises from the mixture of blood and ash to hang in mid-air.

Once all the blood and ash dissolve, the cloud begins to pulsate and glides towards one of the frightened patrons. The man screams as the cloud grasps him with reaching tendrils, lifts him high into the air, and drains him of blood and other bodily fluids. The same fate overtakes the priest that brought the cloud into being. Anyone watching this must make a **Terror** test to overcome the impulse to scream hysterically and join the madding crowd seeking escape.

If the PCs do not act, the now pink coloured amorphous cloud will continue to grab victims to satiate its millennium-long hunger. This takes another four victims before it departs the cabaret through a narrow, open window to seek a host body. In addition, doing nothing means that Wolfgang Schwartz and the other cultists will be free to join up with that which the Kháinite priests resurrected later in the scenario.

Should the PCs react decisively to attack those perpetrating the foul deed, the pinkish cloud departs immediately after slaying its first two victims.

If the PCs have mentioned the Crimson Claw to the Mórrians, the far door breaks down at

whatever moment the GM deems appropriate. The Witch-Hunter Rutger Nachtrabe crashes the festivities and ploughs into two Kháinite cultists. The Mórr Cleric Lodewijck Raffleugel follows him into the fight.

With the death of her master, the second Kháinite priest seeks to escape the chaos of the cabaret. The priestess hurls fireballs at different areas of the room to start a fire and cover her escape into the sewers below. The rest of the cultists, including Count von Schweinfort, fight a rearguard action to prevent the PCs and any allies from reaching the Kháinite priestess. As soon as she is away, the rest of the cultists attempt their own escape.

Aftermath

No matter how the combat ends, the Crimson Claw Cabaret should be ablaze. Alarms sound throughout the immediate area and locals begin to form lines to put out the fire. There is the possibility that several surviving patrons may mistakenly identify the PCs as being active participants in the horror that occurred within the Crimson Claw. This guarantees their arrest and incarceration until the situation can be sorted out unless they have a warrant from Sergeant Kuilstier.

Should Lodewijck Raffleugel be present he comes to the PCs' aid by stating that they were working as agents for the Cult of Mórr. If such is the case, the PCs may use the opportunity to ask the Priest if he has heard of Urian Heartrender or the "Time of Murders." Lodewijck pauses for the moment in reflection. He then tells the PCs that Urian Heartrender was a murderer and madman who lived in Sylvania in the latter years of the reign of the last von Drak (circa mid-18th century IC). He is said to have ranted what he claimed were the prophecies of Kháine before he was drawn and. The "Time of Murders" was Urian's most memorable utterances. He claimed that a plague of murders would herald

the rise of a Kháinite champion who will lead the deranged on such a killing spree that would cause the mightiest of Imperial cities to fall to the Raving Dead. If asked, Lodewijck does not believe that such a time has come.

After a long harrowing night at the Crimson Claw, the PCs will probably return to their lodgings. As they move away from the Crimson Claw, a man runs at the PCs from the shadows screeching hysterically, "Run! Run! It's after me! That devil cloud killed my woman! And now it's after me! You're next! Run away! Flee!" The crazed man then pulls himself away from the PCs and sprints away into the darkness. Any PC looking around will see nothing. A few moments later, the PCs will hear a scream coming from the direction in which the deranged man fled. Should they follow they eventually find the man's body - a look of horror is etched upon his pale, cold face. Careful inspection reveals two puncture holes in his neck.

Act Two: Upheaval

As the Skaven grow nearer, and Alfons van Rugkil gathers his forces, Marienburg enters a period of chaos and confusion. It is very likely that Klara von Teufelheim, now a Vampire, is now loose in the city, hiding out in the slums of Doodkanal. If Rutger Nachtrabe survives the Crimson Claw he hunts her down but becomes another victim. The PCs are led to the area by a dream but are too late. Doktor Lucas uncovers the truth about the Vampire and will be killed.

Klara von Teufelheim will soon cross paths with Walewijn Droomer, sensing the coming violence he will bring. At the same time, Walewijn's movement is about to take its first public steps. A rally descends in to planned violence and the name ORDESA rings around Marienburg. After the riot the leaders spilt up and arrange to meet later that night at an abandoned warehouse.

Meanwhile, assuming they are still around, the PCs are beginning to be noticed. Elisabeth van Rugkil tries to guide them to her own ends from the shadows, aware they are being watched by the Skaven. The Ratmen meanwhile kill Sergeant Kuilstier, and use his death to try and frame the PCs and ORDESA. The Watch begin to hunt down the agitators with a vengeance.

The Skaven enter the city setting fires to cause confusion and panic.

The Raven's Message

No matter what the PCs do next, one of the PCs has a strange dream that very night. Should there be any followers of Mórr among the PCs, they will have the following dream (if not then randomly select a PC):

The dreamer finds himself (or herself) on a Suiddock street following a man and a woman arm in arm. The couple are evidently familiar with each other. As they turn the corner, a mist rises and the dreamer is filled with a sense of foreboding. Within moments, the mist gathers itself into a distinctive nebulous mass behind the couple. The dreamer quickly seeks the hand weapon that must surely be at their side, but is not.

Attempting to warn the couple, the dreamer instead looks dumbfounded as the horror engulfs the blond-haired woman. Her piercing screams are quickly muffled as the mist enters through her nose and mouth. In a blink of an eye, the mist is entirely within the woman and she begins to convulse. Her lover shrieks as his mind snaps and he runs away screaming.

The dreamer is transfixed as the sight of the woman's changing form entrances, as well as repulses, the dreamer. Once her transformation is complete, the taller, slimmer, black-haired woman looks towards the dreamer

and smiles a grin both alluring and suggestive of something menacing. With that, she turns towards the direction where her first victim's lover fled and strides away with purpose.

Suddenly a large raven caws from the top of a nearby building then flies over to the Westenpoort Gate near the Doodkanaal where it lands facing the dreamer. The raven then turns towards the direction of the woman who confidently strides into the filthy streets of that district. As soon as she disappears, the raven takes flight and the dreamer follows until the bird reaches an old dilapidated building. The sign on the building shows a pig on a spit over a fire. Inside the window, the dreamer can see several sides of beef hanging from the meat hooks as well as a naked body of a human.

The dreamer wakes covered in sweat. A successful **CI** test means they are momentarily shaken, while failure gains them 1 **Insanity Point** and a -10 modifier to **CI** for the next 24 hours.

On the Hunt

Depending upon what they have accomplished in the last few days, the PCs know some or all of the following:

- 1) The ashes used in the ritual raising the killer cloud must have been of someone important to the Kháinite Cult of the Scorpion.
- 2) Identification of the seal on the coffin could narrow the scope to establishing whose ashes were used.
- 3) The description of the possessed and now dark-haired woman in the dream represents that long dead individual.

If they are cautious, the PCs will conclude that the identity of the mysterious woman is integral to their understanding. To this end they may go to the University or the Temple of Mórr. More foolhardy PCs may try to find out what lies near the Westenpoort Gate.

The University Revisited

Should the PCs go to the University before late on the night of Aubentag, they will be able to see their old acquaintance Doktor Lucas Grafzoekener. Once he learns of the use of the stolen fetish, Lucas begins delving deeper into those circumstances. He is anxious to find out what the PCs know and will question them. Lucas knows the following after ten minutes alone with his references on ancient Araby:

- 1) The ancient Kháinite High Priest Al-Qantram Shalem created the fetish.
- 2) Once ritually charged, the fetish could be used to summon a demon of Kháine and bring forth from the dead an important cult figure.
- 3) Outside ancient Araby, the worship of Kháine has been historically centred in such places the Border Princes, Mousillon in Bretonnia, and the Imperial province of Sylvania. In essence, areas strongly associated with the Undead.

If the PCs provide a description or drawing of the coat of arms found on the lid of the coffin at Berth 31, Lucas is unable to place it. He will arrange for someone to quickly get heraldry books from the University Library. After some research, the person reviewing the book on "Imperial Coat of Arms during the Age of Wars" finds the answer. The coat of arms on the coffin was that of the ruling von Teufelheim family of Sylvania from the late 12th through early 13th century IC. While the book doesn't state what happened to the von Teufelheim family, Lucas recalls that they died out when the peasants rebelled against the continuing atrocities perpetrated by Baron Adelbert von Teufelheim and his family. If the PCs want to learn about any connections between the Cult of Kháine and the von Teufelheims, Lucas suggests that they should visit the Temple of Mórr. With that, Lucas asks the PCs to keep him informed of anything they come across.

Should the PCs seek Doktor Lucas Grafzoekener after Aubentag, University officials will inform them that Grafzoekener's mutilated body was found in his office early Marktag morning. His throat had been ripped and his eyes gouged out by some unknown assailant. Moreover, no blood was found anywhere. Any request by the PCs to search Lucas' locked office will be denied unless they can convince the officials that they were working for him (a successful Bluff test, +10 for Etiquette). Upon entering, the PCs find that nothing seems to have been disturbed. On Lucas' desk is a large book entitled, "The Halfling Guide to Herbs and their Curative and Culinary Properties." Allow the PCs an Int test to realise that this book is out of place in this office. Anyone examining the book will find a note [Handout #10] under the chapter on garlic, near the portion of the text describing its reputed effects on the Undead.

Handout #10

*My friends,
Be warned. I have stumbled upon a secret so dark that I now fear for this city. Unfortunately, I think that I have been found out. I may not survive the next few days. Seek help from those who protect the dead. If I can, I will contact you. If this is all I can do, may the gods protect you.*

*Your friend,
Lucas*

The House of the Dead

At the Temple of Mórr, the PCs find an alertness and concern in the clergy heightened from what existed prior to the events at the Crimson Claw Cabaret. Since then Lodewijck Raffleugel has been closeted with his books. He has learned that:

- 1) The coat of arms found on the coffin bore the heraldic device of the notorious von Teufelheim family of Sylvania.
- 2) The von Teufelheim family came to power in 1168 IC during the Imperial Age of

- Wars and ruled until 1232 IC.
- 3) The patriarch of the family, Bela "the Serpent" von Teufelheim was murdered in his sleep in 1199 IC. Speculation was that his son, Manfred "the Wicked" hacked Bela forty times with an axe, but no magistrate had the nerve to arrest the homicidal fiend. Shortly after, Manfred poisoned his first wife, Etelka (who bore him five children), so he could wed his young stepmother, Beatrix.
 - 4) In 1213 IC, it was Manfred's turn to be murdered. The perpetrators were his youngest son, Adelbert, and eldest daughter, Sophia. The incestuous siblings paralysed their entire family by poisoning their supper during the Geheimnistag celebrations. Then each was sacrificed in turn to consummate Adelbert's and Sophia's unholy pact with Kháine. It was said that the couple's eldest daughter, Klara, was conceived amidst the blood and gore shed that night. Thus began a reign of blood and terror previously unseen in The Empire.
 - 5) In 1232 IC, the peasants in Waldenhof and the surrounding countryside rose in rebellion against the von Teufelheims. Tired of that family's depredations and the rise of the Cult of Kháine, the peasants stormed the castle and slew the family. Only Klara was unaccounted in the slaughter.
 - 6) During the summer of 1276 IC, the Order of the Raven Knights uncovered the still active Cult of Kháine in Sylvania. Attacking one night, they succeeded in killing the High Priestess Klara von Teufelheim and burned her body. Unfortunately, her followers counter-attacked and, in the ensuing confusion, escaped into the night with her ashes.
 - 7) At the time of her death, Klara still looked as she did at the time of the Peasants' Revolt of 1232 IC. No doubt, her eternal youth was maintained through nefarious means. Some say she regularly bathed in the blood of virgins, while others maintain

that she was made ever youthful through her service to Kháine.

Should the PCs inform Lodewijck of their dream (following the Crimson Claw incident), he will remark that clearly Mórr has chosen them to eradicate the abomination. He believes that the dream suggests that the PCs should search the nearby Doodkanaal area for the raised servant of Kháine. It is a very dangerous and run-down district where the Watch rarely patrols. The creature may have taken to that area in order to gather its wits and make murderous plans (as do all its kind).

As a starting point, Lodewijck recommends a visit to the small temple of Shallya in that district. The Shallyan clergy have good relations with the denizens there and perhaps they will have heard something of importance.

If the Witch-Hunter Rutger Nachtrabe fought and survived the Crimson Claw incident, Lodewijck informs the PCs that he believes that Rutger is searching the Doodkanaal area led by his vision. He comments that the sad truth of the matter is that many individuals disappear from that area with nary a concern from the authorities.

Lodewijck will admit that he cannot be certain that is where Rutger went as Witch-Hunters of Mórr typically work outside the cult's clerical hierarchy. If Rutger died that Festag night, Lodewijck will implore (if necessary) the PCs to undertake the task that Mórr has set before them. As an enticement, he will offer the PCs twenty-five Guilders each (the cult is not terribly wealthy) and the gratitude of the Cult of Mórr. No small thing if the PCs have a care for their eternal souls.

Along the Doodkanaal

The Doodkanaal is the worst of Marienburg's slums, named for the sluggish waterway that runs along the southern edge of the city. For

the most part, the water here carries an unhealthy odour (and the occasional waterborne plague), especially since several grated openings in the base of the city wall enable water to flow from the fens beyond. Except for the Westenpoort Gate, the Black Caps only occasionally patrol the Vloedmuur along the Doodkanaal.

Murderous cutthroats prey upon the poor, even in broad daylight. Arrogant and strutting youths travel in gangs to battle over "turf" in the vain attempt to prove their worth to the more "worldly" criminal gangs in other districts like the Suddock. Deranged killers also seem to gravitate to the Doodkanaal. There are many hidden places in this slum for danger to lurk, made worse by the deteriorating conditions of the grates to the fens.

The "Outcasts" (as they are commonly called) are the bottom-dwellers of the Doodkanaal social order. They have created their own society governed by the strong among them. Those with less severe mutations find acceptance among the Outcasts. All generally avoid the "Normies," although there are circumstances where they have been known to take advantage of a companionless outsider. Only the clergy of Shallya are able to travel freely among them.

Since the incident at the Crimson Claw, a number of Outcasts have fallen prey to some horror that leaves the corpse of the victims mutilated and bloodless. The killings generally occur at night, although a few have taken place during the day (in shadowy areas such as alleys). The killings will become less frequent in the nights that follow the Aubentag riot. PCs entering this area will be shunned by the Outcasts. The only hope they have of talking to an Outcast (initially) is if there is a Shallyan cleric in their number (**Fel-20**). The PCs will have to make their way to the local chapel of Shallya. The chapel is easily recognisable as it is the cleanest building by

far. As evident by the number of Outcasts - the doors are always open for the needy.

Most likely, the PCs will find the two Shallyan priestesses here in mourning. One of their number was savagely killed by an unknown assailant during Wellentag night. The older of the two, Sister Marie Serenite, is the only one able to contain her grief and talk to the PCs. Initially, she will be reluctant to answer any of their questions unless the PCs can convince her that their intentions in solving this crime are in line with Shallyan beliefs. This will be tricky (and doomed to failure) due to Shallyans loathing of killing. This is even extended to the execution of murderers. Thus, any hint that the PCs intend to make the killer pay in kind will result in the lack of co-operation of the Shallyans. If the PCs inquire about a building with a sign of a pig on a spit with a window with meat, the Shallyans will ask if they mean the Butcher Shop. The last such person left the Doodkanaal some years past and his shop has been deserted even since. The sign outside the building is still there, but very weatherworn. The windows have been boarded up since the shop closed. The Shallyans will provide directions so long as the PCs don't mention that they intend to kill whatever is resting there.

All is not hopeless as the Outcasts who clean the chapel see things differently. The two, Herman Klopknie and Anna Springer, see nothing wrong with bringing the murderer of their beloved Sister Eveline Goedhart to justice. Seeing that the PCs' attempts to enlist Sister Marie Serenite's aid will fail, the two slip out the door so as to engage the PCs as they depart. In their awkward manner, the two offer to lead the PCs to the place where Sister Eveline Goedhart's remains were found as well as to the old butcher shop. The pair will not ask for anything but will gladly accept anything offered.

Herman and Anna will lead the PCs through

the narrow, filthy streets that make up the slum. At no point will they be threatened by any Outcast, even though the sight of two of their number leading a group of powerful Normies is more than enough to draw a following of Outcasts. After ten or fifteen minutes, this unusual ensemble arrives at the location amid three boarded-up tenements where the slain Shallyan cleric was found. Outside the centre tenement is an old placard still hanging from the building. Though the paint has worn away, the PCs can still make out a pig on a spit. Herman and Anna will inform the PCs of the following:

- Many of the slain Outcasts lived in these buildings
- A large male Normie wearing black was poking about these buildings on Wellentag. Has not been seen since the early evening hours. [Only true if Rutger Nachtrabe survived the Crimson Claw incident].
- The mutilated and bloodless corpses were mainly young males.
- Many of the dark, draughty rooms are falling apart. There are many holes in the rotten ceilings, walls, and floors.
- There are cellars in each of the three buildings. The entryways are covered by debris, leaving only crawl spaces. Since the killings began, no one dare enter.

If they are offered substantial incentives (at least two Guilders), a few of Outcasts (d3+1) escort the PCs to the cellar entryway in each of the three tenement buildings. Under no circumstances will they enter the cellars. PCs who try to coerce one will find themselves faced with a mob of angry Outcasts.

No matter the time of day, the PCs will need illumination when they enter the tenements. The atmosphere of the place is creepy with a feeling of foreboding. Odd noises and squeaky sounds periodically cause the PCs some nervous moments. For PCs not inclined

to crawl on their hands and knees, the debris about the cellar entrances requires d6+3 man-hours to clear. Otherwise, the crawl space is large enough not to cause too many problems for even heavily armoured PCs.

The cellars of the two tenements on either side are empty of anything other than rats and debris. The cellar of the tenement in the centre is quite different with a strong smell of decay there. Bold PCs entering the cellar find a makeshift wooden crate (which looks suspiciously like a coffin) containing a layer of soil, in the far corner. Lying near the crate is a mutilated corpse. If he survived the incident at the Crimson Claw, Rutger Nachtrabe is the corpse. His body is badly ripped and torn but with no trace of blood

anywhere. The PCs can find the Witch-Hunter's sword nearby. If Rutger perished at the Crimson Claw, then the remains are of an Outcast.

The coffin was a temporary abode fashioned by the vampire to provide a resting place to pass the hours of daylight. The vampire has consecrated the coffin in the name of Kháine, but a simple fire will destroy it. The PCs will have to be careful to avoid burning the building as well.

Anyone searching the room further must successfully pass an **I** test (+10 for *Excellent Vision*) to spot a partially concealed pamphlet [see Handout #8].

Sister Marie Serenite, Cleric Level 2 (ex-Student, ex-Physicians' Assistant, ex-Initiate)

A native of Bretonnia, the black-haired, blue-eyed Marie Serenite had a promising career as a Physician before her. Unfortunately, her desire to help the poor and sickly did not sit well with the Physicians' Guild of Gisoreux (bad precedent to have one of their members work for chickens and the occasional pig instead of serving the rich and affluent aristocrats and upper class merchants). Marie stubbornly refused to ignore the needs of the masses in order to placate those are considered insensitive and corrupt.

Denied her petition for membership Marie found her only opportunity to heed her heart's desire was to join the Cult of Shallya in Couronne. There she spent years learning her responsibilities while honing her healing skills. When her time came to help the needy in the world beyond, the Shallyan superiors sent Sister Marie to Marienburg where she was assigned to one of the more difficult missions: to help those residing along the Doodkanaal. Through her unceasing concern for the welfare of her charges and unending effort on their behalf, Sister Marie became the head of the mission five years ago.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	41	4	5	9	50	1	38	40	47	40	54	47

Skills: Arcane Language-Magick, Cartography, Cast Spells-Clerical 1, Cast Spells-Clerical 2, Cure Disease, Heal Wounds, Herb Lore, History, Identify Undead, Magical Sense, Manufacture Drugs, Meditate, Public Speaking, Read/Write (Breton and Reikspiel), Scroll Lore, Secret Language-Classical, Speak Additional Language (Reikspiel), Surgery, Theology

Magic Points: 21

Spells: 1st Level: Aura of Resistance, Cure Light Injury, Cure Poison

2nd Level: Aura of Protection, Treat Illness

Equipment: Heart Medallion with Drop of Blood, Hooded White Robe with a Heart Symbol Embroidered in Gold Thread on Left Breast

Outcasts (Beggars)

These residents of Doodkanaal have a 10% chance of having slight mutations (see below).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	4	9	30	1	29	29	29	29	29	29

Skills: Begging, Concealment Urban, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Urban, 25% chance of Consume Alcohol

Equipment: Begging Bowl, Tattered Clothes, Heavy Stick, 25% chance of Dagger or Knife (I+10, S-2, Parry -20)

Mutations (d10):

1	Abnormally Thin	6	Extremely Fat (provides 1 AP all over)
2	Big Ears	7	Long Legs (M increased to 5)
3	Bulging Eyes	8	Moronic (subject to Stupidity)
4	Extra Fingers	9	Short Legs (M reduced to 2)
5	Extra Joints	10	Very Warty

Herman Klopnite, Labourer (ex-Beggar)

Herman has spent more years in a drunken stupor than he can remember. Two years ago, a caring Shallya priestess named Etelka Goedhart found him near death and nursed him back to health. Since then, Herman has become the chief handyman of the Chapel of Shallya near the Doodkanaal and is very loyal to the priestesses. Due to her efforts in helping him resist the temptation of alcohol, Herman is taking Sister Goedhart's death very hard. More than anything, Herman wants her killer brought to justice.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	48	39	5*	4	8	35	1	35	25	28	29	37	31

Skills: Begging, Carpentry, Concealment Urban, Consume Alcohol, Drive Cart, Scale Sheer Surface, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Urban, Very Strong*

Equipment: Leather Jack (0/1AP body/arms), Dagger (I+10, S-2, Parry -20), and Purse (4d6 pennies).

Anna Springer, Servant (ex-Beggar)

Another victim of an uncaring society, Anna is an orphan of the streets who somehow found a way to survive all its dangers. About a year ago, Anna showed up to the door of the Shallyan chapel half starved and beaten (though she has never identified her assailant). Sister Goedhart took Anna in and healed her. Since then, Anna has been working as a cleaning woman at the Doodkanaal chapel and aspires one day to becoming an Initiate of Shallya.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	41	2	4	8	34	1	37	35	33	29	47	40

Skills: Animal Care, Begging, Concealment Urban, Cook, Dodge Blow, Drive Cart, Etiquette, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Urban

Equipment: Dagger (I+10, S-2, Parry -20), and Purse (3d6 pennies).

Riot!

Try as they may, the PCs will not be able to learn about ORDESA nosing about the Suiddock. No Suiddocker they come across has ever heard of ORDESA. ORDESA has just moved their headquarters from the University to the Suiddock days before word of their assembly spread. The PCs will have to go to the Aubentag gathering to get an idea of what ORDESA is about.

Should the PCs ask about ORDESA in the taverns near the University, they will not learn much unless they visit “the Pen and the Sword” tavern, a place frequented by politically active students and faculty. There, the PCs can learn (on successful **Fel** tests and the timely use of money) that ORDESA is a small group of politically motivated students who believe that the “Marienburg experiment” has not reached its logical conclusion: namely the belief that political legitimacy can only be conferred by the citizens of the city. The leader of the group is a popular, but former, scholar from the University named Walewijn Droomer. Some say that he ran into problems at the University and his organisation has relocated elsewhere. ORDESA’s new location is a matter of speculation.

Assuming the PCs arrive early, they will see people gathering at the Sikkeleiland end of the Draaienbrug Swing Bridge minutes before the time stated on the pamphlets. These are mostly curious locals who have come to see a show of sorts. At one end of the open area stands a platform with a podium. As the crowd grows, a number of young men and women surround the podium. Looking about the crowd, PCs will notice a sizeable contingent of Suiddock Watch (twenty-one in all) posted on the outside fringes. Each is equipped in the manner of the Suiddock Watch: mail shirts, swords, and clubs. Closer examination reveals that every third Watchman has a crossbow.

Soon a horn sounds from the podium and a young, petite woman introduces “the most wise and gifted philosopher of our time and man of the people, Walewijn Droomer” to the crowd of yawning on-lookers. Similarly dressed but clearly older than his ardent supporters next to him, Walewijn looks around the crowd before he begins his speech.

“Good people of Marienburg, I come before you in this hour of disorder and concern to speak to you of an idea whose time has come.”

“Throughout history, Society has dictated that the *Privileged Few* dominate the majority of the common people. Our dreams and aspirations have been put aside, crushed by the Few who believe that it is their Divine Right to live off of your sweat and hard labours. These Few live in luxury without a care in the world while you toil to survive and provide for your families. It is *they* who have their leisurely pursuits while every day you struggle to survive in this hostile world.”

On a successful **I** test, PCs looking around them will see that the charismatic Walewijn's words are having some effect on the crowd. He has definitely caught their attention:

“Do any of *them* speak of your needs and wants? I don't hear *them*. Do any of *them* speak for your security and your family's well being? I still do not hear *them*! Do any of *them* speak of these things? Not one! Nor do they care. Why? Because your voices cannot be heard over *their* merriment, *their* festivities. How do we get *them* to hear us? How do we get *their* attention so *they* will listen to you?”

Walewijn pauses to let his queries sink in. By now, the PCs notice the crowd is more restless and agitated as Walewijn's words strike a chord within them. Some of the audience glance warily in the direction of the Watch. The demagogue pushes on:

"We must use our strongest assets: our number and collective voice. It is *we* who should exercise the Power, not *them*! Not the *few*!

"Gather about for we will march across the Hoogbrug to bring our *voice* to *them*. We *must* demand representation! We *must* demand the right to decide our leaders! We *must* demand that our leaders be answerable to us!

"But what if *they* refuse to listen? What then? I'll tell you. We remove *them*. By sheer numbers, *we* have the Power to dispense with *them*! By force, if *they* refuse! Even they [Walewijn gestures towards the clearly nervous Watch] cannot refuse us.

"The only thing I ask is '*are you with me?*' 'Will you join me in the *overthrow* of the *oppressors?*!' Then, rise and come to me!"

With this, the once passive audience surges up to the podium. A number menacingly approach the Watch. All of a sudden the scene erupts into violence (thanks in part to a Wizard in Walewijn's retinue who secretly casts a Cause Hatred spell on one group of townsfolk and Cause Panic on another in order to incite the mob to action. Sadly, the poor chap is one of the first killed in the ensuing riot). Fighting breaks out everywhere, especially along the fringes where the Watch stand. The twang of crossbows, the clash of metal on metal, and the thud of clubs hitting flesh and bone can be heard above the screams and shouting. Several individuals will take swipes at the PCs, but most avoid them. Soon, the whistles of the Watch can be heard, signalling more trouble. PCs who have their wits about them can use the chaos of the moment to get out of the area. Once the Suiddock Watch reinforcements arrive (within d6+4 rounds), there will be hell to pay. Any PC looking about will notice that several of the Watch have been killed by the unruly mob.

There is an opportunity for the PCs to ingratiate themselves with the Watch. They see two wounded Watchmen (Sergeant Matthias Scherp and Norbert Groen) beset by a group of thugs bent upon murdering them.

It does not matter whether the assailants are killed or driven off, any PC rescuing the two besieged men will earn the gratitude of the Suiddock Watch. This gratitude will enable the PCs to continue their activities (for the duration of the adventure) without the Watch's interference, unless they subsequently commit a serious crime or harm a member of the Watch. In some instances, the Watch may offer limited assistance.

As they leave, the PCs hear the Suiddock Watch making short work of the remaining mob. Moreover, the PCs will have lost track of Walewijn Droomer. Not surprisingly, the demagogue disappeared with his accomplices soon after the crowd became a mob. Should the PCs return to the area where the podium (now in pieces) stood within an hour after the Watch carted off the last of the mob, they will see an old beggar picking up some of the debris. Should the PCs ask the old man about his activities, the beggar looks them over and then replies, "man's gotta find wotever 'e can ta get a drink 'ereabouts. Wot is rubbish ta one is another's gold, if ye catch me meaning o' course. From ta looks o' ye, ah says that we can make a deal. Fer five shillin's, ah will turn over sumpthin that will 'elp ye. Wot ye say?" If the PCs agree, they must give the beggar the coins first. Once done, he gives them a small booklet which he says "wuz dropped by one o' ta loudmouth's stooges."

PCs with the Read/Write skill notice that the title of the booklet is "Completing the Marienburg Revolution" and is written by H. Markvalt [**Marienburg: Sold Down the River**, page 99]. Thumbing through its pages, the PCs learn that the author views the independence of Marienburg as the first step

in the process of freeing the masses from the depravity of the nobles. The author denounces The Ten for usurping the power that rightfully belongs to the people. He also advocates the use of violence to assert the rights of the masses if all other means are exhausted. The rest of the booklet is nothing more than a recipe for revolt. PCs will also

notice that 'Harmitage Printing' published the booklet. PCs inquiring about such a print shop will have no success. There is, however, a 20% chance of finding someone who is familiar with Armitage Books on Luydenhoek Isle. Perhaps the print shop is related? For several Guilders, the PCs can get directions.

Matthias Scherp, Watch Sergeant (ex-Watch)

Matthias is a tough, streetwise Watch Sergeant who has been on the force twenty years. He is a native Suiddocker and has little tolerance for outsiders (those living outside the Suiddock, as well as Imperials, Bretonnians, Elves, etc.) and troublemakers (agitators, criminals, and so on). Matthias's sense of honour, however, is much like a Dwarf's and he will overlook the faults of those who have befriended him or performed some service unto him (like saving his life). If one wanted a friend in the Suiddock Watch, Matthias is one of the best to have.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	40	4	3	9	43	2	29	35	32	35	35	32

Skills: Strike Mighty Blow, Strike to Stun

Equipment: Sword, Club, Mail Shirt (1AP body), Watchman's Whistle

Nobert Groen, Watchman

Nobert is as raw a rookie as one will find in the Suiddock Watch. He is somewhat of an idealist believing that most people tend towards goodness. It is for this reason that Watch Captain Kalahaan named Matthias as Nobert's instructor. The Aubentag riot is Nobert's first under fire and has shocked him by the ease that mob behaviour becomes violent. It is this shock that placed Nobert and Matthias in peril.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	35	4	3	9	40	2	29	29	29	29	29	29

Skills: Strike Mighty Blow, Strike to Stun

Equipment: Sword, Club, Mail Shirt (1AP body), Lantern

Armitage Books

Armitage Books is located in the middle of Luydenhoek Isle. It is in a ramshackle building with a single front door and semi-opaque windows. Inside, a large number of books line the many shelves while others are hastily stacked on tabletops.

.Anyone browsing the shop will find some of the most unusual, and obviously nonsense,

books conceivable. Titles like "Theories on the Medicinal Value of Fimir Blood," "Poetry of the Slann," and "Tsu Ling's Guide to Karmic Equilibrium" can be found alongside ancient texts as "Ibn Amin's Exploration of Nehekhara, Land of the Walking Dead" (translated circa 1000 IC), "Chronicles of the Estalian Crusade" by Esteban Nuno de Ávila (1562 IC), and "Alchemical Properties of Water and Earth"

(circa 750 IC). Rummaging through the store looking for a specific book can easily take days, even weeks.

If the PCs decide to look through the books, there's a 5% cumulative chance per hour (+10 for the *Luck* skill) of finding a thin book entitled "De Las Rattas y Los Hombres: Una Estudia de la Plaga Negra" by Julio Sanchez de Barboza (circa 1200 IC).

Despite the language of its title, the book is actually written in Classical. The topic deals with the Black Plague that swept across the Old World during 1111-1115 IC and has a small section that details a subterranean race of black-clad 'Ratmen'. Several "packs" are identified with their symbols, including the Hand of Death pack, which uses a hand holding a serrated knife dripping with blood.

Henri Armitage inherited the shop and his love of books from his paternal grandfather who had to leave Bretonnia in haste amid controversy over some of his books. The fact that Couronne nobles were the ones who sent Witch-Hunters after his grandfather is not lost on Henri. Henri has these "forbidden" books locked in a closet in the back room.

Armitage Books has one further surprise; stairs lead from the back room down to a locked cellar where Henri keeps his secret printing press. Through connections at Baron Hendryk's, Henri Armitage has become the printer of choice for budding authors and demagogues whose views are not quite in line with the ruling class of Marienburg. A rebel at heart, Henri prefers to work in the background and naively believes that he has avoided putting himself, or his shop, in jeopardy.

To this end, Henri denies any knowledge of Harmitage Printing or anyone whose work was published by such. Henri contends some enemy of his is using something similar to



his good name to mislead authorities. If his claims ring false, it's because Henri is a poor liar. Passively sympathetic to ORDESA, Henri can be threatened into providing information on the upcoming gathering of ORDESA's Inner Circle. If the PCs convince Henri that they will not expose him to the authorities, he will tell them the meeting is scheduled for 11:00 P.M. on Backertag at 10 Kleinvinger Steeg, Luydenhoek Isle.

Should the PCs arrive at Armitage Books before Marktag, they will find Jean-Paul Mainsoyeux [see "Old Man Houlder's Bordering House" page 9] looking for a rare book, "Les Habitudes Sexuel du Dépravé et Athlétique." Some obscure Slaaneshi cultist, who was also known for his "prophesies", wrote the book in 18th century Parravon. Not finding the book in the shop, Jean-Paul asks Henri about it in whispered Breton. Henri will get the book if he thinks the risk low; otherwise he denies any knowledge of it. Any denial will upset Jean-Paul as he needs the book. In an increasingly louder voice, Jean-Paul insists that Henri has the book and must sell it to him. Torn between exposing himself by fetching the book or having Jean-Paul expose him, Henri makes some feeble excuse to leave for a moment

loud enough for other patrons to hear. Moments later, Henri returns with a book and quietly completes the transaction.

The above situation provides some colour with the introduction of this red herring and provides a means to introduce some obscure publication to assist the PCs in their investigations should they not gain access to the Great Library of Verena.

If the PCs arrive at Armitage Books on Marktag or Backertag, they will find Jolanda Rolgoers, a follower of the ORDESA leader Walewijn Droomer. Her task is to negotiate terms for the printing of a new ORDESA manifesto (which hasn't yet been written) with the nervous Henri. Jolanda's manner is clearly terse and agitated.

PCs may attempt a **Listen** test for soft noises (+10 for *Acute Hearing*, +10 for *Lip Reading*) to eavesdrop on the conversation. Should they make the connection, bold PCs may approach Jolanda in the hope of obtaining some information. The situation is delicate, as the young woman does not know

them and she is under some duress. A failed **Fel** test makes Jolanda suspicious and she will either brush them off or give them some wild story and misinformation.

A successful **Fel** test gives Jolanda the confidence to confide her "concerns" for her mentor Walewijn, especially where the Imperial harlot with the odd accent is involved. If asked, Jolanda says that the raven-haired woman met Walewijn sometime during the night after the Aubentag speech. All Jolanda knows is that the tart has not left his side since. Jolanda will accept any PC offer to "off" the woman on the condition that they do not harm Walewijn. If the PCs cannot give her that assurance, Jolanda will thank them tersely and take her leave. Should they then follow her, Jolanda calls the Watch and accuses them of accosting her with the intent of robbery or something worse. In the event that the PCs "promise" to not harm Walewijn, Jolanda tells them details of the meeting.

Jolanda Rolgoers, Student

One of the students in last class, the dark brown-haired Jolanda joined Walewijn Droomer's movement as she believes in his vision. The fact that she has a crush on him does not lessen the strengths of her beliefs one iota. It is Jolanda who introduces Walewijn at the Aubentag rally and who looks after him. Due to her feelings for her old teacher (now mentor), Jolanda has abandoned all ties to her middle class family.

Moreover, Jolanda has developed a jealousy with respect to Klara von Teufelheim. From nowhere this Imperial tart has joined the group and somehow gained influence with Walewijn. Though intimidated by the woman, Jolanda longs for the day someone removes that vixen from the scene.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	34	2	4	8	41	1	36	30	44	41	34	39

Skills: Arcane Language-Magick, Cartography, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical

Equipment: Sword, Leather Jack (0/1AP body/arms), d3 Textbooks (corresponding to each knowledge skill), Writing Kit, and Purse (2d6 shillings, 5d6 pennies)

Henri Armitage, Artisan [Printer] (ex-Student, ex-Artisan Apprentice)

The grandson of a Bretonnian émigré, Henri is a revolutionary and anarchist at heart, as well as a coward. He tries to compensate for his weak-kneed tendencies by being more than willing to print highly inflammatory literature for distribution to others who seek to disrupt the political status quo. To further proof his commitment to changing the status quo, Henri unwittingly includes his name as printer on such material.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	30	4	4	9	53	1	54	42	47	38	38	42

Skills: Acute Hearing, Arcane Language-Magick, Cartography, Cryptography, Drive Cart, History, Magical Sense, Read/Write (Breton, Reikspiel, and Tilean), Scroll Lore, Secret Language-Classical, Secret Language-Guild, Secret Signs-Artisan, Speak Additional Languages (Breton and Tilean)

Equipment: Sword, Leather Apron (0/1 Body), Ordinary Clothes, Tools (Printers), and Purse (5d6 Gu, 2d6 shillings).

Entrapment

This event takes place during the night of either Aubentag or Marktag if the PCs are on the streets [GM Note: If the PCs are instead in their rooms at the Boarding House, the note will be slipped under their door around 5PM on Marktag.]. A boy in his early teens calls out to the PCs from his skiff in the nearest canal. "Ello mates. I gots 'ere a message that I was paid to bring ya. Afore ya ask me 'oo sends the message let me says that 'e did not show 'isself from the shadows an' 'e paid me several coins not to try an' look."

If the PCs do not reach for the note [Handout #11], the boy throws it at them and departs. If the PCs want the kid to talk, they're going to have to lighten their purses a bit (say, d6+6 shillings as the starting price. If they threaten or otherwise cajole the kid, the price goes to at least 2d6+8 shillings). PCs who do not pay can say good-bye now as the Canal Rat has no intention of letting them close enough to grab him.

Handout #11

I have information that might help you. I presume you have some for me as well. Meet me at my flat at 11:30 pm. this Marktag. 26 Zwartmistig Weg on Sikkeleiland Isle, upriver from the Draaienbrug Swing Bridge.

Kuilstier

Should they pay (and depending upon the amount), the PCs will learn that the sender wore a large overcoat and wide-brimmed hat. The sender seemed a bit hunched over and smelled. The boy reckons he was a foreigner. He made sure he stayed in the shadows when passing the message and money.

Should they inquire about the contents of the note, the Canal Rat replies, "Do I looks like one o' them rich folk? I 'ave no time fer readin'. Besides, the bleeding message was fer you blokes, not me."

There is a possibility that the PCs will get suspicious as their only other meeting with Kuilstier was at the Barracks. They could opt not to go, but what if the message is legit?

PCs inquiring at the Barracks for Sergeant Kuilstier will be directed to the Duty Watchman. He informs them that the Sergeant has been on an assignment for the past few days. He will not divulge the Sergeant's home address nor confirm nor deny the validity of any address given by the PCs. The only area where the Duty Watch may cooperate is verifying the writing as being Kuilstier's.

Any suggestions by the PCs that Kuilstier is the victim of foul play will be dismissed out of hand (the entire Barracks knows that Kuilstier's hours are unusual). Persistent probing will become tiresome and result in the Duty Watchman giving them an ultimatum to leave immediately without another word being uttered or to be locked up for the night.

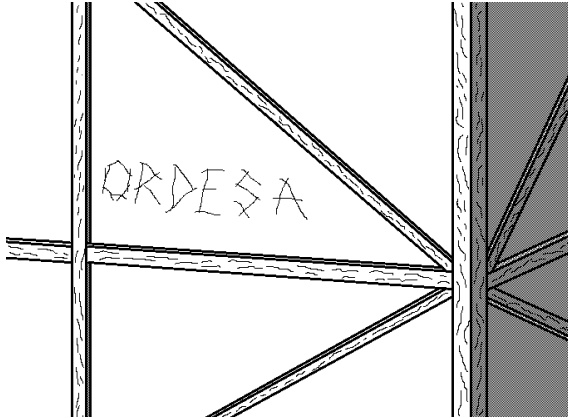
PCs scouting the area in hope of uncovering an ambush find nothing. Checking the premises, the PCs find that Kuilstier's flat is located on the uppermost floor of a small tenement with families occupying the flats on either side. During this whole time scouting, PCs with Sixth Sense will realise they are being watched but no amount of effort will pinpoint the watcher.

Should the PCs try to enter Kuilstier's flat early, they will find the door locked (CR 10). Beyond this is a one bedroom, sparsely furnished home. The living room consists of a large chair and oil lamp on a small table by the window; another table with two chairs across the room; a large rug on the floor; and cupboards containing the usual. Inside the bedroom is a small bed, another rug, a small closet containing the Sergeant's limited wardrobe, and a candleholder with a partially burned candle. There will be an obvious temptation for the PCs to trash the place in their pursuit for any sort of clue. Remind them that the Watch Sergeant would be most

displeased when he found out that it was the PCs who were trying to spy on him.

At the appointed time (or near that), the PCs arrive to find the door to Kuilstier's flat slightly ajar. Should the PCs knock on the door or call out, there is no response. Entering the dimly lit room, the PCs find (the deceased) Kuilstier apparently sleeping in the chair next to the slightly opened window. Clearly, the only way they will get any response – though not one to their liking – is by trying to shake the Watch Sergeant awake. As soon as they touch him his head rolls off his body. Examining the Sergeant's head will show it was neatly severed and that there is no trace of blood on his clothing or within view. PCs concluding that Kuilstier was killed elsewhere and returned to his flat for a purpose are correct.

Searching for premises they can find a trapdoor under the bed. No hinges on the top side indicate that the door opens downward (the fact it is closed means that there is no access from Kuilstier's flat). Making their way downstairs, the PCs quickly find the flat underneath Kuilstier's. The door is locked. Upon entering the room, the PCs find it covered in blood. A tub of congealing blood lies in the middle of the room resulting in the need for a **T** test (failure means losing one's last meal). On the far wall, the letters "O...R...D...E...S...A" are spelt out in blood. PCs searching the room find bits of coarse hair (mostly brown, though some splotted with black or white) throughout and have a 20% chance of detecting a rather musky odour beyond the stench of blood. Anyone with a career as a Game Keeper, Hunter, Poacher, Rat Catcher or Trapper will recognise the hair as actually tufts of fur on a successful **Int**+10 test. Those with a career as an Alchemist, Physician, Physician's Assistant, or Torturer need to pass an **Int** test to realise the quantities of blood in this room exceeds that of one man.



In the event that the PCs did not extinguish the light in Kuilstier's flat, a cry from the tenement across the street shouts out "Murderers!" PCs realise that the last thing they need is for the Watch to find them with Kuilstier's corpse, even if they are working for the Watch. They are outsiders to the Watch, after all. If they decide to flee, they hear the whistle of the Watch sound from the street, as they reach the foot of the stairs. The exit towards the back alley is the only one that will allow the PCs to escape without being seen.

Something Is Burning

It does not matter where the PCs have holed-up since the Aubentag riot, they will receive a rude awakening in the middle of the night on Backertag morning. Someone has decided to burn down the building where they are residing.

If any of the PCs are actively on watch during the night – e.g. constantly looking out the window – allow them an **Observe** test (+10 for *Excellent Vision*, +10 for *Night Vision*, +10 for *Sixth Sense*). If the PC succeeds, they will notice hunched figures in heavy cloaks moving in the shadows outside their window. These are Skaven Gutter Runners. They have been given the task of burning down the PCs' lodging. Unbeknownst to the PCs, Reiner Derschakal has decided that their earlier interaction with Thijs Boekarts have marked

them as a group that should be removed just to be safe. After all, what are a few more dead people in Suiddock going to matter? Implicating ORDESA in this action serves the purpose of making the radical group even more feared, thereby advancing the anarchy van Rugkil seeks.

PCs who throw open a window and shout at the Skaven will succeed in driving them off before any harm could come. The Skaven do not want to be recognised at this stage and will scamper away without looking at whomever is screaming at them.

If the PC on watch fails to see the Skaven, allow that PC an **I** test to smell smoke coming from the hallway some time after the ratmen have left. Initial success means they will have 12 rounds to awaken their fellows and sound an alarm before the raging fire begins to burn the building around them. Test each round until success is achieved (cumulative +5 modifier to **I** per round). Each round of failure gives the PCs less time to escape unscathed. Once the fire reaches their room, the building will be totally destroyed in another 15 rounds. There is only a small chance that the building can be saved if the alarm is sounded within the first two rounds.

GMs should add a few **I** tests will give the PCs a sense of urgency. Putting on armour will consume time otherwise used to make their escape. Of course, carrying armour creates encumbrance and thereby reduces speed.

Other occupants could possibly be trapped and may be in need of rescue. Such situations may provide moments of anxiety and grim humour. The artiste and Slaaneshi cultist, Jean-Paul Mainsoyeux, could well be wearing some night-time attire that most men would find unseemingly, shrieking for help while clutching the book he obtained from Henri Armitage. GMs could also allow PCs an **Observe** test

(+10 for *Excellent Vision*) to notice that Jean-Paul has the small left breast of a woman.

Another incident that a GM could use is having Ernst appear at the top of the flaming stairway, boldly shouting encouragement to any would-be rescuers. The fact that the middle of his trousers are soaking wet would be a good indication of how fearful of impending death the Imperial émigré truly is.

Once outside, the PCs will see a number of locals helping put out the fire. For each PC joining this fire brigade, add 2% to the base chance of 10% to save the boarding house from total destruction (even though it will still sustain serious damage). PCs looking about notice that there is still smoke coming from nearby parts of the Suiddock for a number of places are burning throughout the district. PCs searching the nearby area must pass an I+20 test. Those successful will find a couple of empty containers (which held lamp oil) and flint and steel hidden among some garbage in a nearby alley. Inscribed on a nearby wall are the letters "O...R...D...E...S...A."

PCs may decide to question the other residents of the boarding house. Of these, only Ingrid Houder has heard something. As she did not think much of it at the time, she will not recall anything without some coaxing (stern questioning will frighten her into silence). Ingrid awoke to the sounds of rats sniffing and scratching outside her bedroom. Since they are frequent in the Suiddock and she was still sleepy, Ingrid did not give it much thought. With that, she rolled over and fell asleep until the shouting alerted her to the fire. Now she thinks the rats were trying to escape the fire.

Should the damage to their lodgings be such that the PCs are compelled to move, the existing situation in the Suiddock renders the task of finding a place to stay very expensive. There are few inns with a vacancy unless the PCs offer a substantial sum of money.

Search and Destroy

With several of their comrades killed during the Aubentag riots, the Suiddock Watch has taken a more aggressive stance towards any public agitation and the large assembly of civilians. In addition, the number of patrols have increased with several earmarked to search for and arrest members of ORDESA. Their goal is simple: the eradication of the organisation. This mission is further fuelled by the discovery of the body of Watch Sergeant Kuilstier and the evidence found in the flat beneath his own.

The Aubentag Riot has had a secondary effect on the city. The "Firebrand of Suiddock" (a nickname given to Walewijn Droomer by other underground dissenters and their pamphlets) has caused great concern among the ruling class: chiefly, Droomer's demonstrated ability to whip up the masses into an uncontrollable mob. This, coupled with his radical message of sweeping away the current social structure and allowing the commoners to choose their leaders, has caused the Burgerhof to act. They have called upon the Black Caps in other districts to support the Suiddock Watch and are offering rewards for information leading to his capture.

If the PCs befriended the Watch, they are invited to join the search and destroy mission. If the PCs had not found a way to ally themselves with the Watch, they can expect to be harassed - or even arrested on suspicion.

Suiddockers have also reacted to the changed environment. Many are openly wearing pieces of armour (mail shirt here, leggings there) when they venture from the safety of their homes. Foot traffic has clearly diminished with hostilities directed towards outsiders and, behind their backs at least, the Watch. To make matters worse, a number of agitators have tried to follow Droomer's lead. Some of these have had the misfortune of being caught by the Watch.

If the PCs will attempt to talk to some townsfolk about news or rumours then all tests must be made with a base -15 modifier to **Fel**, unless it's someone with whom the PCs were previously acquainted.

- “I tell you they found the body of an agitator floating in the canal only an hour after the Black Caps caught him posting ORDESA pamphlets. Serves the scum right, I say.”
- “Did you hear about that riot that took place in Handelaarmarkt on Marktag morning? They say someone named Droomer incited the crowd.”
- “Times are changin’. Did you hear mercenaries have been hired to assist the Black Caps. If only I was younger...”
- “Things are getting worse, let me tell you. The Black Caps have taken to bullying citizens minding their own business. Things cannot continue this way.”
- “Karl told me that rewards of one-hundred Guilders for the leaders of the rioting have been posted. I am of a mind to get my father’s sword and look for the lowlifes. I could use the money.”
- “Lissen carefully, mate. Dere is a truce between Da League and da Bretonnian and Tilean gangs. Too many gang members have died on each side. Now is not da time ta go it alone.”
- “Any fool caught sympathising with the agitators risk getting worked over by the Black Caps.”
- “Times like this make for strange bedfellows. I hear that enforcers from The League have joined the Black Caps' search for ORDESA agitators.”
- “Watch yer step. The gangs are now killing innocent people.”
- “They have no regard for the common folk. Town criers are saying the Great Merchant Families are hiring mercenaries in the event that the rioting spreads. More likely they want to save their own hides.”

- “Did you hear that a couple of members of the Burgerhof have been killed in Paleisbuurt? Things are bad there, murderers are still at large.”
- “I am not surprised about the rumours that Rijkskamer members are barricading their mansions. You would think someone was coming after them.”
- “I was on the docks when a shipload of mercenaries arrived Marktag morning bound for one of the merchant houses.”
- “Do not let the stories fool you. I have it on good authority that ORDESA agitators are muscling in on The League’s territory and rackets.”
- “I am going home to pack up my wife and kids and get out of here. I heard that ORDESA is employing assassins to bump off their opponents. I’m not going to stick around for that and I suggest that you consider doing the same.”

The Watch's version of search and destroy starts with questioning people on the streets about unusual activities. Gatherings of several individuals are prime targets. Any suspicious group is rounded up and taken to the Ward Barracks for questioning. As expected, most people do not know much, or even if they do, are not willing to talk without persuasion. The Watch, at times, will force themselves into homes and roust any occupant whom they deem an ORDESA sympathiser. PCs helping the Watch meet with the same suspicion, loathing, and lack of co-operation usually reserved for the Black Caps. Reactions will vary between fear and outright hostility.

Whether they are acting as agents of the Watch or on their own, this encounter takes place early on Backertag evening. In a narrow side alley, one of the PCs notices several people arguing with obvious emotion and overhears one of them uttering the names “ORDESA” and “Droomer”. The PCs have 1D3 rounds to act before the people in the

alley become aware of them and flee. Letting them escape, though attractive to the cowardly, will deny the PCs an opportunity to learn critical information about ORDESA.

Should the PCs give chase use the rules on page 13 to determine how the action turns out. Captured individuals will not freely talk without some persuasion. Those who met in the alley are:

Karel Hardnekkig: Student radical, hard-line supporter, and lieutenant of Walewijn Droomer. Karel is willing to be a martyr for the cause, but only if others learn from his example. He is more than able to hold firm, even if tortured, in front of potential followers. If isolated, Karel will be (comparatively) easier to

persuade to talk. This is mainly due to his concern that his death will be meaningless without an audience. He knows that following Walewijn's main thrust is to use the masses to overthrow and execute the current leaders of Marienburg. More uprisings are planned with the next one likely to be in front of the Stadtholder's Mansion.

He knows that a dark-haired beauty named Klara has joined the movement with some of her own followers. She is Imperial, but he is not sure from which province (he suspects Sudentland). There's a meeting later tonight on Luydenhoek Isle (he needs a bit more persuasion to reveal the address of 10 Kleinvinger Steeg or the 11:00 P.M. start time).

Karel Hardnekkig, Agitator (ex-Student)

A son of a moderately successful and ambitious merchant, Karel is the epitome of a know-it-all student who believes that the older and less enlightened folk are, at best, fools. A zealot who sees Ruling Class conspiracies everywhere, Karel was more impressed by the ideas of his History professor at the University, Walewijn Droomer. As part of Droomer's Inner Circle, Karel shared in his expulsion from the University (which, of course, was orchestrated by the jealousy and ignorance of the Board of Regents). With the recent formation of ORDESA, Karel has become the chief recruiter of the organisation.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	45	3	4	8	40	1	29	41	41	41	37	44

Skills: Arcane Language-Magick, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical

Equipment: Sword, Leather Jack (0/1AP body/arms), 2d10 Leaflets, and Purse (d6 Gu, 3d6 shillings, 2d6 pennies).

Gustaaf Waferer: Student from the University who tends to join movements as a means of finding acceptance. Gustaaf is basically a wimp looking for someone to lead him and "define his life." Any suggestion of violence (e.g. torture) will reduce Gustaaf into a whiner pleading for mercy. He thinks Droomer has some strong points in giving power to the people, but does not really believe Walewijn intends violence. However, he has not been to any meetings, but

is looking forward to being invited. Gustaaf thought he heard Karel say that there was one tonight. (He was too taken by Yvette to pay attention.) He believes the Watch started the rioting.

Gustaaf did see a beautiful woman leaving the Aubentag riot with Walewijn but he will only offer this bit of information if directly asked about the dark-haired woman.

Gustaaf Waferer, Student

A loner and only child of a hard working trader, Gustaaf is a type easily persuaded to join groups shunned by those with better sense. Always trying to please others in hopes of being accepted and "liked", Gustaaf has a tendency towards hero worship and doesn't perceive much beyond what is presented. Should Gustaaf catch a hint that he might be rejected; he becomes more clingy and whiny than normal for him.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	34	3	3	7	41	1	36	28	38	42	33	36

Skills: Arcane Language-Magick, Cartography, Consume Alcohol, History, Read/Write (Reikspiel), Secret Language-Classical, Speak Additional Language (Breton)

Equipment: Sword, d3 Textbooks (for each knowledge skill), Writing Kit, and Purse (3d6 shillings and 4d6 pennies)

Carlos Rodriguez Guzman Santana: Thug from the Estalian gang, "Los Muchachos Grandes" who is posing (rather poorly) as someone interested in the movement. The fact is Carlos likes the looting potential and the violence. He does not really give a hoot about the group's ideals and will sell them out for money. He will not fold to threats or torture (unless the latter is heavily applied) as

to do so is not in keeping with Carlos' "macho" image of himself.

Carlos says there are many lovely ladies in the group (such as a certain black-haired Imperial beauty as well as a lovely Bretonnian señorita with whom he was talking) who are in need of a man. He knows the next meeting is sometime tonight on Kleinvinger Steeg in Luydenhoek.

Carlos Rodriguez Guzman Santana, Protagonist (ex-Thief)

A typical Estalian gang member, Carlos sports a red bandanna identifying him as one of the "Los Muchachos Grandes" (as opposed to the blue identifying "Los Malisimos" gang). Taking part in the looting during the Aubentag riot, Carlos decided that jumping on the ORDESA bandwagon will give him opportunities to enrich himself while giving him the connections to challenge "El Jefe" for gang leadership. As expected, Carlos believes in the macho code which essentially means that he be a tough guy who never takes crap from anyone. Thus, threats of violence have no effect on him.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	41	4	3	8	47	2	48	28	30	50	34	45

Skills: Concealment Urban, Disarm, Dodge Blow, Evaluate, Ride-Horse, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Rural, Silent Move Urban, Speak Additional Language (Reikspiel), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Bracers (1AP arms), Oversized Coat, Red Bandanna tied about the head, and Purse (2d6 Gu, 4d6 shillings, 3d6 pennies)

Yvette Remuiste: A Bretonnian spy from Gisoreux masquerading as a radical University student (though not as radical as Karel). Yvette fancies herself as a seductress who has the ability to sweet talk any male in the group to avoid any physical unpleasantness the PCs might contemplate. Failing that, she will bargain any information she has on ORDESA for leniency (or a healthy bribe).

Yvette knows that Walewijn Droomer is a radical who plans to use commoners to overthrow and exterminate the upper class. He plans to set himself up as the leader of the commoners (and hence, de facto ruler of Marienburg). She has seen that the glue that holds ORDESA is Droomer. No one else in the group has the charisma, will, and vision to succeed him.

Yvette Remuiste (alias **Jeanne-Marie Limon**), Spy (ex-Gambler, ex-Charlatan)

A very attractive Bretonnian, Jeanne-Marie looks years younger (early twenties) than her age (early thirties). Gifted as a gambler and a spy, Jeanne-Marie has been in the service of the king's cadet of spies, Les Sans Face, for six years. Her teacher, Andre du Beaujalois, taught her how to use her considerable charms to turn any situation to her advantage. After completing a successful tour in Quellenes, Jeanne-Marie was sent to Marienburg to find a venue for mischief making with the goal of straining the relationship between Marienburg and the Empire.

Taking the identity of Yvette Remuiste, she entered the University as a student from Couronne whose father preferred to send her to the "best University in the Old World." Eventually, Yvette was approached by Karel Hardnekkig and joined ORDESA in hopes of finding a means to complete her mission. Naturally, Yvette longs to leave this cold, fog-enshrouded city for her native Bretonnia. Yvette is intelligent and very confident of her abilities. If confronted with a no-win situation, Yvette would rather flee than fight.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	54	3	4	10	54	2	58	53	55	71	54	71

Skills: : Act, Blather, Bribery, Charm, Concealment Urban, Cryptography, Dance, Disguise, Evaluate, Flee!, Gamble, Linguistics, Luck, Mimic, Palm Object, Pick Lock, Public Speaking, Read/Write (Breton, Estalian, Reikspiel, Slavic, and Tilean), Seduction, Shadowing, Silent Move Urban, Sixth Sense, Speak Additional Language (Estalian, Reikspiel, Slavic, and Tilean), Specialist Weapon-Fencing, Wit

Equipment: Rapier (I+10, W-1), Mail Shirt (1AP body) under tunic, Disguise Kit, Codebook, and Purse (3d6 Gu, 2d6 shillings, and 3d6 pennies).

There are a fair number of murderers, thugs, and other opportunists (unlike herself, naturally) swelling the ranks and a raven-haired woman (from some Imperial province) and her entourage have joined Walewijn's inner circle last Aubentag evening. She thinks that a influential merchant is funding ORDESA.

ORDESA's leaders (Inner Circle) will next meet tonight at 10 Kleinvinger Steeg on Luydenhoek Isle. The meeting is scheduled for 11:00 P.M.

In most cases, the above individuals will, at minimum, exchange information for their lives (the only exception is Karel who wants to be a martyr with an audience). If the PCs

found the flat beneath Watch Sergeant Kuilstier's, they will probably want to question them about his murder. None of the four above know of the murder though Karel and Carlos would both express their approval. Only Karel and Yvette know with certainty that ORDESA never planned on killing the Watch Sergeant. There was nothing to gain by such a deed.

PCs may wish to interrogate any captive member of ORDESA about the burning of various buildings in the Suiddock (including their boarding house). Again, only Karel and Yvette know for certain that setting fire to buildings in the Suiddock was not part of any plan. If asked who would perpetrate such an action, neither person really knows. Karel will blame the upper class merchant families while Yvette speculates that it is Imperial agents.

Rebels with a Cause

Anyone on Luydenhoek Isle can direct the PCs to the south-western waterfront. 10 Kleinvinger Steeg is a small warehouse that has been closed for a number of years. The large double doors in the front and the windows (ten feet above the ground) are boarded up, leaving the back door as the only entry point (locked, **CR 15**).

During daylight hours, there is activity on the waterfront and surrounding warehouses. If the PCs quietly observe the situation, they will see no activity around. The PCs will notice that the stevedores are, unusually, armed with hand weapons. Approaching them can best be accomplished if they avoid using whatever authority they believe they have. If the PCs foolishly put forth such authority, then the 2d6+8 stevedores in the immediate vicinity will ignore the pompous fools or a fight will break out with a further d10+4 stevedores joining from nearby within d6+2 rounds. Defeating the stevedores (wounding or killing a quarter) will drive them off and whatever information they have.

If the PCs successfully avoid confrontation, the Stevedores will yield some or all of the following information on a successful Fel test. They know that no one has used 10 Kleinvinger Steeg in the last five years after the previous owner, Herr Bruinwater, died from the consumption. No one knows who owns it now. Several uptown brats were asking about the warehouse some days ago but haven't been seen since.

The area surrounding 10 Kleinvinger Steeg is deserted. Thirty minutes before the meeting is to begin, several armed students arrive and to check the warehouse and immediate vicinity. This is the ORDESA vanguard whose role is to ensure that the location is secured for their meeting. The degree to which they are concerned is predicated upon who (if anyone) the PCs captured earlier. Should the vanguard find that the location is compromised, they will flee in order to bring word to Walewijn Droomer. Luckily, ORDESA's vanguard is not experienced. As students, their thoroughness in searching an area leaves much to be desired. Unless they are totally inept, the hiding PCs should escape detection. Once satisfied, the vanguard moves to the back of the warehouse, and forces open the door.

Any PC successfully passing an **Int** test will realise that there is a reasonable possibility that ORDESA will view the vanguard's death as being a chance encounter in the deadly streets of the Suiddock. Robbing the bodies will further this perception. At this point, a couple of cultists will be sent forward to check out the warehouse while the remaining ORDESA members are fully alerted. Should the vanguard flee, the PCs can easily follow them to the ORDESA Inner Circle.

Minutes before the commencement of the meeting, the rest of ORDESA arrive in several small groups. Some of the other, "important" members of ORDESA arrive on their own or with another person. The first

“large” group to arrive is Walewijn Droomer with an entourage of five. About five minutes later, another group arrives and are led by a tall, slender, black-haired woman, surrounded by five people. The PC who had the dream [See “The Raven’s Message”, page 40] will recognise the woman.

If the Helena Koel survived the incident at the Crimson Claw, she will not appear here as Klara has removed this competitor from the world of the living. Such is the gratitude of Kháinites.

The PCs may use either opportunity to launch a surprise attack. The five protecting the scholar will launch a frontal counterattack against the PCs so that Walewijn can escape to the warehouse (if Yvette was not captured by the PCs, she will use the fight as a cover for her retreat). Unless the battle ends quickly, Klara von Teufelheim's group will hear the noise and move quickly to battle the attackers. The vampiric High Priestess of Kháine's attack will be magical and directed at a PC Wizard or Cleric. At no time will the Watch appear, they have other problems going on at the moment.

If the PCs launch their attack at the second group, Walewijn and his company will be out of earshot of the fighting.

Should the battle go against ORDESA, Klara will use the confusion to slip away. Under no circumstances will the Priestess endanger herself to save ORDESA. They have served their purpose as unwitting pawns. In the event that it is the PCs who are disadvantaged, they may well flee into the night. Klara will mark them for future reckoning. At this time, ORDESA declines to chase down the routed PCs.

If the PCs wait until the meeting is well under way to launch an attack, they will have to

figure out how to sneak into the warehouse without being seen or heard. Normally, two guards at the door would be enough for Walewijn. If either Karel or Yvette were captured earlier, one of Klara's entourage will augment the normal detail. Also, the entire group will be alert to possible attacks.

Any PC searching the outside windows discovers on a successful **I** test (+10 for *Excellent Vision*) that a window in the back – and furthest from the door – is not as well boarded up as the others. The boards are not secured and the window glass missing. A PC with *Scale Sheer Surface* skill will find enough handholds to easily reach these ten-foot high windows. Further checking at the window reveals that the roof of an interior office is just beneath the window and removing the two boards will require little skill and a lot of luck (the PC must make a **Dex**+10 test to remove one of the boards silently). Once both are removed, entry through the window can be achieved. Each PC that tries to enter must first make a **Dex** test to reach the window (automatic if they have the *Scale Sheer Surface* skill) followed by a successful **I** test (+10 for *Contortionist*, *Escapology* skills) to get into the warehouse silently and unseen. Failure on either test results in some noise (depending upon the degree of failure), which will likely alert those within (base 60% chance plus any modifier).

Should the PCs alert the group within, ORDESA leaps to the attack. If the PCs successfully infiltrate the warehouse, they will observe the following from Walewijn:

"Word on the street is that we, ORDESA, are being blamed for the murder of the Watch Sergeant... what's his name?"

Walewijn turns towards the woman who introduced him to the crowd at the Aubentag rally [Jolanda Rolgoers, “Armitage Books”,

page 51]. She answers him with "Kuilstier."
Walewijn continues:

"...Kuilstier. We are also blamed for the fires that raged across the Suiddock early this morning. I am not sure who framed us nor do I care. Why? For the simple reason that these acts put fear into the Ruling Class. They are now cowering behind the walls of their estates. We could not have hoped for anything better. We must now accelerate our timetable.

"Irina will go to the Ostmuur district and gather her team to make a predawn attack on several of the grand estates in Goudberg. Keep away from the van Rugkil estate at this time. Not only have additional mercenaries recently arrived there, but also I have other plans for that House.

"Stefan, you will return to the University and your charges. Lead them to the Staadtholder's Palace at dawn and surround it. I'll be there in the morning to rally support from the People to ensure no interference from the Watch. Not that I expect much as they'll be too busy dealing with the fire and panic caused.
"Jolanda and Karel, you will gather our Suiddocker followers and set additional fires throughout the district. Remember, there are others with us who will wait for the fires to signal them to fulfil the roles I have previously assigned them. [GM Note: If Karel did not escape the PCs earlier, then Walewijn will name Yvette instead. If neither is available, then he names Vladimir.]

"Klara and her people will act as my escort. They are capable of handling the unexpected. Once we accomplish our initial tasks, the rest will fall into place. The People will see the Ruling Class for what they are: cowardly leeches that hide behind walls when they are faced with what the People face in their daily lives. Immediately upon consolidating power, we will rid ourselves of these parasites. The

streets of Marienburg will run red with their blood as we purge their ilk from this city. Only then will we, who are the true representative of the People take over the government. This is our destiny, even if all who oppose me are put to the sword!"

By now the PCs should realise the true goals of ORDESA and, in particular, Walewijn Droomer. In addition, the PCs should realise that this is the opportunity to deal ORDESA a fatal blow. Attacking during or immediately after the speech will gain the PCs automatic surprise. If the fighting goes against them or Walewijn is killed, the remaining members will attempt to escape. If Klara is slain, her entourage will flee, leaving ORDESA to its fate.

PCs who decide to avoid combat and reach the Watch to alert them to ORDESA's plans will be met with scepticism and suspicion. How did they come by that information? Can the PCs lead the Watch to the would-be rebels? Why did the PCs not try to bring one of the leaders in for questioning? Surely they could have captured one of them when the group dispersed. Perhaps they should be prepared to produce some evidence the next time they wish the overworked Watch to react to their wild stories.

If the PCs leave the area and did not bother to alert the Watch, ORDESA's plan proceeds, resulting in property damage, deaths, injuries, and a violent suppression of the rebels after a day of rioting and mayhem. Investigations may soon follow and someone may have noticed PCs lurking about when ORDESA had their meeting. Perhaps the PCs were on the fringes of the seditious organisation?

Another possibility is that the PCs do attack and are driven off. They could simply run away or they could then resort to laying an ambush to waylay certain ORDESA members. This approach will have some initial success

if the PCs launch their attack near the warehouse. If not, they may well miss the different route that ORDESA members take (each their own).

his aid. At this point, Klara will watch to see where this fight goes before committing herself.

If the PCs ambush Walewijn, all members of ORDESA and the cultists will come to

Searching Walewijn (dead or alive), the PCs will find a note in his pocket [Handout #12].

Handout #12

Droomer,

We have much to discuss about your future role in the new Marienburg. Before further funds become available, meet me at the White Shoal Café on Hightower Isle near the foot of the Hoogbrug Bridge at 7:00 P.M. this Bezahltag. Please come alone.

AvR

Walewijn Droomer, Demagogue (ex-Student, ex-Scholar, ex-Agitator)

Once Walewijn was a man with a mission to learn all he could of the Classical Old World. Many were the days he could be found in the libraries of the University and Temple of Verena. Time after time, however, Walewijn had to suspend his scholarly pursuit to teach basic Old World history courses to fulfil whatever obligations the University deemed necessary. One day Haam Markvalt (**Marienburg: Sold down the River**, page 99) gave Walewijn an old text describing an experiment by an ancient city-state near Tilea with a concept called democracy (demokratia in the classical tongue).

Intrigued, Walewijn shared this knowledge with his class. As expected, the University was less than pleased that Walewijn introduced such a revolutionary idea to impressionable students. Sensing that his life's mission was to see this concept become a reality, Walewijn refused to stop. The University then expelled him along with several of his most ardent supporters. Walewijn left, threatening that "the world, as you know it, will come down on your heads!"

With his group, Walewijn formed the Orde Democratisch Samenleving (ORDESA) and began to lay plans to make his dream a reality in Marienburg. He is more than willing to sacrifice others to achieve his goals. This willingness has become more pronounced since Klara von Teufelheim joined the Inner Circle. In some way, Walewijn is drawn to her as if they were kindred spirits. Little does he know her true nature.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	45	4	4	10	68	1	40	67	65	53	54	73

Skills: Arcane Language-Magick, Astronomy, Cartography, History, Identify Plant, Linguistics, Luck, Magical Sense, Numismatics, Public Speaking, Read/Write (Breton, Reikspiel, and Tilean), Rune Lore, Secret Language-Classical, Sixth Sense, Speak Additional Languages (Breton and Tilean)

Equipment: Sword, Mail Shirt (1AP body) under tunic, Pamphlets, Purse (4d6 Gu, 3d6 shillings, 3d6 pennies).

Irina Dopplezunge, Demagogue (ex-Student, ex-Agitator)

An Imperial demagogue sentenced to death for inciting violent riots in Talabheim and firebombing several buildings, Irina fled to Marienburg fifteen months ago. At first, she kept a low profile in order to remain unnoticed by bounty hunters and Imperial agents. Unfortunately, Irina's anarchist leanings forced her to search for a cause worthy of her talents. Eventually, she heard and saw an opportunity to strike back against the oppressive ruling class. It didn't take Irina long to find Walewijn and join his cause; not that she thinks he will succeed. Irina enjoys anarchy and believes Walewijn's movement will provide her with the means to enjoy herself.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	38	3	4	10	53	1	34	64	43	50	55	70

Skills: Arcane Language-Magick, Blather, Cartography, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical, Sixth Sense, Specialist Weapon-Incendiaries

Insanities: Pyromania

Equipment: Sword, Leather Jack (0/1AP body/arms), Tinderbox, 4 Incendiaries, Purse (5d6 shillings, 6d6 pennies)

Stefan Dwavolgen, Agitator (ex-Student)

A student of history, Stefan is an idealist who believes that the Ruling Class has exploited the working class long enough. All he has seen about him is the misery, suffering, and sadness of the working class against the background of corruption and wanton pleasures of those in power. The fact that Stefan is the son of a well-to-do family and has never worked a day in his life does not detract from his contempt for people like his father. Stefan firmly believes that Walewijn's way is the only one that will right all the past wrongs as well as finish the "Marienburg revolution" (which began with the secession from the corrupt Empire).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	39	41	3	4	8	46	1	28	43	42	46	32	41

Skills: Arcane Language-Magick, Astronomy, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical

Equipment: Sword, Leather Jack (0/1AP body/arms), 2d10 Leaflets, and Purse (4d6 shillings, 4d6 pennies)

Student followers of Walewijn Droomer (including ORDESA vanguard)

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	8	40	1	29	29	39	39	29	39

Skills: Arcane Language-Magick, History, Public Speaking, Various others.

Equipment: Sword, Leather Jack (0/1AP body/arms), d3 Textbooks (corresponding to each knowledge skill), Writing Kit, Pamphlets, Purse (2d6 shillings, 5d6 pennies)

Klara von Teufelheim, Vampiric Cleric-Lvl 3 (ex-Initiate)

Conceived by incestuous parents on Geheimnistag amid the bloody sacrifice of the other von Teufelheims, Klara was destined to be an instrument of Kháine. Understandably, her childhood was far from normal. Killing and bloodletting were so routine that it became second nature to Klara and her only joy. At sixteen Klara became a High Priestess of Kháine, succeeding her mother.

Sensing the rebellious mood of the peasantry in 1232 IC, she relocated the Temple of Kháine from the castle to a hidden cave in the nearby mountains. It was during this process that the peasantry put an end to the von Teufelheims and their reign of terror. Although now secured in her mountain base, Klara was always concerned that Dwarfen scouts would uncover her.

In 1276 IC, the Dwarfs tired of her depredations on their Human neighbours and led a band of Mórr Witch-Hunters to her mountain base. Despite the power of Kháine she wielded, Klara was killed by her foes and her body burnt. Before her collected ashes could be further sanctified, Klara's fanatical followers counterattacked and captured her ashes.

Klara has returned to the world to further Kháine's plans of murder and revenge. To this end, Klara plans to spread terror and murder throughout the city. One method is the redirection of ORDESA from a passionate, political movement to a more violent and bloody one. The task is made easier by Walewijn's petty hatreds, which Klara has been able to enhance (especially after she seduced him).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	61	5	6	21	67	4	57	62	66	63	68	66

Skills: Arcane Languages - Magick/Demonic Magick/Necromantic Magick, Cast Spells-Clerical 1-2-3, Demonic 1-2, Petty, Frenzied Attack, Hypnotise, Identify Undead, Magic Awareness, Magical Sense, Manufacture Scrolls, Meditate, Public Speaking, Read/Write (archaic versions of Arabian, Breton, Reikspiel, and Tilean), Scroll Lore, Secret Language-Classical, Seduction, Sixth Sense, Speak Additional Language (archaic words and speech patterns of Arabian, Breton, and Tilean), Theology

Magic Points: 48

Spells:

Petty: Curse, Gift of Tongues, Magic Alarm, Magic Flame, Reinforce Door

1st Level: [Battle] Fire Ball, Steal Mind; [Demonic] Bind Demon, Summon Guardian; [Necromancy] Hand of Death, Summon Skeletons

2nd Level: [Battle] Aura of Protection, Lightning Bolt; [Demonic] Stop Demonic Instability, Summon Lesser Demons of Kháine; [Necromancy] Control Undead, Hand of Dust, Stop Instability

3rd Level: [Battle] Animate Sword; [Necromancy] Life in Death, Raise Dead, Summon Skeleton Horde

Disabilities: Animal Aversion (Stage 2)

Insanities: Hatred (Followers of Mórr, especially Witch-Hunters), Phobia (Dwarfs)

Equipment: Black Dress with Red and Yellow Trim, Sword, Staff (Carved from Human Bone).

Klara von Teufelheim, continued

Special Rules: Klara may control friendly Undead within 24 yards in the same way as a Necromancer. Her gaze can have a hypnotic effect: this ability costs 2 Magic Points to use, but if the victim fails a WP test he or she will become the Vampire's slave, even clearing away garlic and other protections so she can feed. Each time Klara feeds, the victim is allowed a further WP test to throw off the compulsions. She can only control one person in this way at any time and must be within 4 yards of the victim.

As a Vampire of Kháine she does not need to expend 10 Magic Points in order to survive. This is because she is powered by Kháine's hatred for all things living. Klara may recover Magic Points by meditation or draining the life force from living humanoid creatures. Each wound or Strength loss on the victim's part gives her 1 Magic Point (she cannot exceed her MP total). Klara can use Magic Points to change from one form to another as well as casting spells. Each change costs 2 Magic Points and takes a full round to complete. She may travel abroad on cloudy days, but is unable to use her vampiric abilities until nightfall. In physical form, if slain by normal weapons, she will be instantly turned ethereal and lose all remaining Magic Points. She will then reform in her coffin where she must stay for three nights. At that time, she can resume her activities. She will be in a weakened state until she is able to refresh herself by either drinking blood or using the Withering Hand of Kháine spell [see page 108].

Where Are They?

Upon completion of the combat, the PCs may well wonder where the Watch is. Surely, someone would have heard all the noise of the fight and called them, but there are none to be seen. Instead, the PCs will see Suiddock in flames. Shouts and screams can be heard across the Bruynwater Kanaal with a number of silhouetted figures running in panic. Looking in other directions reveals other portions of Luydenhoek and Stoessel Isles are also alight.

Characters with *Sixth Sense* will suddenly realise that something close by is watching and moving towards them. Other PCs must pass a Listen test for soft noise (+10 for Acute Hearing) in order to avoid surprise. The PCs have inadvertently placed themselves in the escape route of three Skaven Gutter Runners. With blades swinging, the Skaven rush the PCs in the hopes of scaring - if not killing - them. ORDESAcaptives use the opportunity afforded by the Skaven attack to flee into the night. The Skaven do not intend to get drawn into a prolonged battle.

Clan Eshin Gutter Runners, Skaven

Clan Eshin Gutter Runners scout far ahead of Skaven hordes, seeking the enemy, ensuring the element of surprise, and stirring the rat packs of cities into action. They are also used to spread fear and create havoc to cover Skaven slaving raids. These have the smell of oil about them.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	48	40	3	4	10	55	2	39	34	34	28	39	24

Skills: Concealment Urban, Follow Trail, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Throwing Knife, Strike Mighty Blow

Equipment: Sword with serrated edge (S+1) coated with poison (+d3 additional W unless **Poison** test successful), Garrotte, Leather Jack (0/1AP body/arms), 4 Throwing Knives (R 4/8/20, ES C), Dark Clothing

Act Three: Anarchy

Three Skaven assassins are sent to capture Walewijn Droomer and bring him to Alfons van Rugkil. The Watch are also looking for the PCs and bring them to meet Reiner Derschakal. Derschakal realises they know too much and to give himself time, arranges to meet them the next day. Elisabeth van Rugkil becomes aware of this and murders him.

Elisabeth van Rugkil finally reveals herself to the PCs, but they are attacked and separated. They know enough to think that she has been taken to the Alfons van Rugkil mansion. There Alfons van Rugkil is ready to launch his assault to “save” the city but his body is mutating.

The Skaven forces launch their attack and chaos reigns in the city. Nothing can be done to stop them. However, the PCs actions will decide how much damage is done.

Need A Place to Rest?

By this time, the PCs need a well-deserved rest. The threat of ORDESA and the resurgent Cult of the Scorpion will have hopefully been eliminated. If not, the arrival of the Skaven will put the two groups in the background for the duration of the adventure. Cold-hearted GMs may decide that the PCs' current place of lodging has become a victim of the latest fires. GMs taking pity on the PCs will allow them to find their lodgings undisturbed...for the moment.

Around them, fires rage for the remainder of the night. After setting the fires, the Skaven Gutter Runners retreated into the sewers. Anyone who had the misfortune to cross their path (except the PCs) have been slain or dragged off. Unless the PCs had the foresight to take a slain Skaven with them, the corpses have been removed by other Gutter Runners.

Without proof, it is unlikely that anyone will believe the PCs' story that Chaos Ratmen are attacking the city.



In the predawn hours, a thick damp fog rises helping those battling the fires to succeed in their endeavours. Almost all the fires have been extinguished when the fog gives way in the early afternoon to overcast skies. The darkening clouds to the north indicate that a storm will likely be arriving by evening.

Those that need medical help they can obtain a referral from the Suiddock Watch or one of the staff at their once local tavern (for the sake of this scenario this is the familiar Shipwrecked Tavern). Those in the Watch usually see Doktor Rudolf Haamhand on Luydenhoek Isle near the Nederbrug Bridge. Doktor Haamhand usually gives a discount to members of the Watch (1 Gu per visit paid by the Watch Captain) and those they refer (1 Gu, 10 shillings). His office is reasonably clean and his student, Birgitte van Westenmoeras, assists him.

The staff of the Shipwrecked Tavern will send their customers (mostly those who have the misfortune of being within the reach of Olaf when he explodes) to the local herbalist, Halfling Samuel Branmuffin. Located just a couple of blocks upriver on Sikkeleiland Isle,

Sam maintains an immaculate workshop filled with aromatic herbs and spices. Sam's small and vicious dog Spat guards the premises. Depending upon the need of the individual, Sam will charge anywhere from 10 shillings to 1 Guilder per visit. Usually, he will allow a patient to barter foodstuffs of equal (or greater) value instead of paying in coin.

During the afternoon, rumours begin to circulate the Suiddock regarding the previous night. The PCs will pick up some of the following throughout the remainder of the day:

- "I hear that the fires were set by ORDESA to cover their uprising."
- "Did you hear that the ORDESA leaders fled to Bretonnia to escape the Black Caps? Bloody cowards!"
- "I tell you, you cannot trust anybody. I heard that the ORDESA leaders have reached an agreement with the Directorate to stop the bloodshed."
- "I'll wager you five shillings that members of the Ward Council secretly belong to ORDESA and fled with them."
- "I have heard that mansions north of the Rijk were torched and the guards slain."
- "Believe me when I say that anarchists from Bretonnia were behind the fires. They are no doubt in league with the Sigmarites in Altdorf."
- "I will tell ya what I think. It was the Fen Loonies who snuck across from Doodkanaal. They have sought revenge on Marienburg for years."
- "Smugglers will be happy. Word has it that the River Watch lost several vessels during the fire."
- "Several Black Cap barracks went up in flames and a number of Black Caps slain, so my brother-in-law tells me."
- "Listen, looting occurred all over the city during the fires. Makes it unlikely that you'll be caught don't it."

- "At least we weren't the only ones to suffer. I've heard tales that a number of the Staadtholder's own men were slain. Most likely ORDESA or some gang killed them."
- "The joke is that the garrison has been moved to the richer districts to help the Black Caps there restore some order. That'll be the day. All other Wards and their Black Caps are left to their own devices. Lucky for them."

If the PCs have shown no interest in heading to the White Shoal Café, a young girl runs up to the PCs sometime late in the afternoon of Bezahltag. "Ere, sirs, a woman paid me to give this to you." She hands the PCs a cloth which contains a note inside its folds [Handout #13].

Handout#13

Did you realise that Walewijn Droomer, leader of ORDESA had an appointment to meet an important individual tonight? Are you interested? It is to be at the White Shoal Café on Hightower Isle near the foot of the Hoogbrug Bridge at dusk. Don't be late.

The letter is folded twice on rather non-descript, but well-made paper. The cloth is actually a silk handkerchief with a stylised "R" surrounded by a bed of tulips embroidered in royal blue thread.

The lass knows nothing of the design of the handkerchief, but does stay awaiting for some payment. Five pennies will do. She does not have a description of the woman since the woman had a dark cloak and her hood pulled well over her eyes and her hair was hidden. If asked where she met the woman, the girl points back a few streets, "Over there." There is no one standing there at the moment. Any attempt by the PCs to track down the elusive woman will fail.

Doktor Rudolf Haamhand, Physician (ex-Watchman, ex-Physician's Student)

Rudolf is an ex-Suiddock Watchman who decided that cracking heads appealed to him less than bandaging wounds and healing the sick. Given Rudolf's mediocre service as a Watchman, the Watch Captain was more than willing to pull some strings to get Rudolf apprenticed to the current Watch physician, Hendrick Botmes. Rudolf was an apt pupil who proved to be an asset to the Watch, especially since his mentor was killed in a barroom brawl within six months. Eighteen years has passed since then and Rudolf has patched up more Watchmen than he can remember. Only recently did Rudolf take on a student to assist him.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	42	4	4	9	41	2	62	50	63	53	56	39

Skills: Acute Hearing, Cure Disease, Disarm, Heal Wounds, Manufacture Drugs, Prepare Poisons, Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Strike Mighty Blow, Strike to Stun, Surgery

Equipment: Sword, Leather Jack (0/1AP body/arms), Black Bag (containing Medical Instruments), and Purse (5d6 Gu and 4d6 shillings)



Birgitte van Westenmoeras, Physician's Student (ex-Student)

The third daughter of a moderately successful merchant, Birgitte spurned her father's effort to find her a suitable husband. Tough-minded and very independent, Birgitte wanted a life that would give her purpose. She enrolled at Count Hendryk's College of Navigation and Sea Magicks with the aspiration of becoming a scholar. Birgitte soon tired of academia, however, and decided that debating the finer points of some insignificant historical event rather boring. Searching for something "more active" and more to her liking, Birgitte was referred to Doktor Haamhand by a physician friend of hers. Rudolf was impressed with Birgitte's intelligence and enthusiasm and took her on as an assistant.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	31	3	4	8	39	1	31	33	45	39	32	41

Skills: Ambidextrous, Arcane Language-Magick, Consume Alcohol, Cure Disease, Heal Wounds, History, Read/Write (Breton and Reikspiel), Scroll Lore, Secret Language-Classical, Speak Additional Language (Breton)

Equipment: Sword, Dagger (I+10, S-2, Parry -20), Medical Instruments (battered) in Case, and Purse (2d6 Gu and 3d6 shillings)

Samuel "Sam" Branmuffin, Herbalist (ex-Rat Catcher)

Sam was the third of ten children born to Tom and Berda, owners of "The Sweet and Sour Spice Shop" in the Halfling Quarter in Altdorf. As a rat catcher working the sewers, Sam witnessed a number of unsavoury activities taking place underneath the streets of the Imperial capital. On one occasion, Sam was spotted by a group of cultists making their way to a secret meeting. Knowing his days were numbered, Sam stowed away on a barge bound for Marienburg. Rat catching proved very lucrative in Marienburg and soon Sam was able to finally escape the sewers. Unfortunately, he still resides in the Suiddock...

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	35	44	2	3	6	58	1	56	19	48	35	41	48

Skills: Acute Hearing, Animal Trainer-Dog, Arcane Language-Druidic, Concealment Urban, Cook, Cure Disease, Drive Cart, Heal Wounds, Herb Lore, Identify Plant, Immunity to Disease, Immunity to Poison (Beastbane, Manbane, and Spider Venom), Prepare Poisons, Read/Write (Reikspiel), Secret Language-Classical, Secret Language-Guilder, Set Trap, Silent Move Rural, Silent Move Urban, Specialist Weapon-Sling, Spot Trap

Equipment: Axe, Dagger (I+10, S-2, Parry -20), Sling (R 24/36/150, ES 3, 1 round to load and fire) and ammunition, Pestle and Mortar, Sling Bag with Dried Herbs, d6 Animal Traps, and Purse (4d6 shillings and 5d6 pennies)

Spat, Small and Vicious Dog

Orphaned at an early age, Spat was rescued from a Tilean Manhound attack by Sam. How the large hound found its way into a nearby canal was anyone's guess, but Spat didn't complain. In gratitude, he joined the Halfling and learned the skills of a ratter. In combat with the lowly rodents, Spat is extremely vicious (treat Spat as subject to *frenzy* against these vermin). Sometimes his temperament is directed to rats of the two-legged variety (not necessarily limited to Skaven).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	2	2	2	30	1	0	43	14	43	43	0

The White Shoal Café

PCs arriving at the White Shoal Café, located at the waterfront near the foot of the Hoogbrug Bridge. They will also notice that the place is closed tight. Closer inspection reveals that the windows are shuttered and the doors locked (CR 15).

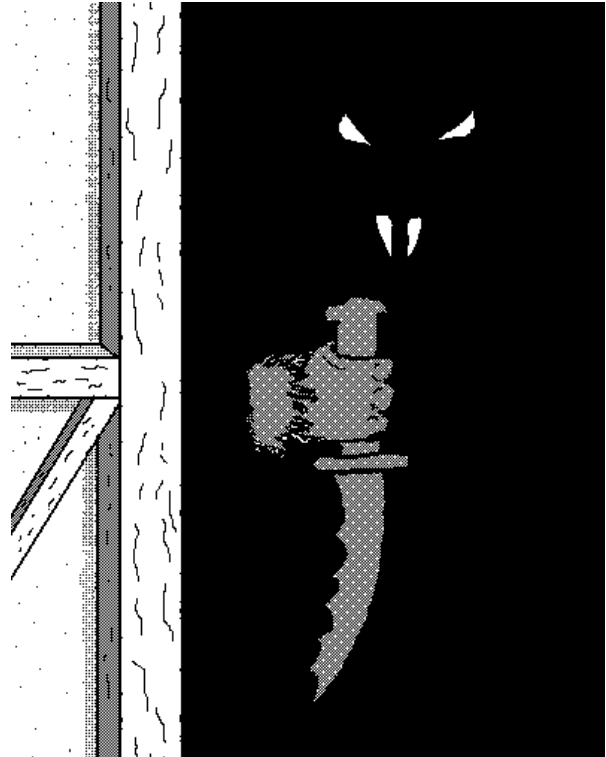
Should the PCs ask around, the White Shoal was closed a couple of days ago by the nervous owner who decided that a holiday

was in order. Things have also been slow on Hightower Isle as the 'Change has been virtually shut down by all the recent troubles. Only the Watch patrols have been in evidence in their attempts at keeping the peace. If any are asked about van Rugkil, the only response the PCs will get is that van Rugkil is one of the merchant families and lives across the Hoogbrug with "the rest of his kind."

Shortly before dusk the rain begins to fall. Any PC with a background as a Ranger or Cleric of Taal will realise the storm is going to last all night with only an occasional respite. The rain will steadily pour and reduce visibility to about ten yards during the remainder of daylight. The PCs can find a sheltered area where they can observe the cafe and remain fairly dry or they can break into the White Shoal and await van Rugkil's arrival.

Assuming that the PCs choose the first option, they will see no activity from within the White Shoal until minutes before seven. At that time the door to the café will open from the inside. Within the White Shoal are three Clan Eshin Night Runner assassins waiting for the PCs - whom the Skaven believe to be Walewijn Droomer and his escort - to enter. The Skaven were sent by van Rugkil's associates to capture the ORDESA leader and his woman as well as exterminate his associates. Since Humans closely resemble one another to Skaven eyes, the Night Runners will try to capture the male PC who most resembles Walewijn and any female PC with dark-coloured hair. If that task is too risky for the Skaven, they attempt to kill everyone. Should they be losing the battle anytime after three rounds, the Skaven will use any means of escaping. In the event they capture a PC, the Skaven will drag their captive through the secret door near the cellar to the adjacent canal. From there, it's a small walk to a sewer outlet, which leads (after several twists and turns) to one of the few Skaven openings into Marienburg's sewers. Should the PCs try to flee, the Skaven will not give chase. The Night Runners' response would be to toss poisoned throwing stars into the PCs' cowardly backs. They could then follow the PCs at leisure and slit their throats.

Any attempt to set up their own ambush inside the White Shoal is doomed to failure unless the PCs first check out the layout of the cafe. The front door leads to a dining area



where the tables and chairs are set as if the cafe was ready to open. Most of these along the wall are partitioned from one another for added privacy. A podium stands next to the door upon which a book labelled "Reservations" sits closed. Anyone with knowledge of the upper crust of Marienburg society will recognise several names (van der Kuypers, among others). As the book only covers the previous month, there is no mention of van Rugkil on any page. The pages with the previous two days and the next five have a red slash across each and are marked 'Cancelled'. On the far wall are a double door (middle) and a single door (to the far left). The single door is marked 'Latrine'.

The double doors lead to a large kitchen area. Everything is clean and in its proper place and there are enough spices to give a Halfling pause. Two other doors exit the kitchen, one in the rear wall is locked from this side and opens to a balcony with a staircase leading to the docks below. The right door leads to a staircase. Upstairs are the living quarters of the owner, his family, and several employees

(nothing of interest or much value there). Downstairs leads to a landing before continuing down to another closed door. Through this door is the cellar that is cut into the bedrock and serves as a meat locker. At the landing is a secret door leading to the adjacent canal. It is through this door that the Skaven enter.

If the PCs have not discovered the secret door before the Skaven enter, then the Night Runners achieve surprise and the fight proceeds. Should the PCs discover the secret door (on a successful **Search** test), they may conclude that something unpleasant could come through there. Even if the Skaven are surprised, they will still try to complete their mission.

Clan Eshin Night Runner Assassins, Skaven

Clan Eshin Night Runners are the Skaven assassins who are often active at night. Their main role is to slay foes in dark places, infiltrate enemy cities, sow fear in their enemies, and prepare the way.

Current Profile:

g	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	55	4	4	13	70	4	54	44	44	38	49	34

Skills: Concealment Rural, Concealment Urban, Disguise, Follow Trail, Marksmanship, Prepare Poisons, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knives, Specialist Weapons-Throwing Stars, Strike Mighty Blow

Equipment: Sword, Skaven Assassin Dagger (I+10, S-2, Parrying -20: If wounded, victim must make an immediate **Poison** test or be paralysed for 2D6 rounds), Mail Shirt (1AP body) under Dark Clothing, 2 Skaven Throwing Stars (R 4/8/20, ES C: Poison as dagger), Garrotte

Into the Sewers

No matter which exit the Skaven take they will try to cross the adjacent canal. This means that they must descend the patio stairs to the docks below (unless they left through the secret door) and proceed over a footbridge crossing the canal. Fifteen yards from the canal is the sewer opening.

Chasing after the Skaven in the rain creates some problems. Modification to the chase rules (see above) should include applying a modifier of -10 to any **I** tests in order for quarry and pursuer to maintain their footing, as the cobblestones are wet and the footing treacherous. Thirty yards within the sewer is the opening of the Skaven tunnel. As it is set a few feet above the two foot wide sewer

walkway, the tunnel is dry and the modifications to the **I** tests no longer needed.

Only other considerations for the chase are:

- Heavily wounded Skaven and those burdened with a captive (if any) will be slower (-2 generally) than their base **M** score while any burdened Skaven will be easier to keep in sight (+10 modifier to pursuer's **I**)
- The rain limits visibility (-10 modifier to pursuer's **I** if pursued moves further than 15 yards).

Once they have entered the sewer, the PCs need light. With light from they see a number of small (three foot wide) sewer lines emptying into this major line. Most of these lines drain right beneath the walkway while a

few drop from above. The main sewer is anything but straight causing the effluent to pool during drier times. With the rain, most of the sewage is washed away.

In other times, the secret door of the Skaven would be unnoticed by any wandering through the sewers. Due to their haste and wounds, the Skaven do not take the time to properly close the door. PCs have no trouble finding the door. They find the six to seven foot high tunnel roughly cut in the bedrock and of shoddy workmanship. Support beams are thrown up in a number of places with an occasional one looking as if it may give at any moment. Anyone with the *Mining* skill may test vs. **Int** (+20 for Dwarfs) to recognise that the tunnel is descending deeper under Marienburg as it twists and turns.

After several minutes, the PCs hear angry voices around the next bend. Any PC sneaking will hear the conversation on a successful Listen test (+10 for Acute Hearing) for normal sound. Those who sneak a peek see a large man with long black hair and beard in dark clothing speaking to the Skaven who recently fought the PCs. The man is Oldrick Sterkarm is one of van Rugkil's men. He can be seen holding a lantern in one hand while the other remains at the ready. The PCs may spot a royal blue "R" on the back of his brown gauntlets on a successful Observe test (+10 for Excellent Vision).

If the Skaven captured a PC (or two), then the captive(s) will have their feet and hands bound. The argument between the man and one of the Skaven will generally be as follows:

"Damn your rat-eyes! This is not the one you were sent to capture. He (or she) does not remotely resemble the description you were given."

"Manthings looklook the same. It closest! No others!"

"My boss and your boss made a pact regarding the man (and woman) you were sent to bring in. You didn't get the job done. Now there's going to be hell to pay."

"Manthings too tough. Needneed more Skaven to finish them. What about this one? Taketake to your master?"

"Won't do any good. Just kill them and be done with it."

Any delay on the PCs part, like planning the rescue, will result in the captive's death. If the PCs insist on taking their time, a few loud screams of pain from the captive(s) may bring them to their senses. Otherwise, the man turns to leave while the Skaven slowly and sadistically kill their prisoners.

If the Skaven failed to capture a PC, the following is the course of the conversation:

"Damn your rat hide! Where are the ones you were sent to capture?"

"Manthings too tough. Needneed more Skaven to capture one and killkill others."

"My boss and your boss made a pact regarding the man (and woman) you were sent to bring in. You didn't get the job done. Now there's going to be hell to pay."

"Manthing wantwant other manthings? You do."

"No time to show you how to get it done right. I have to report this failure. Make sure you closed the way in here."

The man turns to leave further down the tunnel while one of the Skaven stares at his back and makes stabbing motions. The Night

Runners then turn and head back towards the secret door and straight into the waiting PCs.

Should the PCs attack at any point, Oldrick and his Skaven allies will try to retreat down the tunnel. Their objective is to reach a nearby, hidden lever with which to trigger a cave-in - and block this tunnel - between them and the PCs. The Skaven tactic is simple: block the PCs from going further down the tunnel until their Human ally and one of the Night Runners succeeds in triggering the cave-in. Once the passage has been

effectively blocked, those Night Runners still alive will try to flee past the PCs to the safety of the sewers. If the PCs get past the Skaven, or target their Human ally with some sort of spell, they will get a chance to meet van Rugkil's champion, Oldrick Sterkarm. Oldrick's primary goal at this point is to elude capture. If that possibility is denied to him, he will do all he can to eliminate his foe. No matter what happens, Oldrick or one of the Skaven should succeed in triggering a cave-in to block the PCs.

Oldrick Sterkarm, Judicial Champion (ex-Mercenary, ex-Protagonist)

Tired of spending days patrolling the Grey Mountains for the Imperial army, the 6 ft 3 in Oldrick returned to Marienburg in hope of securing more suitable and pleasurable work. At first, he enjoyed picking fights with those upper class snobs who slumped in the Suiddock with their bodyguards. Money was easy then, but soon he became too well known and most people shied away from him. With the loss of income, the foul-tempered Oldrick took out his frustrations on the Suiddocker low-lives. His reputation as a troublemaker became well known to the Suiddock Watch spending many a night in jail. During one such night, Alfons van Rugkil arranged for Oldrick's bail and hired him to be his personal champion. Since then, he has become a confidant and close personal friend.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	41	4	4	11	52	3	39	44	43	54	37	44

Skills: Ambidextrous, Animal Care, Disarm, Dodge Blow, Public Speaking, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle Tongue, Specialist Weapon-Fencing, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body) under tunic, Vambraces (1AP arms), Gauntlets embroidered with the van Rugkil "R", and Purse (4d6 Gu, 5d6 shillings).

Warning

After battling the Skaven, PCs may seek the Suiddock Watch to warn them of the Chaos Ratmen's involvement. They have a 5% cumulative chance per round of finding a patrol. Given that it is night, raining, and many places are in ruins; the City Watch may not be in the mood for wild stories of creatures invading from the sewers nor talk of

hidden tunnels. Without any direct proof, PCs must pass a **Fel-30** test to convince the Watch patrol that something serious is going on. Failing the test by more than 30 results in the Watch believing that the PCs are either paranoid fools (at best) or troublemakers (at worse).

Nevertheless, all Suiddock Watch patrols have been told to keep an eye out for the PCs

and escort them to the Watch Barracks. Their presence has been requested - and that's all this patrol knows.

Soaking wet from the rain, the PCs enter a Barracks in disarray. A number of Suiddockers are at the front desk demanding that the duty Watchman and his fellows do more to protect them and their businesses. There are few Watchmen here to contain the group should they become more than just boisterous.

The PCs are then escorted to a back office. Seated behind the desk is a man in a dark brown trench coat with an aquiline nose, icy blue eyes, and receding brown-grey hair. Upon their entry, the man removes his wide brim hat from the desktop and, if they have the Skaven body, motions them to place the corpse there. The man then introduces himself as Reiner Derschakal. Before he answers any of the PCs' questions, Reiner asks each of them their names and how they came to be involved with the current situation in Marienburg. As he obtained access to Kuilstier's files (though he may reluctantly reveal that fact), Reiner does know everyone's names already, but needs to put a face to them.

The PCs may be unwilling to confide in Reiner without more information. All Reiner divulges is that he has been hired by "someone influential" to determine whether the PCs could be trusted with sensitive information and act with utmost discretion. Reiner does not respond to further questioning until the PCs answer all of his questions.

Reiner's job is to get a detailed, exacting account of the PCs' actions, suspicions, and understanding of the situation. Intelligent, Reiner quickly leaps on any inconsistency in the PCs' story with further questions. After a grilling interrogation, he tells the PCs that his employer has authorised him to hire them for a specific task. Reiner refuses to give details at this time. His only stated concern is whether or

not the PCs are interested. As a matter of fact, whatever the PCs divulge of their knowledge is more than Reiner thought they could achieve. He knows that he will need time to come up with a plan and make the proper arrangements to eliminate the threat the PCs represent.

If they are interested, Reiner tells them to be in the basement area of the Great Library of Verena furthest from the stairs at noon tomorrow (Guilstag). There they can discuss the details regarding the task and their compensation. Reiner then tosses the PCs a glove with an "R" surrounded by a bed of tulips, all of which is embroidered in royal blue. He informs the PCs that the glove was found at the scene of a fire in the warehouse district on Luydenhoek Isle. He then instructs the PCs to bring the glove with them. Reiner closes the meeting by asking the PCs to please excuse him and motions to them to exit.

If the PCs recognise the royal blue "R" as being the same that they observed on Oldrick's glove, they might be inclined to mention this little fact to Reiner in the Watch Barracks. Reiner will express interest and urge the PCs to tell him everything they know about the man who had the glove. He re-iterates his desire to meet with the PCs at the Great Library with more information. At this point, Reiner concludes the meeting and leaves. He will discourage the PCs from accompanying him, should they ask. If need be, Reiner will tell them that he has made other, personal arrangements for the evening.

There is a small chance that the PCs might decide to attack Reiner if they assume that he is more involved than his letting on. This isn't a good idea and d6+2 Watch will appear in the next round to break up the fight. Reiner should be able to survive the altercation that long. On the other hand, the PCs might decide to deal with Reiner outside the Barracks where they will have room to manoeuvre. If the PCs may

decide to shadow the elusive Reiner then he easily shakes them off.

Should the PCs return to the Watch Barracks and ask about Reiner Derschakal, no one will know of the individual other than the Duty Sergeant. All he knows is that the man arrived around 7:30 PM with a demand from the House of van der Kuypers that anyone reporting an unusual story about mutant abominations walking the streets of the Suiddock should be led to the van der Kuypers' representative immediately. The demand letter is a clever forgery, and the story of being van der Kuypers' representative is just a cover for Reiner. This type of request is unusual, but not unheard of in this city. The

Sergeant will be able to recall the seal, which was blue wax with an "R", surrounded by tulips and the van der Kuypers name. Characters with the *Heraldry* skill will recognise that the seal is not one associated with the House of van der Kuypers.

As the PCs turn to leave, the Duty Sergeant tells them that "a hooded lady" had asked about them when they were in the back room. When told that the PCs were meeting with someone, the lady quickly departed without another word. If the PCs ask the Sergeant for a description, he replies that she didn't take her hood off but she seemed young with and had dark brown hair. She also had a Bretonnian accent.

Reiner Derschakal, Assassin (ex-Mercenary, ex-Bounty Hunter)

Cold-hearted, unemotional, and efficient, Reiner was once a rising star in the Middenheim-based Schwarzmantel, a small organisation whose goal is to ferret out and discreetly remove hidden cultists and other enemies of Middenheim and the Empire. One day, he became involved in a power struggle within the organisation. The ensuing scandal cost Reiner his position and made him a marked man. Knowing his days were numbered, Reiner faked his own death, covered his tracks, and fled to Marienburg. Unfortunately, money was short, so he needed employment. Reiner managed to gain an interview with Alfons van Rugkil (who was looking for someone who could perform unsavoury acts with discretion). Reiner is paid exceptionally well for his talents, which ensures his loyalty.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	61	60	4	5	12	59	4	64	51	51	54	54	36

Skills: Animal Care, Concealment-Rural, Concealment-Urban, Dance, Disarm, Disguise, Dodge Blow, Drive Cart, Follow Trail, Marksmanship, Prepare Poisons, Ride-Horse, Scale Sheer Surface, Secret Language-Battle Tongue, Shadowing, Silent Move-Rural, Silent Move-Urban, Specialist Weapon-Blowpipe, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knife, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body) under tunic, Garrote, 4 Throwing Knives (R 4/8/20, ES C), pair of Manacles, dark brown trench coat, wide-brimmed hat, and Purse.

At the Great Library

PCs will head to the Great Library following up on one of many leads or arriving to meet Reiner and his employer.

One of the largest libraries in the Old World, the Great Library is located next to the Cathedral of Verena. It is opened during daylight hours for the general public. Clerics of Verena can access



the Library at any time of day or night. Those not followers of Verena must donate at least 1 Gu to gain entry (less well-to-do individuals, such as students, are only required to donate 5 shillings).

Priestess Mirjam Uilzicht sits at a desk near the large double doors to ensure that the proper donation is made and information regarding the name of the individual and the purpose of their visit is recorded. As Chief Librarian, Priestess Mirjam can assist those who are bewildered and intimidated by the sheer size of the Great Library.

Just browsing the title of books will take over two weeks, as there are three floors (including the basement). Priestess Mirjam can direct the PCs to the part of the Library where information regarding the Great Merchant Families of Marienburg can be found. There are volumes of books on the topic and it will take $d6+4$ hours to quickly scan them. $D3+4$ hours of research yields the following information on the van Rugkils:

- A coat of arms with a royal blue "R" on a silver field of tulips was registered to the newly influential van Rugkil family four years ago.
- Edward van Rugkil's business skill greatly improved the family fortune.
- The van Rugkils moved into the old van Rijksbodem mansion in the Goudberg district seven years ago.
- The van Rugkil House threatened to displace one of the Great Merchant Families on the Directorate when tragedy struck the family.
- Four years ago, eldest daughter Caroline and her husband Herman Bokherder brutally murdered her father and mother, Edward and Anna van Rugkil, as well as her younger brother Willem. The youngest daughter Elisabeth was missing

and presumed dead. Only the eldest son, Alfons, escaped their tragic fate.

- Caroline's death sentence was commuted to life on Rijker's Isle while her husband was executed by hanging.
- With Alfons at the helm, the van Rugkil family fortune began to wane. His petition to join the Directorate was denied unanimously.

By Guilstag morning, the rain clouds have cleared. By late afternoon, a mist begins to rise about Marienburg. Natives know that the city will be shrouded in fog throughout the night. If the PCs arrive at the Great Library before noon, they will find a couple of Watchmen standing on either side of the door, barring anyone from entering.

If the PCs approach the door of the Great Library, one of the Watchmen tells them, "Sorry, but the Library is closed until noon. Come back later." Unless the PCs can prove that they are in good standing with the Suiddock Watch, they are unlikely to get any response other than "move along." Should the PCs prove their connections, the Watchmen will tell them that one of the library's clerks died of a seizure early morning hours, while working. The Verenan priests are currently busy clearing the damage made by the old man's death throes.

The fact of the matter is that Reiner Derschakal slipped into the library before dawn and slipped a narcotic in the old man's tea, which then caused the seizure. This enabled him to freely scout and set up the location where he is to meet the PCs without interference. Unfortunately for Reiner, his actions have not gone unnoticed.

Dimly lit, the basement is stacked with books on a large number of subjects. Interspersed among these stacks are small desks with chairs and unlit oil lamps (unless the desk is otherwise occupied). Aisles criss-cross the stacks at irregular intervals. PCs without the *Orientation*

skill and travelling alone need to make periodic **Int** tests to avoid getting lost.

In the furthest corner is a desk with an open book and a dimly lit oil lamp. Behind the desk is a man dressed in black apparently asleep. The PCs recognise the man as Reiner and realise that he isn't breathing. Examination of the cold body reveals a thin red garrotte line across his neck. Searching the area reveals two clues. The first is a lady's glove with a delicate "R" embroidered in royal blue surrounded by tulips on the back of it. The pattern matches exactly with the glove that Reiner gave them earlier. The second clue is a note in the book [Handout #14].

Handout #14

You waste time. This lackey's intent is to lead you astray or kill you. The real problem resides in the Goudberg district. Meet me at the Gullible Gull Tavern on the northern side of Luydenhoek Isle an hour after sunset. Ask the barkeep for Private Room ten. He'll escort you there for a 10d tip.

A friend

Mirjam Uilzicht, Cleric Lvl 2 (ex-Student, ex-Initiate)

An inquisitive and pragmatic individual by nature, Mirjam hails from the Ostmuur district. Her parents enrolled her in a Verenan school where Mirjam excelled as a student. In fact, her thirst for knowledge and truth were the main factors in Mirjam joining the cult as an initiate. Through years of hard work and study, Mirjam became well verse in the laws, customs, and folklore of Marienburg. She has also learned the location of nearly every literary work, archival records, and academic studies within the confines of the Temple's Great Library. In time, Mirjam became the chief librarian (a post she has held for over six years).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
3	41	44	4	5	9	45	1	44	41	46	44	53	43

Skills: Ambidextrous, Arcane Language-Magick, Astronomy, Blather, Cartography, Cast Spells-Clerical 1, Cast Spells-Clerical 2, Cast Spells-Petty, History, Identify Plant, Identify Undead, Law, Magical Sense, Meditate, Numismatics, Public Speaking, Read/Write (Breton, Estalian, Reikspiel, and Tilean), Scroll Lore, Secret Language-Classical, Secret Language-Guilder, Silent Move-Urban, Speak Additional Language (Breton, Estalian, and Tilean), Theology

Magic Points: 20

Spells: Petty: Gift of Tongues, Glowing Light, Open, Sleep, Zone of Warmth

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Immunity from Poison, Wind Blast

2nd Level: [Battle] Aura of Protection, Hold Flight, Zone of Sanctuary, Zone of Steadfastness, [Illusionist] Banish Illusions

Equipment: Sword, White Clerical Robes, Medallion of an Owl's Head, and Purse (d6 Gu, d6 shillings)

Though the PCs have no way of knowing, Reiner Derschakal had intended to send them to the Tilean quarter with the message "We were sent by your friend Pierre to do a job" to

deliver to the local crime lord there. The local crime lord, Benito Gatti, had already been warned through Reiner's connections that brazen assassins hired by the Bretonnian

crime lord, Pierre Chirac, would come to kill him after uttering those words.

The PCs may wonder whether their "friend" is truly so and who it is. The PCs have to decide what they want to do about the murdered Reiner. If they take the note and body to the local Watch, there is a risk that the Tempelwijk Watch may not recognise the PCs' association with the Suiddock Watch as having any official standing. Alleged murderers are usually locked up until the Watch can check their stories.

If they leave the dead man where he is, there's a risk that Priestess Mirjam could identify them as the last ones in the basement should Reiner's corpse be found. If not hidden, someone will discover the deceased Reiner within three hours. Luckily, there are a number of places among the stacks to hide the corpse should the PCs just take a moment. Hidden, Reiner will be discovered in five hours.

If the PCs take the course of informing the Priestess about Reiner's death, Mirjam requests the PCs to stay put while she seeks the Watch ("after all, they'll probably have lots of questions...").

Where Did the Time Go?

Whether through their efforts or by accident, the PCs may have obtained the name of van Rugkil and the fact that he lives in the Goudberg district. Other than staking out the merchant's home [see "Confrontation" page 86], PCs may try to learn more.

Information will be hard to get in the short period of time the PCs have. What follows are some of the sources the PCs might wish to try.

Other merchants: Most of those with personal experience of the van Rugkils can be found in

the Guildveld district. Many of the merchants are those who make enough profit to live comfortably with the well-to-do. Unless one of the PCs come from this class, information will be hard to come by and a -20 modifier to any **Fel** test would be appropriate. The merchants know the official story of the tragedy that befell the family years ago. They know Caroline is languishing on Ryker's Isle and that Alfons does not have the talent to last much longer.

The Watch: Except in the Goudberg district, the typical Watchman knows nothing of the van Rugkils and their deaths four years ago. The Goudberg Watch is unlikely to talk about the subject unless they are well bribed (five or more Guilders) and they meet in private. Despite the low opinion the average Watchman has concerning the rich, they realise that a less than diplomatic response to questions could land them in serious trouble. Most of the older Watch know some details about the murder of the elder van Rugkil and his wife, and that the perpetrators were convicted and sent to Rijker's.

The Courts: Unless the PC is a lawyer in good standing in Marienburg, prying information from the Courts could be very expensive (minimum bribe would be 10 Gus). The information that the PCs can glean from research in the Great Library (see above) can be obtained from the Courts, except the current status of the van Rugkil fortune.

Employees: This would be a difficult avenue to pursue, as one would have to know where to look. The Guildervelt district might be a good start as normally would be the 'Change in Hightower Isle. Unfortunately, the latter is closed. Should the PCs get lucky to find any employee of van Rugkils, that individual refuses to openly speak. Given the petty vengeance the "boss" will likely seek, employees are only willing to speak in private and for a sizeable bribe. Unfortunately, the

information they have only paints van Rugkil as having little business acumen, given to periodic bouts of paranoia and delusions of grandeur.

Friends: Tougher to find than employees as van Rugkil's greed and incompetence have ruined any friendship that his father cultivated. Most merchant houses are waiting for van Rugkil to fall into total ruin so they can pick up the remainder of his mercantile interests cheaply.

Caroline van Rugkil: The PCs would have to be very well connected to be able to interview Caroline at Rijker's Isle at such a short notice. Requests to talk to the convicted generally take anywhere from one to six months just to get a response from the Warden of Rijker's Isle. The speed of the reply is directly proportional to the size of the bribery (starting price is 10 Gus). Should the PCs succeed in this endeavour, they will find Caroline bitter and broken. She can barely hold a civil conversation without breaking down in tears. Any mention of Alfons will be met with unrelenting anger. Caroline is certain "that pig is behind it. He was always a schemer and a worthless slime. If I could, I would kill him with my own two hands." Exhausted by the outburst, Caroline is reduced to sobbing and muttering to herself.

With a Little Help from My Friend

The Gullible Gull is a typical Suiddock dive where the low-life denizens of the area congregate throughout the day. The atmosphere of the low-ceilinged common room is smoked-filled with an unpleasant "tangy" odour and the floor is covered with sawdust to soak up the various fluids pooling on the floor. Unless they are native Suiddockers who frequent such dives, the PCs are well advised not to order the rotgut that passes for whisky in this establishment. Many of the (surviving) patrons have built up a

tolerance for the vile drink over the years. They have also developed the ability to ignore the crusted tankards in which drinks are served. Although potent, the ale is among the worse tasting brew in the entire ward.

The proprietor of the Gullible Gull, Adriaan Aardappelneus is a huge, sweaty beast of a man who has a disgusting habit of working the bar naked from the waist up. His back and chest are covered with matted black hair and his body odour repulsive. Still he thinks himself a ladies man and will openly flirt with any female.

When asked about Private Room ten, Adriaan will scoff and hold out his hand. There it remains until the PCs have given him at least 10d. Once tipped, Adriaan will bare his yellow teeth in a smile and point to a door in the far corner saying, "So yer 'ere to see da young, sweet lass wit' 'ard steel in 'and, eh? Mark me, she's a crafty one, she is. Mind yer manners or I'll deal wit' youse personally. By da way, she left me dese ta give youse." He then hands them a note [Handout #15] and key.

Handout #15

You have been careless. Since early afternoon, those seeking to overrun the city have followed you. They are in league with another who craves power and will resort to vile means to achieve that goal. This key will permit you entry into the nest of corruption, if you do so with stealth. I cannot be any clearer than this nor dare I risk any further contact with you. Of course, my employer may deem otherwise should you eliminate the first obstacle mentioned.

Any PC who has a previous career as a Locksmith or who has the *Pick Lock* skill will realise that the key is for a more complicated lock than what one would normally find in a district like the Suiddock.

Adriaan Aardappelneus, Proprietor/Barkeep (ex-Mercenary, ex-Pit Fighter)

A native Suiddocker, Adriaan is a woman's worst nightmare. The large man (6 ft 4 in, 360 lbs) is repulsive in every describable way, no matter if one is talking about the physical, emotional, or personality aspects of the man. Adriaan has thin, greasy black hair on his head, matted hair on chest and back, little pig eyes of dull blue, yellow teeth, and repulsive body odour.

In conjunction with his misperceptions of himself as appealing to the opposite sex, Adriaan is crude, lecherous, obnoxious, odorous, foul, and irredeemable at any social level. Females of any race are not safe from Adriaan's predatory intentions. Towards men, Adriaan reacts differently. He is usually the bully to smaller, weaker men (like Academics) while buddies to larger men, especially those who are well armed and mean looking. Needless to say, the drunks who frequent Adriaan's dive see him as very entertaining (when they can see at all).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	53	27	5	6	9	28	2	38	37	27	42	33	22

Skills: Disarm, Dodge Blow, Secret Language-Battle Tongue, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Two-Handed Axe (I-10, S+2) behind the bar, Sword, Filthy Pants (been months since they were last washed), and Purse (2d6 shillings, 5d6 pennies).

Once on the streets, the PCs will most likely want to confront those following them. Any credible plan to ambush their pursuers will work, especially given the cover of fog. From their vantage point, the PCs will see two figures in long trench coats and wearing wide-brimmed hats emerge from the direction they just came. At first, all the PCs can see is that both figures are somewhat hunched over. Both then stop and tilt their heads as if listening for something. If the PCs stay silent, the two move swiftly in an attempt to find their missing quarry. This is the point for the PCs to spring their ambush on the two unsuspecting Skaven Gutter Runners [page 66].

The PCs' attack surprises the two Skaven Gutter Runners, but only momentarily. The Ratmen's task was to follow the PCs to determine whether they would be obstacles to the unfolding scheme. If the PCs were a potential problem, the Skaven assassins were to eliminate however many they can. Only if the PCs were too strong

would the two Skaven seek to escape to the sewers below. Under no circumstances will the Skaven allow themselves to be taken prisoner as they fear that their Warlord might think that they have squeaked the Skaven's intent to the manthings. In the unlikely event that the PCs wish to speak with the Skaven instead of attacking, the Gutter Runners will retreat to the sewers, baffled by such a reaction.

Once the Skaven have been removed, a figure wearing a hooded cloak steps out from the shadows of a nearby doorway. Pulling off her hood, the plain-looking young woman says in a Bretonnian accent, "My name is Giselle Bouvier. My employer, Mademoiselle Blaubloem, wishes to make your acquaintance. As time is of the essence, I will lead you to her. Please follow me."

The PCs may demand some proof that Giselle is not leading them into a trap. "Non, good people, my Mademoiselle means you no harm. She has

some information that she believes you would want to know. Mademoiselle was the one who contracted Monsieur Boekarts to hire you."

This may not be enough to placate the PCs. If they persist in questioning their guide, Giselle simply says, "I appreciate your concern. I can assure you that I am unarmed (other than with a dagger) and am entirely at your mercy. So, if I

can trust you with my safety, surely you can trust me. If this is difficult for you to accept, then I shall be on my way so I can report this disappointment to Mademoiselle at the Ravenswing Inn." Without looking back, Giselle heads towards Hightower Isle. Should the PCs follow her, then all is well. If not, then they're on their own..

Giselle Bouvier, Servant (ex-Beggar)

Giselle was a young urchin who had the fortune of being "adopted" by the wife of the Duc du L'Anguille's steward. She returned the favour by working in the kitchens and anywhere else that her mistress needed her. When Elisabeth van Rugkil came to be a guest of the Duc's, Giselle was placed as the Marienburger heiress' maidservant having proven her loyalty and trustworthiness. The two got along very well so that when it came time for Elisabeth to leave, she received permission to take Giselle with her. Giselle would do whatever she could to prevent harm to her mistress.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	38	39	3	4	8	43	1	34	28	31	32	43	30

Skills: Animal Care, Begging, Concealment Urban, Cook, Dodge Blow, Etiquette, Secret Language- Thieves' Tongue, Secret Signs-Thieves', Silent Move Urban

Equipment: Dagger (I+10, S-2, Parry -20), Hooded Cloak, and Purse (3 shillings, 5 pennies)

Plot Revealed

The Ravenswing Inn is located in the part of the Paleisbuurt district closest to the Goudberg district. The PCs should be able to get across the Hoogbrug Bridge within twenty minutes or so after leaving the scene where they fought the Skaven. Even on foggy nights such as this, the nightlife in the Paleisbuurt district is lively. Finding someone to give directions to the Ravenswing Inn is easy if the PCs had opted to come to this part of Marienburg without Giselle Bouvier. The difficulty for the PCs is to give the appearance that they have legitimate business here. Looking like they have just come from a fight will only arouse suspicion and probably a call to the Watch (or Garrison as they're helping the Watch in the wealthy districts) to toss these "low class scum" out.

The PCs find the Ravenswing Inn a brightly

lit, three-storey white building with light blue trim. Its grounds are well maintained and surrounded by a low wrought iron fence. The Ravenswing's location on the thoroughfare leading to the Oostenpoort Gate (and hence the Middenheim Road beyond) is ideal for attracting fairly wealthy guests.

If the PCs are with Giselle, she knocks on the door. Innkeeper Corine Blijhuis greets Giselle who states that they have business with Mademoiselle. At the top of the stairs on the top floor she knocks on the door before opening it to admit the PCs.

If the PCs came alone, then they must satisfy Corine's inquiries. Once they have done so, the Innkeeper escorts them to Juffrouw Blaubloem's room. Corine knocks on the door to announce the PCs before permitting them to enter.

Corine Blijhuis, Innkeeper of the Ravenswing Inn (Merchant, ex-Student, ex-Trader)
Corine is the epitome of an elegant, genteel hostess and immaculate housekeeper. Her reputation and that of her Ravenswing Inn are held in high esteem throughout the Paleisbuurt, Goudberg, and Guilderveld districts. In fact, most of her customers are upper class and distinguished visitors (and their bodyguards) who have been referred to her establishment by the upper crust of Marienburg society. Even Grand Duke van Bildhofen of Middenland stays at the Ravenswing Inn whenever he is in Marienburg on official business.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	37	4	4	8	56	1	44	59	66	54	53	57

Skills: Arcane Language-Magick, Astronomy, Blather, Evaluate, Haggle, History, Law, Magical Sense, Numismatics, Read/Write (Breton and Reikspiel), Ride-Horse, Secret Language-Classical, Secret Language-Guild, Speak Other Language (Breton), Super Numerate

Equipment: Elegant dress, spotless apron (during the day whenever she is not entertaining guests), and strongbox (10d6+10 Gu, 12d6 shillings) hidden in her room.

The PCs enter a sitting room. The only other exit is a door located on the right wall (presumably to a bedroom) and a window on the far wall. The room is furnished with a couple of couches and several small tables. Decanters of a brownish liquid and glasses sit on the tables. In the far left corner sits a young and attractive woman with dark brown hair, blue eyes, and wearing an elegant dark green dress trimmed with white lace. Giselle will conduct the introduction of the PCs to her mistress before inviting the PCs to be seated and asking if they would like a glass of brandy.

"No doubt you are wondering why I wanted to meet with you, much less who I am and what I know. If you will indulge me by withholding your questions, I hope to address most of your concerns as I relate my tale. If I do not, then feel free to inquire after you have considered what I have said.

"Suffice it to say, I am someone who is very concerned about what is happening to my city. The fact that you have had an encounter with Skaven supports my view that something nefarious is afoot. An overly ambitious

merchant, one Alfons van Rugkil, has entered into an unholy alliance with those foul creatures for the sole purpose of acquiring wealth, power, and position. Through my means, I have learned that his first nefarious act was to have his father and other family members eliminated so that only he would inherit the family fortune. His ambition was nothing less than gaining a position of the city's Directorate. Unfortunately, his mercantile and political skills were far less than his father's.

"So, van Rugkil has turned the Skaven once again to assist him realise his ambitions. Most likely, the fool believes he can control the forces he helped unleashed. As you have no doubt surmised, it is only a matter of time before the Skaven burst through hidden tunnels. Who knows how Marienburg will weather such an invasion?

"You are probably wondering, 'why didn't she go to the authorities?' Simply put, they would not believe such a tale to be true: too incredible to their way of thinking, after all. They are far more concerned with something more

frightening, closer to home. Namely, the lower classes that radical demagogues like (the late) Walewijn Droomer can easily sway. Oh yes, I do know about your hand in the demise of the anarchist ORDESA organisation. Let us just say that I have my sources. Van Rugkil did provided financial support to ORDESA for reasons I have not fathomed.

"One of my employees, Mijnheer Boekarts, had hired you to delve into some of the unusual events that have plagued this city of late. He also believed that you would be capable of completing a task for me when the proper time came. I assure you that I have the means to reward each of you handsomely. The task is simply to put an end to Alfons van Rugkil's schemes in whatever manner that you see fit. All I ask is that you be discreet and bring me back evidence of your effort. The key I had provided for you earlier opens a little used gate on the side canal to the old van

Rijksbodem mansion. That's van Rugkil's residence on the middle island in the Goudberg district."

As this point, vigilant PCs looking out the window will notice a couple of men armed with crossbows taking up positions on the ground outside Emma Blaubloem's flat. If the PCs wait, they will hear the front door kick in a few moments later, followed by a scream cut short from Corine Blijhuis and angry voices. Ever suspicious, the late Reiner Derschakal had followed Giselle the night he met the PCs to the Ravenswing Inn. He did not have the time to determine what the connections to the PCs were and did not care. He had a short time to arrange the elimination of any potential threat, so he arranged for a number of mercenaries from van Rugkil's force to attack the Inn and capture the two women living in the room in the back corner of the top floor.

Mercenary (12 in number)

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	40	4	3	9	39	2	29	39	29	39	29	29

Skills: Disarm, Dodge Blow, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 50% chance of Animal Care, 25% chance of Ride

Equipment: Sword or Axe, Mail Shirt (1AP body), Shield (1AP all over), Crossbow (R 32/64/300, ES4, 1 round to load, 1 to fire) and ammunition, and Purse (d6 Gu, 4d6 shillings).

Not taking a chance of any slip-ups, the mercenaries have arrived in numbers. There are four positioned outside the inn while the other eight move to capture the two women they are seeking and kill all that prevent them from carrying out this task. Fortunately for Corine Blijhuis, the mercenaries only saw fit to knock her out by striking her in the temple.

Unknown to the PCs (and the late Reiner Derschakal), Emma Blaubloem is really Elisabeth van Rugkil. While her concern for Marienburg is real, her true motivation is

vengeance against her brother. To this end, she will use any means possible. Fate brought the PCs to her attention. Elisabeth has been discreetly following and observing them for some time before she instructed Thijs Boekarts to approach them. Elisabeth decided to take a more active role in communicating with the PCs as they battled with ORDESA. From leaving clues to offing Reiner to sending her servant to guide them to her flat, Elisabeth has brought the PCs to this point.

Elisabeth van Rugkil (a.k.a. **Emma Blaubloem**), Assassin (ex-Initiate, ex-Duellist)

While awaiting the arranged marriage that her father talked so much about, Elisabeth began studying at the Temple of Manann. Over four years ago, black-clad Skaven came into the van Rugkil mansion. Elisabeth spied them talking to her brother Alfons. Before she could scream an alarm, a blow to the back of her head sent her spiralling into darkness.

When she next awoke, Elisabeth was in tattered clothing and chained to a ship's hold. From the malicious grin of the greasy man before her, Elisabeth knew that this was no pleasure cruise. The pig of a man told her that she was bound for service to an Arabian Emir. Suddenly the ship lurched and screams followed. The greasy sea dog tried to reach the upper decks, but a sword stopped him cold. Rescued by men in the employ of the Duc du l'Anguille, Elisabeth became a guest at his chateau. Consumed by hatred of her brother, Elisabeth persuaded the duc to help her avenge herself. For his own reasons, the duc arranged for Elisabeth to be trained by his finest. When she was ready, the duc arranged for her return.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	64	63	4	5	11	65	3	58	52	66	66	57	55

Skills: Acting, Concealment-Rural, Concealment-Urban, Disarm, Disguise, Dodge Blow, Etiquette, Marksmanship, Prepare Poisons, Read/Write (Breton, Estalian, Reikspiel, and Tilean), Scale Sheer Surface, Scroll Lore, Secret Language-Classical, Shadowing, Silent Move-Rural, Silent Move-Urban, Specialist Weapon-Fencing Sword, Specialist Weapon-Fist, Specialist Weapon-Parrying, Specialist Weapon-Pistol, Specialist Weapon-Throwing Knife, Strike Mighty Blow, Strike to Injure, Strike to Stun, Theology

Equipment: Rapier, (I+20, S-1), Left-Handed Dagger (S-2, Parry -10), Mail Shirt (1AP body) under tunic, Pair of Duelling pistols (R 8/16/50, ES 3, 2 rounds to load, 1 to fire) with powder and ammunition for 10 shots, Garrote, 4 Throwing Knives (R 4/8/20, ES C), and Purse (4d6 Gu, 5d6 shillings).

In fact, this diversion serves Elisabeth's plans very well, assuming she can find a way to disappear unnoticed. Failing that, she may well find a way to get herself captured in the hopes that the mercenaries leave the PCs unharmed. After all, Elisabeth needs them to be in fighting shape to take on her brother's lieutenants.

There are several ways for the GM to accomplish the task of separating Elisabeth from the PCs. If none of the PCs are keeping an eye on her as they are fighting off the attackers, Elisabeth will try to slip out one of the windows and climb to safety (hoping that the PCs will assume she has been captured). Of course, the trick for her is to do so without getting shot by the crossbow. This is easier

done than not as a mercenary is hardly likely to shoot an unarmed woman when they have other uses. The crossbowman might well find himself killed if he lets his guard down.

An alternate tactic would be having Elisabeth surrender if the attackers promise not to harm her maidservant and her bodyguards (the PCs). She would this approach if it looks the PCs may be overwhelmed or if they look like they will succeed against the odds.

Another, less obvious method is for Elisabeth to do something apparent foolish as to get herself caught and used as a shield so that the mercenaries would leave with her in tow.

Elisabeth's goal is to use whatever means possible to separate herself from the PCs (as well as leaving Giselle safely behind) in order to lure them to van Rugkil's mansion to rescue her. Elisabeth has confidence that she'll be able to find a way to escape her captors on the way to her brother's domain. In fact, the eruption of the Skaven unto the streets of Marienburg will provide Elisabeth the distraction she needs.

Then again, the GM might well decide for all Elisabeth's scheming, she will be taken to her brother as captive. The result of the manner in which she comes into confrontation with her brother is detailed below.

Within minutes of Elisabeth's departure, chaos erupts on the fog-shrouded streets of Marienburg. From their place of deliberation, PCs with Acute Hearing will hear distant screaming and the clash of weapons (several Skaven raiding parties have come across Watch patrols).

The hysterical Giselle pleads for the PCs to rescue her Mademoiselle. Even if the PCs think otherwise, the Bretonnian maidservant is certain that van Rugkil hired the kidnapers. She will make this point abundantly clear if the PCs give Giselle any indication that they are not likely going to attempt to rescue Elisabeth.

Meanwhile, the Skaven raid is now under way making the streets all the more dangerous. In addition, there are small squads of Gutter Runners [page 66] scouring the city in search of small groups opposing the Skaven incursion – such as the PCs – to eliminate.

Confrontation

PCs may reconnoitre the van Rijksbodem mansion in the Goudberg district at some point before the Skaven raid during the night of Guilstag. The PCs find Goudberg a wealthy district with clean streets and canals.

Streetlamps are placed at regular intervals on the main thoroughfares, ensuring that most areas are well lit during the night. The homes and buildings are solidly built (lots of stone and stout oak doors) with gardens behind their walls. The atmosphere of Goudberg is a far cry from what the PCs experienced in the Suiddock.

The van Rijksbodem mansion is located on the far side of the middle Goudberg Island. The Rijksbodem enclosure [Map #1] has two main gates: the front one is large enough to permit passage of a carriage and the rear gate that leads to a boathouse and adjacent launch on the Kleinoost Kanaal. Both main gates have an attached guardroom on the inside of the surrounding wall (the top of which can be clearly seen over the wall). A coat of arms with a royal blue "R" surrounded by a bed of tulips on a silver background is placed above the two main gates. The PCs will only find a little used and unguarded side gate on the Blauwater Kanaal if they approach the Rijksbodem by boat. The lock on this gate is rather intricate (CR 20), but can be opened by the key from "[A Little Help from My Friend](#)" [page 80].

The van Rijksbodem mansion is a three-storey building painted light blue with dark (royal) blue trim. Unlike the nearby homes, the Rijksbodem has a plain solid wooden gate (with a small shuttered opening through which a guard can see who might be knocking). The building itself has wrought iron bars covering the ground floor windows with a large oak front door leading to the interior.

Glass and metal shards are embedded on the tops of the ten foot tall walls to create problems (one S3 hit) for those without thick gloves or some other protection. There is a large tree two houses from Rijksbodem that can be used to observe the grounds. A short observation (between five and fifteen minutes) reveals that the grounds are patrolled by a group of five men-at-arms (mercenaries)

while another four guard the front gate. Observing by daylight further uncovers the torn-up and trampled condition of the garden. The mansion blocks the view of the rear gate.

Those observing for longer periods (up to two hours) see additional activity within the enclosure. Movements seen through the ground and first floor windows indicate that there are a number of people inside the mansion. There isn't any apparent movement at the upper floor windows. Moreover, there is a sergeant of the guard who checks on them within fifteen-minute intervals. While alert, the guards also seem fairly relaxed.

Observing for a good part of the day (over two hours) shows the guard detail changes every two hours and that the enclosure resembles a military encampment. Should the observation take place during the afternoon hours of Guilstag, the activity becomes one of preparation and anticipation. Conversations seem more animated and several guards take the time to periodically check their weapons.

The PCs may attempt to enter the Rijksbodem enclosure through the side gate. Once they have opened the gate, the PCs will quickly notice that the grounds near the house are nothing short of a military camp. If the PCs are not careful, they will be spotted by one of the patrols. If they are careful, the PCs should be given about 30 minutes or so of observation before one of the patrols spot them. The PCs must either slip out without bringing attention to themselves or be prepared to **Bluff** their way onto the grounds. The latter may be successful if the PCs can convince the guard that they are one of the hired mercenaries. The GM may have to apply negative modifiers to this encounter if any of the PCs look unconvincing as a soldier.

The guards are aware that some “mercenaries” might actually be spies from the other merchant houses. Should the PCs not be able

to name any of the van Rugkil lieutenants - Oldrick Sterkarm, Manfred Eigilshwert and François Richard Vaniteux du Parravon – the guard unit will attempt to detain them. If they name one of the lieutenants or describe him in enough detail, the guards will point out where that band of mercenaries is encamped. This should give the PCs another hour or so observation before they are challenged again. If the PCs are able to **Bluff** successfully a second time, then they will be able to stay in the company of the mercenaries until it is time to move out (see below).

The PCs may decide to observe the rear of the mansion from the Ostmuur district. In time, they will notice that the activity at the rear gate and boathouse is considerable during daylight hours. In the days leading up to Guilstag, van Rugkil's unladen boat frequently makes its way north in the direction of the Handelaarmarkt district. It usually returns hours later fully stocked with barrels and crates. Boats from other mansions in Goudberg are making the same trip using the safety of daylight to stockpile provisions and supplies (each has their own men-at-arms). However, none of the other mansions send their boats as often as van Rugkil's. By mid-afternoon of Guilstag, van Rugkil's boat is secured in the boathouse while the other boats continue their activity.

Unless the PCs have access to a boat, following the van Rugkil boat will be difficult. There are too many winding, narrow streets crossing canals laid out in the same haphazard fashion to make following on foot a practical matter. Searching the Handelaarmarkt is also difficult, although not impossible, as it is extremely busy during daylight hours. If they so choose, the GM may allow the PCs to encounter some of van Rugkil's men purchasing food and other provisions.

Stealthily entering the Rijksbodem enclosure is difficult - due to the number of mercenaries

within. The PCs may resort to sneaking up to the enclosure wall to eavesdrop on the guards' conversations. Most conversations are about mundane things such as complaining about the rain during the night of Bezahltag, who heard what of whom, boredom of guard duty, complaints of officers, etc. The only worthwhile information the PCs will overhear does not occur until dusk on Guilstag. At that time, orders are issued to all the guards "to be prepared. We are moving out at midnight." PCs successfully passing a **Listen** test for soft noise (+10 for *Acute Hearing*) will overhear the guards talking about the orders and speculating who the opponent will be. Most will expect a raid on some of the other merchant households as most have heard of the Directorate's opposition to van Rugkil's attempts at obtaining membership.

By late afternoon on Guilstag, a mist begins to rise. Native Marienburgers recognise the signs that fog will cover the city throughout the night. An hour before midnight, activity greatly increases in the Rijksbodem enclosure. The gates open and scores of armed mercenaries enter the streets and muster into fighting units. As these manoeuvres are nearing completion, shouts and the clash of arms can be heard from other parts of the city. A tall man with medium-length dark brown hair and trimmed beard wearing blue robes appears on the balcony overlooking the grounds. This is Alfons van Rugkil.

He addresses the mercenaries arrayed before him, "The hour of need is upon us. What you hear from the surrounding islands are the sounds of battle; a battle between our fellows and an evil, enslaving force of Ratmen. These Skaven are not just the stuff of scary bedtime stories told to the young. No, they are flesh and blood creatures that can fall to the sword and axe just as easily as marauding Goblins.

"How do I know they're Skaven? I, Alfons van Rugkil stumbled upon a secret plan

months ago that called for an alliance with the corrupt Directorate and these spawn of Chaos. It seems that taxing the people to pay for their excesses was not enough and they feared that plots were afoot to expose them to the people. Thus, this evil plan to use the Skaven to remove those who would seek to bring the Directorate to justice."

"I could not permit this plan to go unchallenged. I did, however, have to wait until they showed their hand so that all could see how deep their corruption ran. In anticipation of this day, I assembled all of you, the best mercenary companies in Bretonnia and the Empire, to be the vanguard to save the city, stop the Skaven horde, and topple the corrupt Directorate. Your leaders have your orders. Once the Skaven and the Directorate are defeated, you will be richly rewarded! You have my word on that! Now go forward and prove your prowess against the enemy!"

With that, the mercenaries let out a cheer and then move towards the western bridges and the sounds of fighting now issuing from the Paleisbuurt district. Even the guards have departed with the other mercenaries. Alfons von Rugkil slyly smiles at the backs of those marching to battle before he winces with obvious pain. He then returns into the mansion. The gates remain open. Looking about, the PCs now find the garden eerily quiet.

PCs looking through the ground floor windows will see a large empty kitchen and empty rooms, converted into sleeping quarters. Doors exiting these rooms are closed shut, limiting any view into the mansion. A back door leading into the kitchen is locked (CR 5) with an iron bar on the other side, placed to prevent the mercenaries from breaking into the kitchens and stealing provisions.

When the PCs open the unlocked front door, the PCs see a large entry hall with a vaulted ceiling. Single doors appear on each adjacent wall near

the entryway. Stairs to the right lead to a balcony, which covers the entire length of the far wall with three doors evenly spaced and an alcove in the left corner [Map #2]. There is an unseen door on the near side of the alcove leading to stairs ascending to the upper floor. Below the balcony are two doors on the adjacent walls and two doors at opposite corners on the far wall. The one on the left leads to the kitchen. A large chandelier and wall candle lantern lights the entire hall.

Once the PCs have all entered the mansion, the middle door on the balcony opens and three armed men with loaded crossbows (two, if Oldrick Sterkarm perished earlier) step out. The first one – either Oldrick or Manfred – is the same person who addressed the mercenaries’ just moments before and he states:

"Whether you realise it or not, you have been most annoying in the way you seem to turn up at the most inconvenient times. You probably thought you could end this game by having ‘a word’ with Mijnheer van Rugkil. You perhaps had at least a smattering of hope that

he would be alone so your ‘conversation’ would be private. Alas, that is not meant to be. You see, in order to have an ‘audience’ with Mijnheer van Rugkil, you will have to go through us. Quite frankly, I do not believe you are skilled enough to do so. In the spirit of things, however, I will make you an offer. Leave and we will let you live. Should you decide otherwise, well, let us just say that you need not worry about what happens this night. So, what are you waiting for?"

If the PCs hesitate, the men on the balcony fire their crossbows. If possible, they target wizards. Oldrick (or Manfred) intends to meet the first PC at the top of the stairs and keep the advantage of higher ground while the others continue attacking with missile fire. François will fire his pistols at any subsequent PC on the stairs once they come into short range. The battle will be fierce as those in the employ of Alfons van Rugkil give no quarter but only Oldrick fights to the death. The other two are primarily concerned with surviving to fight another day should the fight turn against them.

Manfred Eigilshwert, Mercenary Captain (ex-Mercenary, ex-Mercenary Sgt)

Leader of the notorious Black Guard mercenaries, Manfred has led men against rampaging Goblins, vicious Beastmen, unruly bandits, and twisted mutants in the forests of the Empire for ten years. Battle-hardened, pragmatic, and prideful, Manfred ruthlessly carries out the terms of any contract to which he agrees. He cares little for the politics -- even that of his employer -- and will not unnecessarily put his command at risk for anyone. After all, Manfred is a mercenary and businessman, not some foppish lackey who will follow his master to the gates of Mórr's realm.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	62	5	5	11	54	3	41	75	42	64	46	50

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle Tongue, Specialist Weapon-Flail, Specialist Weapon-Lance, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Helm (1AP head), Mail Coif (1AP head), Mail Shirt (2AP body), Mail Leggings (1AP legs), Shield (1AP all over), Crossbow (R 32/64/300, ES4, 1 round to fire, 1 to load) and ammunition, and Purse (5d6 Gu, 5d6 shillings)

Within moments of the fight ending, the PCs hear the sounds of items breaking and something thumping above them. It takes little to realise that something, like a fight, is going on the floor above them. Should they decide they'd rather check behind the doors on this floor, they find nothing other than large rooms. The noise continues above them until the PCs hear a woman's scream, which is followed by a thud, then silence. Looking behind the door in the alcove, the PCs find an ascending stairway. At the top is an unlit hallway that heads off to the right. Four doors, two on each side, exit from the hall. Three are closed, but the furthest on the right is slightly ajar with a light coming from the room. Assuming the PCs approach the room quietly, they hear the following in a hoarse, rather hissing, voice:

"...lovely to sssee you again. Dear sssissster, how long hasss it been? Lassst time I sssaw your delicate and sssmooth featursss, it wasss on your way to that ssship bound for Araby. I do not know how you essscaped, but I'm sssso thrilled to behold your beauty again. You do not realissse how much I have dreamed of you in my..."

There is a pause and a sniffing sound before the voice continues:

"How thoughtful of you, my darling sssissster. You've brought your friendsss. Were thessse the onesss that sssaved you, or are they just sssome hirelingsss? Come in, come in. It iss time for you to pay homage to your new king. Come and kneel before me."

Françoise Richard Vaniteux du Parravon, Mercenary Captain (ex-Noble, ex-Mercenary Sergeant)

Françoise is typical of Bretonnian nobility: vain and arrogant. He is the third son of the brother-in-law of the second wife of the Duc du Parravon. Like others in his position, Françoise's chances of inheriting title and lands are nil. Still, he fancies himself a Viscount and formed his mercenary company (appropriately named as the Viscount's Falcons). Since none of the hardened mercenaries would have any loyalty to a buffoon like him, Françoise has maintained command of his company for two reasons: (1) they are well paid and (2) he has considerable skill with a sword. As one would expect from an opportunistic mercenary, Françoise will lead his mercenaries in battle for anyone who pays them well, irrespective of their motives or politics.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	67	63	5	5	11	57	3	43	74	46	65	43	56

Skills: Blather, Charm, Consume Alcohol, Disarm, Dodge Blow, Etiquette, Gamble, Heraldry, Luck, Public Speaking, Read/Write (Breton and Reikspiel), Ride-Horse, Secret Language-Battle Tongue, Silent Move-Urban, Specialist Weapon-Fencing, Specialist Weapon-Flail, Specialist Weapon-Lance, Specialist Weapon-Pistol, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wit

Equipment: Rapier (I+20, S-1), Left-Hand Dagger (S-2, Parry -10), Mail Shirt with Breastplate (2AP body), Shield (1AP all over), Pair of Duelling Pistols (R 8/16/50, ES 3, 2 rounds to load, 1 to fire) with powder and ammunition for 10 shots, Crossbow (R 32/64/300, ES4, 1 round to fire, 1 to load) and ammunition, and Purse (6d6 Gu, 5d6 shillings).

As the PCs enter the room (Alfons is not so stupid as to come out to them), they see a huge man covered in long blue robes hunched over an unconscious Elisabeth van Rugkil in the middle of the room. His face is hidden in the darkness created by the cowl over his face and the lamp on the desk behind him. On the adjacent left wall is an unlit fireplace with mantel and there is a large window on the far wall. An orange glow radiates in the fog outside. The rest of the room has been trashed. The woman is bruised and battered with her clothes torn and in disarray. Her attire is not the dark green dress they last saw her in, but a charcoal grey tunic (with a mail shirt underneath), black pants and black boots. A rapier lies behind the large man, near the desk. Elisabeth had the foresight to hide her “assassin” gear in a safe location, the late Johann van der

Groot’s home, in case she was forced to flee the Ravenwing Inn. On the other hand, if Elisabeth did not escape her captors, then she will be wearing the same green dress – though far more shredded than before.

If the PCs are expecting a measly merchant they are in for a shock. With his plans reaching fruition; Alfons’ extensive dealings with the Skaven finally took its toll. A few hours earlier, he began to quickly mutate and what was left of his sanity went into the tank. Before the PCs can act, Alfons pulls back his cowl and reveals his ruined face: nose elongating into a muzzle and skin crawling in different directions (resulting from his blood congealing into living maggots). Each PC must take an immediate **Fear** test.

Alfons van Rugkil, once-Merchant, now Mutant (ex-Student, ex-Trader)

Alfons is an overly ambitious man whose talents do not measure up to his conceit. He allied himself with the Skaven to remove his family so he can inherit his father's wealth and position. His petition to join the Directorate rejected, Alfons initiated a plan to use his Skaven allies to drive Marienburg to the edge of ruin. In the ensuing chaos, Alfons would unleash his mercenaries to save Marienburg and restore order. In his megalomaniac state, Alfons truly believes that his deliverance of the city would propel the people to throw out the corrupt and ineffectual Directorate and proclaim him King. Unfortunately, Alfons never suspected that dealing with the Skaven carried such a heavy price.

As his plan reached its climax, Alfons began to mutate into a creature as foul as his soul. Where he was once 5 ft 11 in, tall and 165 lbs, Alfons has mutated into a 7 ft 2 in and 315 lb. monstrosity.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	51	22	5	5*	15	44	2	22	44	37	43	45	18

Skills: Arcane Language-Magick, Astronomy, Evaluate, Haggle, History, Law, Magical Sense, Numismatics, Read/Write (Breton, Reikspiel, and Tilean), Ride-Horse, Secret Language-Classical, Secret Language-Guilder, Speak Other Language (Breton and Tilean)

Chaos Mutations: Blood Substitution-Maggots (T+1*, stream of maggots shoot out from each wound, 50% chance of landing on attacker and causing one S1 wound. Wounds continue with 20% chance per round that the maggots are sated and stop attacking), Halfbreed (take on some characteristics of a Rat Ogre [included above]: M+1, WS+10, BS-20, S+1, T+1, W+6, I-10, A+1, Dex-20, Ld-20, Int-20, Cl-10, WP-10, Fel-20), Huge Fists (negates penalties for unarmed combat)

Insanities: Frenzy, Hatred (towards attractive, personable people, i.e., those with **Fel** scores of 45+), Megalomania

Should Alfons survive two rounds of combat with the PCs, he will let out a cry of agony and stoop over. Before the PCs' very eyes, Alfons' back will ripple, shudder, and then split as a scorpion's tail sprouts from his body. PCs witnessing this transformation must take a **CI** test immediately. Failure results in the PC gaining **1 Insanity Point**. The quickly recovered Alfons now has an additional, poisoned attack.

Assuming the PCs are victorious, the PCs can turn their attention to Elisabeth. Any PC with the *Heal Wounds* skill can determine Emma has several broken ribs, a dislocated right wrist, and a swollen, severely sprained left ankle. It does not take much to conclude that whatever her intentions, Emma will be unable to fend for herself for some time. Reviving Emma is an easy task and, after a few moments to clear her head, she will be able to answer questions.

Depending upon what is asked, Emma can reveal her real name is Elisabeth van Rugkil, younger sister of Alfons. The Duc du l'Anguille rescued her from enslavement and he arranged for her to learn certain skills to avenge herself. She had only recently (six months ago) returned to Marienburg to stop her brother while extracting revenge.

She knows that Alfons was in league with the Skaven to murder her parents and remove all obstacles to his inheriting the family fortune. He was a greedy, power driven individual who had neither the business talent nor instincts of their father.

It was she who had been leading the PCs to a final reckoning with Alfons in hope of stopping his mad scheme. The attack on the Ravenswing Inn was not her doing, however, though it did serve to bring the PCs to this place.

Elisabeth had intended that the PCs occupy Alfons' personal guard's attention while she

dispatched her brother. The change in Alfons caught her by surprise. By the time she regained her wits, Elisabeth was injured and the battle lost.

Elisabeth also surmised that the Skaven attack was imminent, but thought it was one day away in the very least. Her assumption that Alfons' removal would unravel the Skaven plan was without merit. The only avenue left is the removal of the Skaven leaders. Elisabeth tells the PCs to look for a scrawny Skaven with greyish-brown fur and rather crazed looking eyes (Rantok) as he is usually accompanying a larger, dark brown furred Warlord. She does warn the PCs that the smaller Skaven carries a strange looking pistol. If asked how she came to know what the Skaven leaders, Elisabeth forces a smile and simply says that she has been reconnoitring the situation for quite some time.

Elisabeth tells the PCs that the Skaven probably entered the mansion through one of their tunnels into the basement. In this manner, they were able to enter and leave without detection by the Goudberg Watch. She also tells them that a staircase hidden within the walls is the only way to reach the cellar. One of the two entries is a secret door behind the fireplace in this room (the whole fireplace pivots open). A loose flagstone just above the mantel hides the opening mechanism. The other secret door is found in Alfons' old bedroom (the door nearest the top of the stairs leading to the ground floor).



The orange glow coming from the window indicates fire in the Paleisbuurt district. Elisabeth urges the PCs to use the secret stairway to reach the Skaven tunnels. "Surely the Skaven will not expect an attack from that quarter," Elisabeth advises. Acknowledging the PCs' condition (no doubt, a number will be injured from all the fighting they have recently endured), Elisabeth tells them that she left three potions of healing in the room across the hall. These were a reserve in the unlikely event that Alfons' thugs defeated the PCs and she would have to deal with them in addition to her brother. Now that she is in no condition to continue, Elisabeth offers this aid to the PCs so that they can accomplish what she can no longer do.

Into the Breach

One might assume that the PCs, eager to end this affair, would leap at the opportunity to deal with the Skaven once and for all. Unfortunately, there are those who may decide that they have had enough and are willing to take their chances either on the streets or on the road out of Marienburg. This and the following section will detail the consequences of the two choices.

Deciding to carry on in the hope of saving Marienburg, the PCs must prepare themselves for the final assault. They have a limited time as they have no information regarding the battle on the streets. Fires raging across the city and the periodic din of battle give some indication, but not much.

Opening the secret door is easy. As the fireplace pivots, the PCs find the stairs descending to the left into the darkness. Heading down, they soon come to a landing that marks the second secret door. From there the stairs continues in a downward, counter-clockwise spiral. In time, the PCs reach a cellar with a table in its centre and an eight-foot high, six-foot wide opening in the far

wall leading to a tunnel beyond. Anyone with *Mining* skill can also determine that the tunnel is solidly built – though the workmanship is shoddy – and descending at a slight angle. A character with the *Follow Trail* skill has an **I+10** chance of picking up indications that several creatures passed through here earlier in the day (about ten to twelve hours earlier). PCs without the skill have only a 10% chance of finding any sign.

The passage is by no means constructed in a straight line. It twists and turns, thereby making accurate mapping next to impossible. After some thirty yards, the slope of the tunnel becomes very steep. Characters will need to free one hand to help with the descent. If they do not then each PC so deciding must make an **I** test to avoid sliding down the passage. After twenty feet, the tunnel levels off. The passage ends at an intersection.

PCs with *Acute Hearing* may take a **Listen** test for normal noise to hear a Skaven patrol approaching from the left. Failure means that both sides surprise one another, while success gives the PCs surprise. Not expecting intruders, the Skaven unit commander is leading his unit of five clanrats on a patrol so as to avoid the fighting on the streets above. Unless the Skaven can overcome their surprise and seize the advantage, they will seek to escape by retreating.

Checking all three sides of the intersection, PCs with *Follow Trail* skill can determine that the direction from which the Skaven patrol came was the more heavily travelled. Should they go in opposite direction, they will follow a meandering passage that eventually rises and enters into an abandoned sewer line. Both ends are blocked by rubble that has fallen long ago and the bottom is knee deep in sewage that has somehow seeped into here.

If any Skaven escaped from the earlier confrontation, the noise will be minimal as the

Skaven are preparing a reception for the PCs. Otherwise, the PCs hear chittering noise that can be safely assumed to be Skaven. Unless they blunder badly, the PCs should be able to achieve surprise as they enter a large cavern. Unfortunately, the Skaven are not located near the entrance, so charging into the cavern gives the PCs no advantage. Creeping ahead will allow the PCs to survey the layout for d6+4 rounds without being noticed.

The size of the lit cavern is around fifteen feet high, eighty feet wide, and ninety feet deep. There are three other exits from this cavern; two are in the corners at one end on an upward slope. The remaining is across at a third corner and leads to deeper levels. Near the centre of the cavern is a large, well-armoured black-furred Skaven (the Warlord Skweech) and a robed, greyish-brown furred Skaven with a rather strange-looking firearm (the Warlock Engineer Rantok). Six other

armed and armoured Skaven accompany the two. The leaders are addressing two units of Skaven troops (2d6+6 per unit) armed with serrated blades. Each unit is escorting d10+6 humans in chains. The prisoners are in pretty bad shape and hardly in a state to put up any resistance.



Warlord Skweech, Skaven Warlord

A formidable warrior in his own right, Skweech has clawed, scratched, and murdered his way up the rungs of power in Clan Scruten until he reached the top. He could not rest on his laurels, however, as Skaven are duplicitous by nature and there were many who eagerly sought his position. Skweech knew that only battle would divert the attention and schemes of so many would-be successors. One day, the Horned Rat delivered a Manthing with great influence and prestige unto him. The Manthing proposed a ridiculous plot to obtain, then usurp, power in the Mancity that included the Skaven as his agents. Seeing an opportunity for paying off a debt to Clan Skryre, Skweech agreed to a pact with the Manthing that the Warlord intended to turn to his own advantage without the Manthing's knowledge. Through contact with Clan Skryre, the Warlock Engineer Rantok arrived on the scene. Mistrusting the Warlock Engineer came naturally to Skweech and the Warlord intends to keep an eye out for any treachery on Rantok's part.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	55	5	5	13	60	3	34	64	34	48	39	34

Skills: Dodge Blow, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword with serrated blade (35% chance of infection), Warpstone Armour Shirt (2AP body), Helm (1AP head), Vambraces (1AP arms), Leggings (1AP legs), Shield (1AP all over)

Rantok, Clan Skryre Warlock Engineer, Level 2

Rantok was dispatched by the Clan Skryre to the lair of Clan Scruten beneath the Mancity called Marienburg. The Clan Leaders divined that some machinations were about to occur there that needed observation, as well as the collection of a debt owed to Clan Skryre. Rantok arrived just as Warlord Skweech reached a pact with a soft Manthing. The Warlord was hesitant about Rantok's questions as if the Warlock Engineer intended to take over the operation (an attractive prospect on one paw, but too risky on the other). There was some potential in the Warlord's plan, so Rantok limited his role. Of course, the presence of Gutter and Night Runners from Clan Eshin were of some concern.

One night many moons ago, a manthing breeder surprised Rantok as he lurked about the manthing city devising possible escape routes should Warlord Skweech's plans go awry. Fearing that he was about to be exposed, Rantok began to conjure a spell when the breeder's sharp knife touched his throat. The manthing had a proposition for him: tell what he knew of Skweech's manthing's plans and she'll let him live. Rantok only needed a moment to agree realizing that Skweech's failure might be the opportunity the Warlock Engineer needed to show his mettle and gain admittance into the company of Grey Seers. With this in mind, Rantok revealed what he knew.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	35	4	4	10	60	1	34	34	34	28	39	24

Skills: Arcane Language-Dark Magic, Arcane Language- Skaven Magic, Cast Spells-Dark Magic 1, Cast Spells-Skaven Magic 1- 2, Evaluate, Herb Lore, Identify Plants, Magical Awareness, Magic Sense, Scroll Lore, Secret Language- Skaven

Magic Points: 24

Spells: Petty Level: Curse, Magic Alarm, Reinforce Door, Sleep

1st Level: [Dark] Dark Hand of Destruction; [Skaven] Shadow's Companion, Vermintide, Warp Lightning

2nd Level: [Skaven] Scorch, Shrivel Tongue

Equipment: Sword with serrated blade (35% chance of infection), Leather Jerkin (0/1AP body/arms), Warpstone Flintlock (R 8/16/50, ES 3, 2 rounds to load, 1 to fire) with (refined) warpstone ammunition (see **Realms of Sorcery**, page 128, for details regarding the effects of refined warpstone) for 10 shots, and Pouch (containing d6+6 pieces of refined Warpstone).

If the PCs attack, they will be facing difficult odds as all Skaven, save a few to guard the captives, will attack. There is a chance that these Skaven may even slaughter the battered captives so as to free themselves to assist their Warlord against the interloping Manthings.

Should the PCs continue to wait for their opportunity, the unit leaders bark out some order after several moments and each unit then departs through the third tunnel forcing the

human captives ahead of them. At this point, the PCs will have 2d6+8 rounds to act before the Skaven senses their presence unless there actions dictate otherwise. Attacking with missile weapons gives the PCs three rounds before the Skaven warriors can close on them. The Warlock Engineer, unfortunately, needs only two rounds to recover from the surprise attack.

So long as the Skaven believe that they are stronger than the PCs, the Ratmen will press the attack. As the PCs gain the upper hand, the Skaven leaders (especially if the Warlord is killed) will try to escape down the tunnel that delves deeper into the earth with each Skaven blaming the other for the failure of the enterprise. Once the Skaven leaders have fled or been slain, the rest of the Skaven will scatter. Those already on the surface will soon retreat (d3+1 hours) in panic when it becomes apparent that their leaders have disappeared.

So long as the Skaven believe that they are stronger than the PCs, the Ratmen will press the attack. As the PCs gain the upper hand, the Skaven leaders (especially if the Warlord is killed) will try to escape down the tunnel that delves deeper into the earth with each Skaven blaming the other for the failure of the enterprise. Once the Skaven leaders have fled

or been slain, the rest of the Skaven will scatter. Those already on the surface will soon retreat (d3+1 hours) in panic when it becomes apparent that their leaders have disappeared.

Should the PCs survive the battle with the Skaven leaders, they will need to leave the cavern as they are, after all, in the way of any retreating Skaven. The exit on the left eventually leads (after twenty-thirty minutes of travelling) to a sewer on Luydenhoek Isle in the Suddock. The other tunnel is shorter (ten to fifteen minutes of walking) and leads to a sewer outlet in the Guilderveld district near Paleisbuurt.

Should the PCs opt to flee, neither Skaven leader will bother with the craven PCs. The cowards have clearly confirmed each Skaven's perception of the spinelessness of Manthings.

Swarm of Rats

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	1	1	10	10	10	0	89	5	89	89	0

Physique: A swarm consists of 100 creatures and may attack in any direction.

Psychological Traits: Subject to *Stupidity*.

Giant Rats

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	0	3	3	5	30	1	0	14	14	18	18	0

Physique: Giant Rats grow up to 6 feet long plus tail.

Special Rules: 35% chance of causing infected wounds and a 2% chance of carrying the Black Plague. Giant Rats see up to 20 yards in the dark.

Clan Scruten Clanrats, Skaven

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

Equipment: Sword with serrated blade (35% chance of infection), 50% chance of Mail Shirt (1AP body), 50% chance of Shield (1AP all over).

The Warzone

When the PCs reached the fog-shrouded streets of Marienburg major fires are raging in the Paleisbuurt and Suiddock districts, although there are smaller fires throughout the city. If the PCs wander into these areas, there is a 70% chance they will encounter a Skaven slaving party (which may include Clan Eshin Gutter Runners and Night Runners as well as Clan Scruten troops). In other areas, the chance of an encounter drops to 30%.

PCs crossing Marienburg may also run into some of the private mercenary units employed by the Great Merchant Houses. The size of these units varies from house to house. Those of the van der Kuypers family are normally the largest with one unit of twenty-five foot soldiers coupled with three units of twenty marines. They are better fighters than the city's Watch and militia.



During the first several hours of chaos, the various mercenary units (except the two employed by van Rugkil) are disorganized and suffer numerous losses. Amid the flames

throughout the city and, in places like the Suiddock, rioting and looting are taking place. Against this backdrop of war, the PCs can help fight the Skaven, join fire brigades to put out the flames, or flee the city. The last choice is not as easy as it seems. The roads that lead out of Marienburg are blocked by the mercenary bands in the Paleisbuurt and Suiddock districts pressing people into service putting out fires or arresting them as looters. Additionally, the waterways are blocked by various river craft departing the docks in order to save themselves and creating more havoc.

PCs who previously avoided the Skaven leaders are in for a treat: the Warlord and Warlock Engineer have sent a group of Night Runners (2D3+3) to eliminate them. As a result of the PCs' earlier activities, the Skaven leaders have come to see them -- in a rather obsessive way -- as obstacles that need to be removed to ensure success. By this time, the Skaven have also correctly concluded that the PCs have sniffed out van Rugkil's role in all this and they can be found near the wretched Manthing. Using the tunnel to the van Rijksbodem mansion, the Skaven make their way to the Goudberg estate. Entering the first secret door, the Skaven catch the scent of the PCs and realise they have departed (telltale signs of dead bodies bear this out as well). As Elisabeth van Rugkil entered through a top floor window, the Skaven do not detect her scent.

The attack of Night Runners should occur when the PCs are least prepared. That will teach them for ducking their duty to wipe out the Skaven leaders when they had the opportunity! Should the PCs gain the upper hand in the combat, the Skaven will take the first chance to flee.

Clan Eshin Night Runner Assassins, Skaven

Clan Eshin Night Runners are the Skaven assassins who are often active at night. Their main role is to slay foes in dark places, infiltrate enemy cities, sow fear in their enemies, and prepare the way.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
5	63	55	4	4	13	70	4	54	44	44	38	49	34

Skills: Concealment Rural, Concealment Urban, Disguise, Follow Trail, Marksmanship, Prepare Poisons, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knives, Specialist Weapons-Throwing Stars, Strike Mighty Blow

Equipment: Sword, Skaven Assassin Dagger (I+10, S-2, Parrying -20: If wounded, victim must make an immediate **Poison** test or be paralysed for 2D6 rounds), Mail Shirt (1AP body) under Dark Clothing, 2 Skaven Throwing Stars (R 4/8/20, ES C: Poison as dagger), Garrotte

Epilogue

By dawn, the fog lifts and reveals that a significant portion of Marienburg is in ruins. Large areas of the Paleisbuurt and Suiddock districts are smouldering wrecks and there are many people wandering about aimlessly. Few signs of the Skaven presence remain and many of these are dismissed as mutants from the surrounding swamps or Fen Loonies. The retreating Skaven try to remove their own dead so as to cover their tracks.

The ugly job of clean up has begun. Members of the Carpenters' and Stonemasons' Guilds begin to negotiate contracts with merchants and landlords in the damaged areas. Rumours spread that the Directorate has convened to determine the parties responsible for the disaster that has befallen Marienburg. Other rumours circulate that remnants of renegade mercenary bands were being blamed for causing the destruction. The leaders of these bands have not yet been uncovered. Moreover, a number of people have disappeared without a trace.

Crafty (and greedy) PCs may realise that there is an opportunity to extort money from Elisabeth van Rugkil. After all, it was her brother who employed these mercenaries, as

well as made a pact with the vile Skaven. Returning to the van Rijksbodem mansion, the PCs find no sign of Elisabeth. The corpses of those they've slain, including Alfons van Rugkil, remain in the house. The PCs have little real evidence, other than the body of the mutated van Rugkil to support whatever story they concoct. Of course, should they get caught red-handed, the PCs may get some help from the Temple of Mórr or Suiddock Watch after spending some time in custody.

With nothing but wounds to show for their effort, the PCs will most likely return to their old haunt in the Suiddock. Although Old Man Houder's was burnt to the ground days before, the nearby Shipwrecked Tavern is still standing. In a jolly mood that his tavern survived, Olaf welcomes the PCs and asks how they fared during the night. With little prompting, Olaf will recount his and Sergei's efforts to keep the rampaging fire away from his tavern. Last he saw of Manuel, the little Estalian ran screaming into the night as if he saw something in the shadows. No great loss, after all.

Olaf also tells the PCs that a pretty young woman gave into his care a chest for them. Olaf was well paid to deliver it intact to the PCs. He suggests that they can use Manuel's room upstairs if they need privacy. Using the

key that Elisabeth gave them earlier (the one that also opened the side gate at the mansion), the PCs can easily open the chest, which

contains five hundred Guilders and a sealed envelope with no insignia on the sealing wax [Handout #16].

Handout #16

Respected Associates,

Given your resourcefulness and skills over the past week, I have little doubt that you've survived last night's events. These same events have made it impossible for us to meet in person. Please accept the pittance I've included as a token of my appreciation for your efforts (whether intentional or not) on my behalf.

No need to search for me. For reasons upon which you may speculate, I no longer feel at liberty to make Marienburg my home. Instead, I seek a new start in a new land. Once my affairs are in order, I may send for you. Without any doubt, I am sure that I can put your considerable gifts to good use.

With their role in the events of the last two weeks largely unknown, the PCs may believe that their task is over. But, is it? Any Skaven who escaped their encounter with the PCs - especially the Warlord or Warlock Engineer - will identify the PCs to those who may secretly seek revenge. If the Mercenary Captains survived the encounter at the van Rijksbodem mansion, they will probably want to extract their own brand of revenge as they lost a very rich patron and many men.

Should Thijs Boekarts have employed them, the PCs might want to send word to him of their deeds and accomplishments. Depending upon how they do this, the PCs may not only collect on the rest of the promised wages, but they might gain a means of getting involved

with the League. This does assume that the League will approve of Thijs' action in hiring the PCs to begin with. If they aren't supportive of their bookkeeper, then the attention on the PCs may not be healthy.

Other possibilities may include Elisabeth van Rugkil informing her patron, the Duc du l'Anguille, of the PCs' exploits. Moreover, one might want to consider whether the PCs leave any evidence of their involvement that any agent of the Directorate might misconstrue as proof that the PCs were conspirators (or, at least, unwitting accomplices). Perhaps, one of the Great Merchant Houses might learn of them and seek to employ such resourceful and scheming operatives.

Experience Points

10-30 Roleplay (per session)

A Day in the Life

- 5 Saving Thijs' life
- 5 Finding the note about the shipment in Thijs Boekarts' flat
- 5 Finding the medallion under the desk

Murder in the Streets

- 5 Gaining Watch Sergeant Kuilstier's confidence
- 5 Giving the medallion from Boekarts' flat to Kuilstier

Streets of Suddock

- 5 For each crime broken up by the PCs
- 10 For breaking-up the kidnap attempt by the (Kháinite) Cultist of the Scorpion
- 5 Finding the note about the Crimson Claw

The Lord Harbourmaster's

- 10 Gaining access to the Lord Harbourmaster's records

Guildhall of the Brotherhood

- 10 Gaining access to the records of the Brotherhood of Seamen and Pilots guildhall

The Dark Warehouse

- 5 Extracting most of Captain Erich Wassermann's information
- 5 Finding the coffin with the heraldic device of 13th century Sylvania

The Stolen Artefact

- 10 Gaining Lucas Grafzoekener's confidence

The Witch-Hunter Cometh

- 10 Confiding in Lodewijck Raffleugel, Cleric of Mórr

Enter the Crimson Claw

- 5 Initially behaving themselves at the Crimson Claw
- 15 Capturing or killing Count Stefan von Schweinfort (Wolfgang Schwarz).
- 5 Capturing or killing Helena Koel, Cleric of Kháine
- 5 Discovering the dead man's body and determining cause of death

The University Revisited

- 5 Gaining information from Doktor Lucas Grafzoekener at the University
- 10 Finding Grafzoekener's hidden note

The House of the Dead

- 10 Learning about the von Teufelheim family from Lodewijck Raffleugel
- 5 Obtaining Lodewijck's interpretation of the Dream

Along the Doodkanaal

- 10 Gaining the assistance of the Outcasts in the Doodkanaal area
- 5 Finding the pamphlet in the hidden lair

Riot!

- 15 Avoiding arrest by the Watch after the Aubentag rioting
- 10 Rescuing the two Watchmen from the murderous mob
- 15 Finding the booklet by H Markvalt

Armitage Books

- 5 Uncovering the meaning of the medallion from Thijs' flat
- 5 Finding the hidden Print Shop
- 10 Gaining Jolanda's confidence

Entrapment

- 5 Running away from Kuilstier's murder scene to avoid arrest
- 10 Darkening the room to avoid being seen with Kuilstier's headless corpse
- 5 Finding the trap door under the bed
- 10 Investigating the flat underneath Kuilstier's

Something's Burning

- 10 Quickly (within two rounds) shouting a fire alarm
- 5 For each PC joining the fire brigade
- 10 Finding the ORDESA inscription

Search and Destroy

- 5 For each ORDESA member captured in the alley
- 15 Obtaining important information from the captive ORDESA member
- 10 Not initially killing the ORDESA captive
- 10 Interrogating the captive of ORDESA's involvement with the boarding house fire

Rebels with a Cause

- 10 Obtaining information from the Stevedores without fighting
- 5 Obtaining information from the Stevedores after a fight
- 10 Letting ORDESA enter the warehouse unhindered
- 5 Ambushing ORDESA on the streets
- 5 Capturing or killing Irina Dopplezunge
- 15 Capturing or killing Walewijn Droomer
- 5 For searching Walewijn and finding the note
- 35 Killing vampiric Kháinite High Priestess Klara von Teufelheim

Where Are They?

- 5 For each Skaven Gutter Runner killed

Need a Place to Rest?

- 5 Keeping the silk handkerchief with the van Rugkil family crest.

The White Shoal Cafe

- 5 Finding the secret door on the landing between the kitchen and cellar.
- 10 Surprising the Skaven Assassins.
- 10 For each Skaven Assassin killed.

Into the Sewers

- 5 Following the Skaven into the sewers.
- 10 Entering the Skaven tunnels.
- 5 Listening to the angry exchange before acting.
- 15 Noticing the royal blue "R" on the back of the gauntlet.

Warning

- 15 If the PCs take a Skaven corpse to the Watch.

At the Great Library

- 15 Learning the facts regarding the van Rugkil family.
- 5 Discovering the "sleeping" man was actually dead.
- 5 Finding a lady's glove with a royal blue "R" in a bed of tulips embroidered on it.
- 5 Finding the note in the opened book.
- 5 Hiding the dead man's corpse.

With a Little Help from My Friend

- 10 Avoiding drinking any "beverage" in the Gullible Gull
- 5 Obtaining the note and key.
- 10 Ambushing the Skaven Assassins.

Plot Revealed

- 15 Finding the kidnapping clues in Emma's bedroom.

Confrontation

- 5 Finding a means to observe the van Rijksbodem grounds.
- 10 Discovering that the mansion is being used as a military encampment.
- 5 Observing the mansion from across the Kleinoost Kanaal.
- 5 Learning the time of attack before the mercenary units are marshalled.
- 30 Removing (by killing or chasing away) van Rugkil's henchmen (Champion, Assassin, & Mercenary Captains)
- 20 Killing the mutated Alfons van Rugkil.

Into the Breach

- 15 For taking the battle to the enemy.
- 5 For slaying or routing the Skaven patrol.
- 5 If no Skaven from the patrol escaped.
- 10 For achieving total surprise on the Skaven leaders.
- 30 If Skaven leaders (Warlord and Warlock Engineer) are slain or routed.

The Warzone

- 10 For every Skaven Night Runner Assassin slain or routed.

Epilogue

- 20 Returning to the Shipwrecked Tavern
+1 FATE POINT

Appendix One- New Spells and Magic Items

Conspiracy introduces one new spell and magic item to the WFRP milieu, which are detailed in this section for future use for a GM.

New Spell

Withering Hand of Kháine

Spell Level: Third Divine (Kháine)

Magic Points: 15

Range: Touch

Duration: Instantaneous

Ingredients: Skeletal Hand

This spell allows a Cleric of Kháine the ability to siphon the life force of a target by simply touching it with the skeletal hand (use of a weapon negates the effects). The Kháinite Cleric rolls to hit as normal, ignoring unarmed combat modifiers. Any hit automatically causes d6+2 wounds (irrespective of Toughness and non-magical armour) to the victim each round and gives the Cleric an equal number of Magic Points (not to exceed their maximum).

This spell takes effect immediately and will continue to wound the victim each round so long as the Cleric of Kháine maintains physical contact with the victim. Either wounding the Cleric or otherwise breaking the Cleric's hold may break contact. The corpses of victims who have their entire life force siphoned by this spell are left as skin and bones. All muscle and other tissues dissolve and the victim's face takes on a reddish hue which gives it an appearance of a grimacing red skull. Anyone (outside the Cleric of Kháine) witnessing the death of the victim must make a **CI** test or gain **1 Insanity Point**.

Only Clerics and Witch-Hunters of Mórr are allowed a **WP-10** test to resist the power of this spell.

New Magic Items

Al-Qantram Shalem Fetish of Kháine

At the height of their power in ancient Araby, the priests turned to the darkness and power that characterizes Kháine and all things necromantic. During the centuries that followed, the High Priests were among the foremost of Pharaoh's advisors and its people suffered greatly. In time, they rose against this tyranny. In his last act before fleeing into the southern desert, High Priest Al-Qantram Shalem created and consecrated a number of artefacts to the service of Kháine. Many were uncovered from their hiding places and destroyed, but a number survived. One of these was a foot long fetish in the shape of a scorpion's tail. Dangling from the barb end are three dried scorpion tails while three unusually well preserved vulture tail feathers are attached to the other end.

The magic of the fetish can be properly activated through the ritualised sacrifice of the heart and eyes of two humans. The fetish can only be used by a cleric of Kháine for two purposes.

The first purpose is to *Summon Lesser Demon of Kháine* in the form of a giant scorpion. Its profile is as follows:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	50	0	5	4	17	60	3	0	89	89	89	89	14

Physical Detail: The demon's tough exoskeleton counts as plate armour (2 AP all over). The demon fights with two *claw* attacks and one *tail* attack. The *tail* attack is venomous and victims must make a **Poison** test for every hit which cause **W** loss (first failure results in drowsiness and a second failure results in the victim's death in 1d3 rounds)

Psychological Traits: Lesser Demons cause *Fear* in all living creatures under 10 feet tall. They themselves are immune to psychological effects except those created by Greater Demons or gods.

Special Rules: Lesser Demons are affected by normal weapons, and their attacks are normal, non-magical attacks. They are subject to *Instability*.

The second purpose is as a catalyst in a ritual to resurrect a servant (usually a High Priest) of Kháine from the dead. All that's needed to complete the ritual is a mixture composed of the ash from the servant's body and freshly spilled blood from a Human sacrifice. An amorphous cloud rises from this mixture needing more nourishment that can only be obtained from a nearby Human's blood. Note that the cloud will just as likely feed on the priest of Kháine as any other. Once satiated, the cloud escapes until it can find the "right" host body. Once occupied, the body changes to take on the look that the servant of Kháine had in their previous existence with all their skills and abilities. Naturally, the victim is killed.

Anyone attempting to use the fetish other than a Cleric of Kháine will suffer in the same manner as a victim of the Withering Hand of Kháine spell.

Skaven Weapons

Warpstone Flintlock

Similar to human pistols, the Skaven weapon uses an alloy of refined warpstone and lead as its ammunition. In most cases, warpstone bullets cause the same amount of damage as normal bullets. Unfortunately for the victim, there is a d6+6% chance that the Warpstone will cause d2 mutations to rapidly manifest in addition to the damage.

Refined Warpstone

Through not as powerful as raw warpstone, refined warpstone is still very potent. Both Grey Seers and Warlock Engineers consume it in order to fuel their foul sorceries. There is a danger even to these warpstone-attuned creatures, however. Consumption may cause the Grey Seer (d6% chance) and/or Warlock Engineer (2d6% chance) to rapidly manifest d6+2 mutations (which may reduce them to Chaos Spawn).

Appendix Two- Mutation Table

These can be found in *The Enemy Within*, among other sources. For each mutation, first roll a d100 to determine the mutation for the character. Some mutations require an additional roll to further define the mutation (for example *bestial face*).

* Denotes mutations that cause *fear*. If three or more of these mutations are present, the creature causes *terror*.

d100	Mutation
01	Abnormally Thin (S-1)
02	Additional Eye
03	Agility (I+30)
04 - 16	Bestial Face (d100):
01-05	Ant (A+1, <i>bite</i> attack)
06-10	Bat (A+1, <i>bite</i> attack, night vision)
11-15	Bear
16-20	Eagle (A+1, <i>bite</i> attack, excellent vision)
21-50	Goat (A+1, <i>gore</i> attack)
51-55	Rabbit
56-60	Rat (A+1, <i>bite</i> attack)
61-65	Raven (A+1, <i>bite</i> attack, excellent vision)
66-75	Snake (A+1, <i>poisonous bite</i>)
76-85	Spider (A+1, <i>bite</i> attack as Giant Spider, see below)
86-90	Wild Cat (A+1, <i>bite</i> attack)
91-00	Wolf (A+1, <i>bite</i> attack, acute hearing)
17-18	Beweaponed Extremities (1-3 blades, 4-6 maces, S+1, I-10, Dex 0)
19	Bird's Feet (T+1, A+2 for <i>claw</i> attacks if coupled with wings)
20	Black Skin
21	Blood Rage (subject to <i>Frenzy</i>)
22-23	Bulging Eyes
24	Carapace (2AP body)
25-27	Claws
28	Cowardice (subject to <i>Fear</i> if outnumbered)
29	Crest
30	Crown of Eyes*
31	Eyestalks*
32	Fast (M+3)
33-34	Feathered Hide
35	Featureless Face*
36	Flaming Skull Face*
37	Foul Odour (opponent's WS-10)
38	Headless

d100	Mutation (continued)
39	Hopper (M reduced to 2)
40	Hypnotic Gaze (Opponent rooted to spot unless WP test is passed)
41	Iron Hard Skin (5AP all over)
42-45	Irrational Fear
46-50	Irrational Hatred
51	Long Legs (M +1)
52	Long Neck
53	Long Spines (Opponents in hand-to-hand combat must make an I test/round or take automatic S1 hit)
54	Magic Immune
55-56	Magic Resistant (WP +20)
57-58	Mane of Hair
59	Manic Fighter (never breaks from combat)
60	Marksman (BS +6d6)
61-62	Moronic (Int -20, subject to <i>stupidity</i>)
63-64	Multiple Arms (A +1 per arm, T +1 for every two arms)
65	No Neck
66	One Eye (BS x 1/2)
67	Pin Head (Int -20, subject to <i>stupidity</i>)
68	Pointed Head (Int -10)
69-71	Prehensile Tail (A +1)
72	Razor Sharp Claws (S +2)
73	Rearranged Face*
74	Resilient (retake failed T test once)
75	Rotting Flesh*
75-77	Scaly Skin (T +1)
78	Scorpion Tail (A +1, <i>poisonous attack</i>)
79-81	Short Legs (M x 1/2)
82	Skull Face*
83-84	Spits Acid (up to 10 yards, BS to hit, S3 hit)
85	Strong (S +3)
86-87	Suckers on Hands and Feet (Scale Sheer Surface)
88-89	Tentacles* (if both arms, Dex 0)
90	Transparent Skin*
91-94	Unusual skin (or fur) colour
95	Warclub Tail (A +1, S +1 for <i>tail</i> attack)
96-97	Warty Skin (T +1)
98	Weapon Master (WS +6d6)
99-00	Wings* (1-2 small, 3-4 medium, 5-6 large; if large or medium, fly as <i>Swooper</i>)

Appendix Three- Typical NPC profiles

Clerks (Scribes)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	5	40	1	30	30	35	29	29	29

Skills: Blather, Etiquette, Read/Write, Secret Language-Classical, 50% chance of Speak Additional Language.

Equipment: Smart Clothes and Writing Kit.

Collectors (Excisemen)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	9	40	1	29	29	39	39	29	29

Skills: Blather, Numismatics, Read/Write, Supernumerate, 50% chance of Law, 20% chance of Embezzle.

Equipment: Sword, Leather Jack (0/1AP body/arms), Abacus, Writing Kit, and Pouch (d6 Gu).

Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	40	4	3	9	39	2	29	39	29	39	29	29

Skills: Disarm, Dodge Blow, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 50% chance of Animal Care, 25% chance of Ride

Equipment: Sword or Axe, Mail Shirt (1AP body), Shield (1AP all over), Crossbow (R 32/64/300, ES4, 1 round to fire, 1 to load) and ammunition, and Purse (d6 Gu, 4d6 shillings).

Mercenary Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	50	4	4	11	49	2	39	39	39	39	39	39

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Secret Language-Battle Tongue, Street Fighting, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 50% chance of Animal Care, 25% chance of Ride

Equipment: Sword or Axe, Mail Shirt with Breastplate (2AP body), Shield (1AP all over), Crossbow (R 32/64/300, ES4, 1 round to fire, 1 to load) and ammunition, and Purse (3d6 Gu, 3d6 shillings).

Pilot

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	31	3	3	7	41	1	41	31	31	41	31	41

Skills: Blather, Orientation, Row, Sailing, 20% chance of Consume Alcohol.

Equipment: Sword, Dagger (I+10, S-2, Parry -20), Leather Jack (0/1AP body/arms), and Purse (2d6 shillings, 3d6 pennies).

River Watchmen (Marines)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	4	3	9	39	2	29	29	29	39	29	29

Skills: Consume Alcohol, Disarm, Dodge Blow, Row, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, 25% chance of Swim.

Equipment: Sword, Mail Shirt (1AP body), Shield (1AP all over), Crossbow (R 32/64/300, ES 4, 1 round to load, 1 to fire) with ammunition, Grapple, Hook, and 10 yards of rope.

Seamen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	41	4	3	8	41	2	31	31	31	31	31	31

Skills: Dodge Blow, Sailing, Scale Sheer Surface, Street Fighting, Strike Mighty Blow, Swim, and 75% chance of Consume Alcohol.

Equipment: Sword, Dagger (I+10, S-2, Parry -20), Leather Jack (0/1AP body/arms), and Purse (2d6 shillings, 3d6 pennies).

Stevedores

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	25	3	4	8	30	1	34	28	33	30	32	29

Skills: Dodge Blow, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Sword or Club, Leather Jerkin (0/1AP body), and Pouch (d6 shillings)

Watch Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	3	9	44	2	32	35	29	39	32	39

Skills: Strike Mighty Blow, Strike to Stun.

Equipment: Sword, Club, Mail Shirt (1AP body)

Watchmen

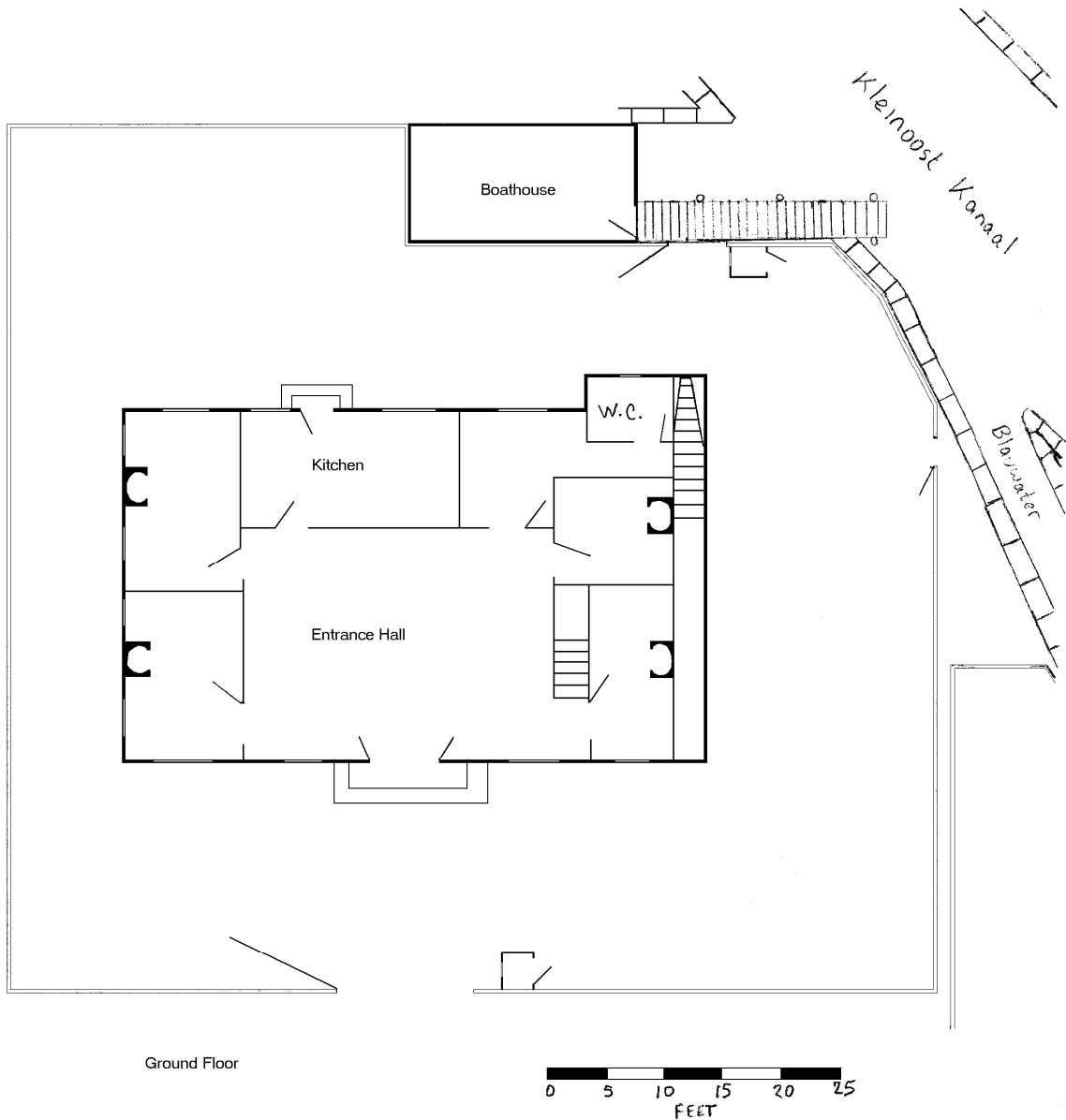
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	30	4	3	9	39	1	32	27	29	39	32	39

Skills: Strike Mighty Blow, Strike to Stun.

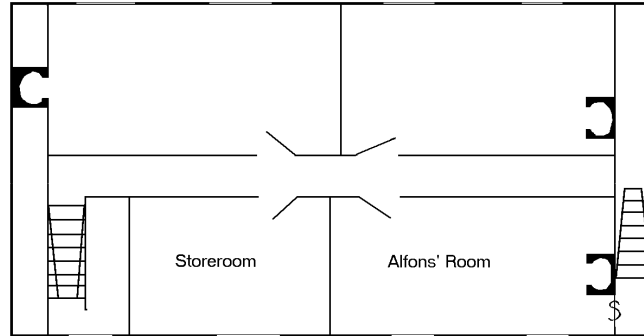
Equipment: Sword, Club, Leather Jack (0/1AP body/arms), 25% chance of Mail Shirt (1AP body), Lantern and Pole.

Appendix Four – Maps and Handouts

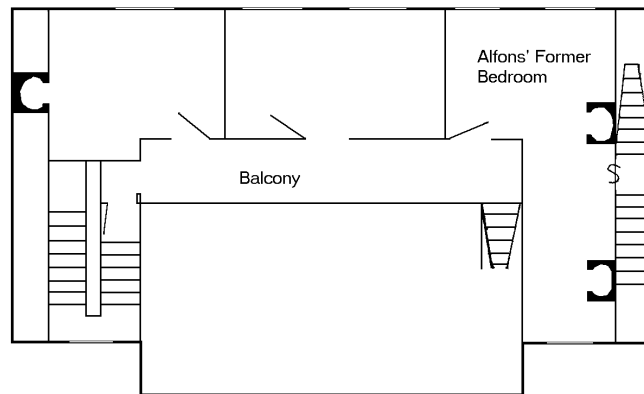
Map 1. Van Rijksbodem enclosure and ground floor



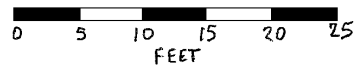
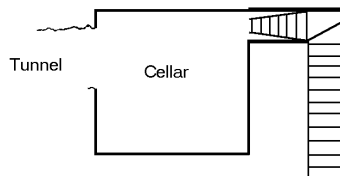
Map 2. Interior of Van Rijksbodem mansion (except ground floor)



Second Floor



First Floor



Handout #1

We, the undersigned, have agreed to undertake the task as laid forth by Mijnheer Thijs Boekarts of uncovering the party responsible for commencing the conflict that is disrupting the business of the major Sniddock interests. Evidence of their identity and involvement will be collected and represented to Mijnheer Thijs Boekarts so that he can take further action with his employer.

In compensation, we, the undersigned, will receive an advancement of fifteen Guilders each with an additional sixty-five to be paid to each upon completion of this task.

Handout #2

*Unique cargo due to arrive from eastern Stirland and
Artefact stolen from University. Are they related to the
troubles plaguing Suiddock?*

N. Zomer

Handout #3

*Change in ownership of Crimson
Claw Cabaret. Is the new owner
on The League's payroll yet?*

Handout #4

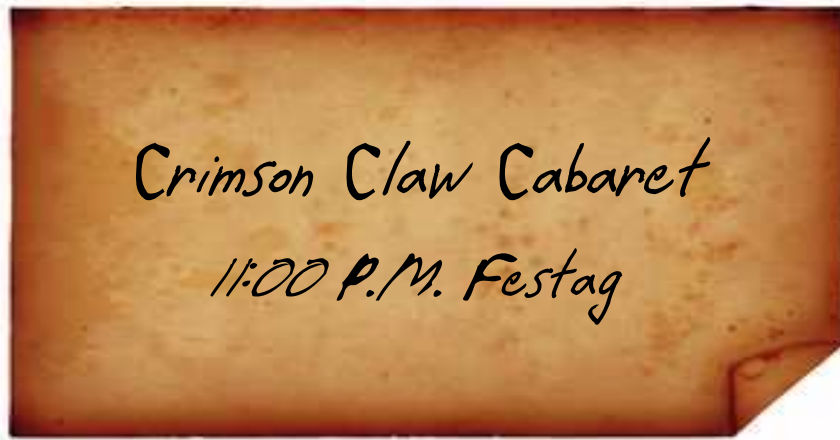
Have you hired them yet?

NZ

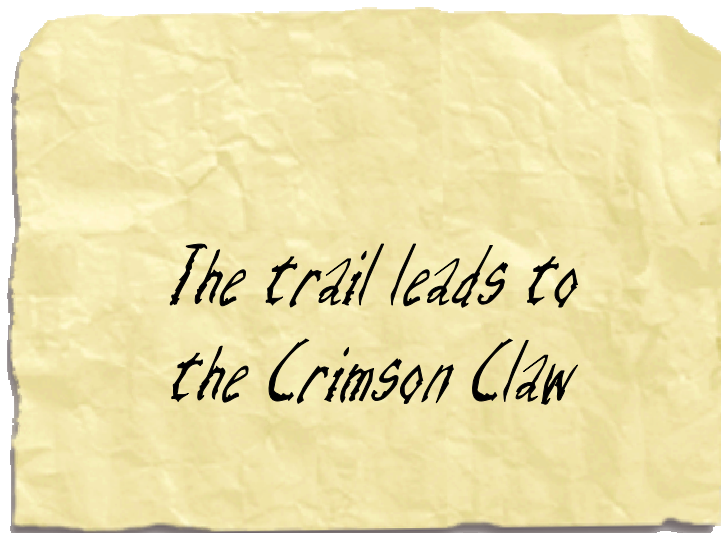
Handout #5



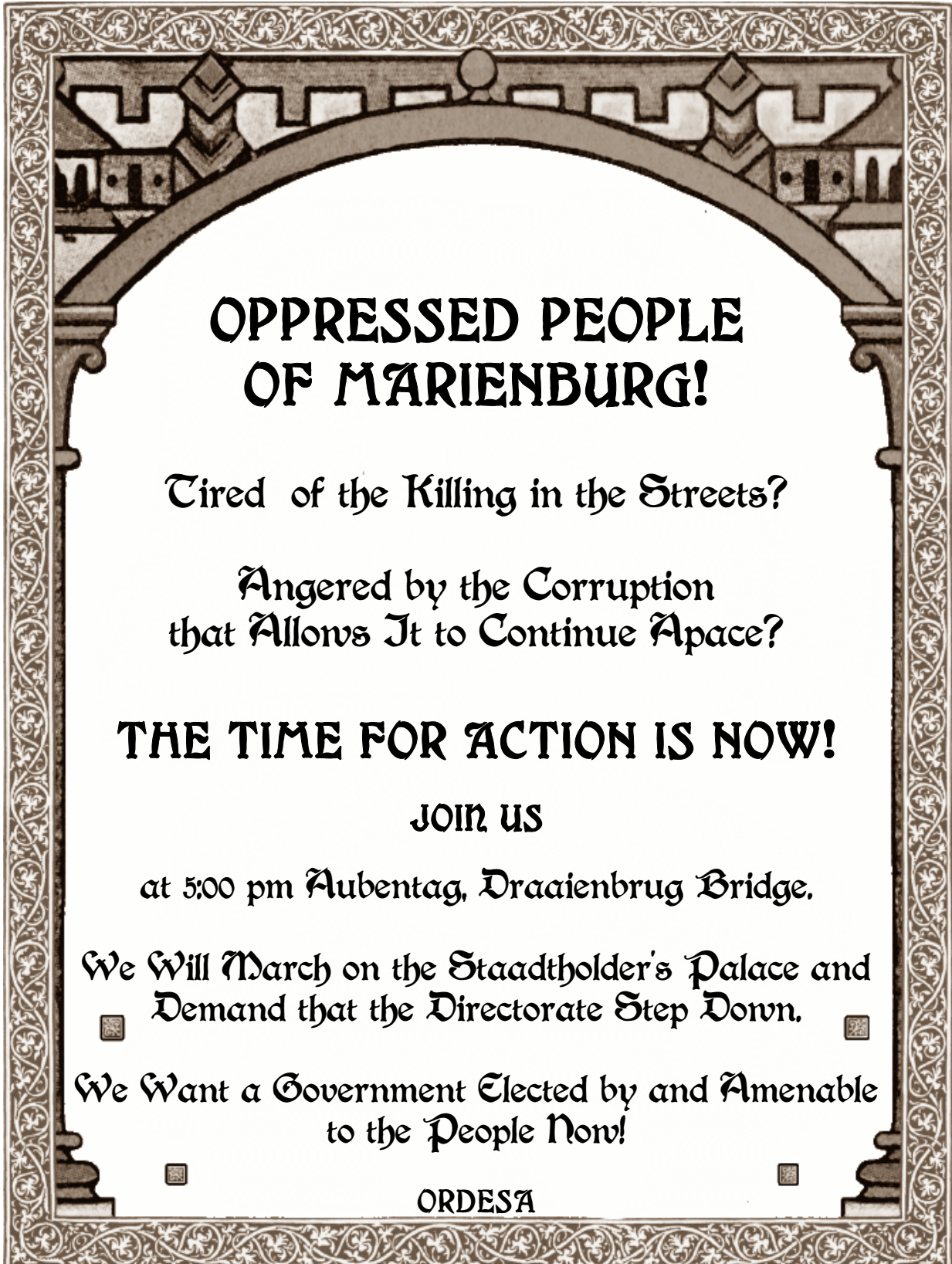
Handout #6



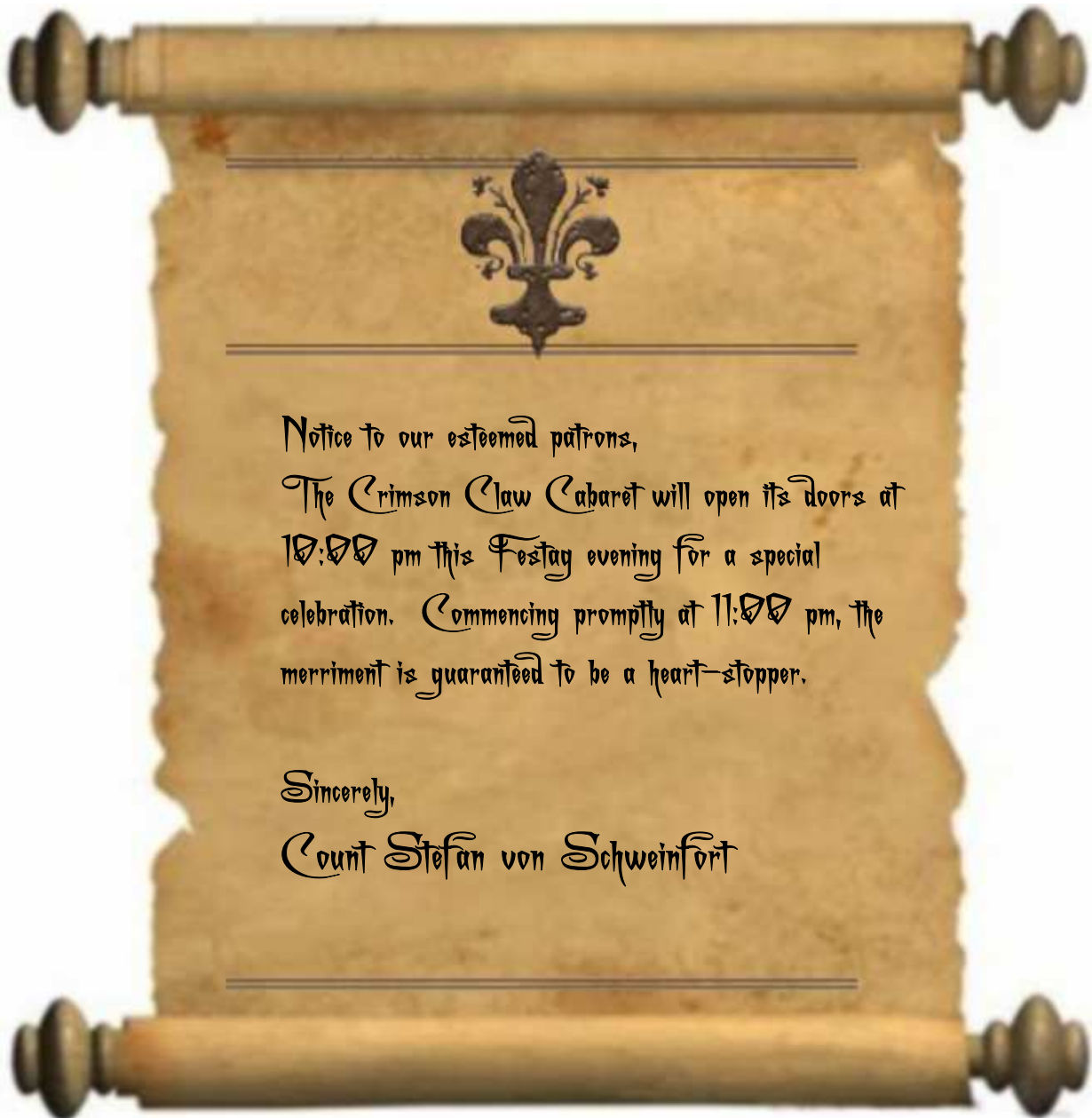
Handout #7



Handout #8



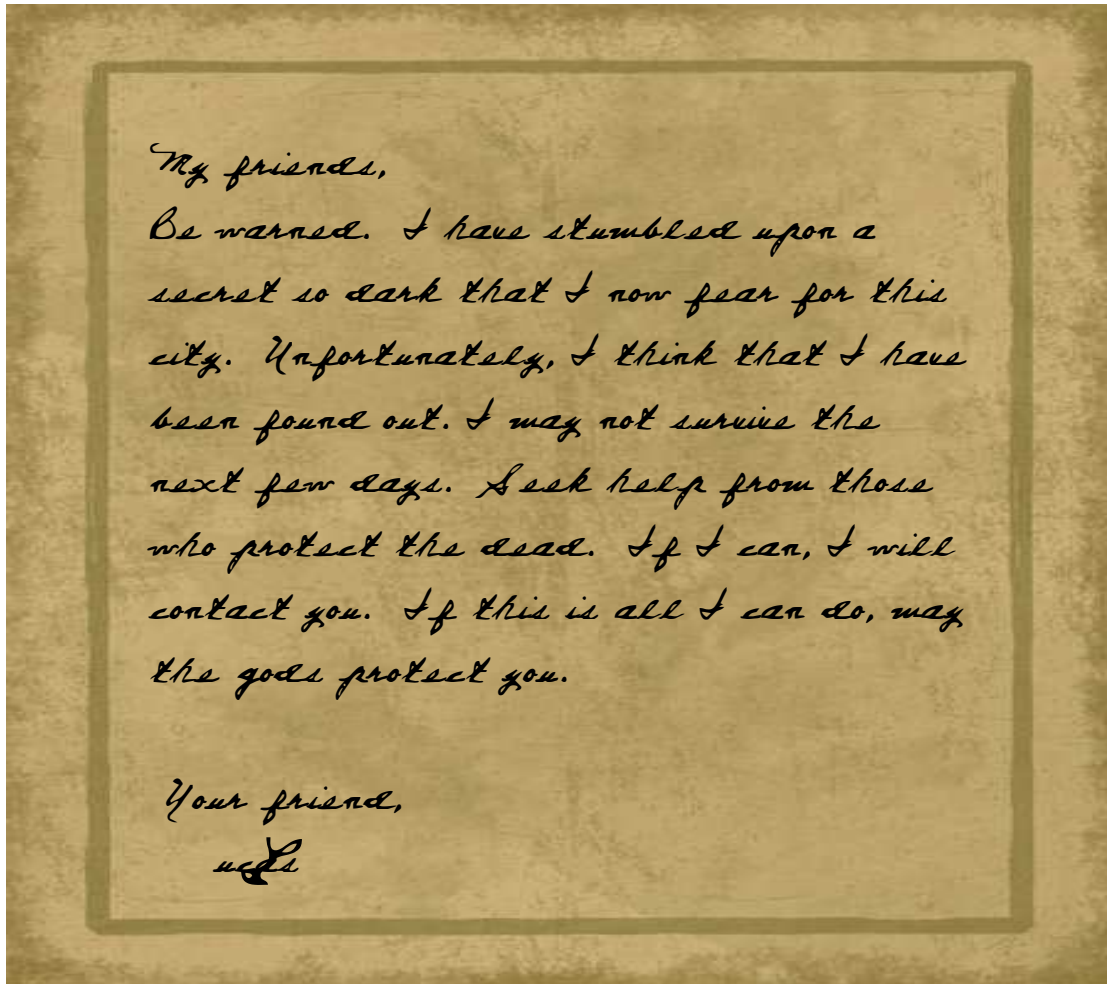
Handout #9



Notice to our esteemed patrons,
The Crimson Claw Cabaret will open its doors at
10:00 pm this Festag evening for a special
celebration. Commencing promptly at 11:00 pm, the
merriment is guaranteed to be a heart-stopper.

Sincerely,
Count Stefan von Schweinfurt

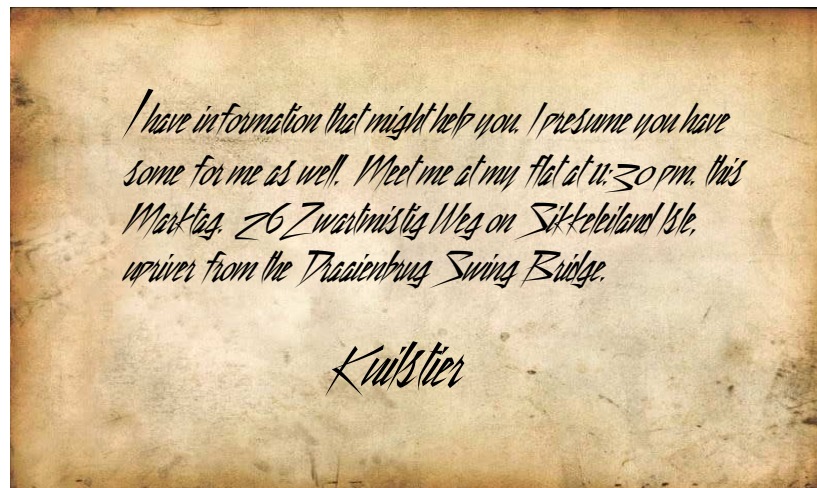
Handout #10



My friends,
Be warned. I have stumbled upon a
secret so dark that I now fear for this
city. Unfortunately, I think that I have
been found out. I may not survive the
next few days. Seek help from those
who protect the dead. If I can, I will
contact you. If this is all I can do, may
the gods protect you.

Your friend,
uL

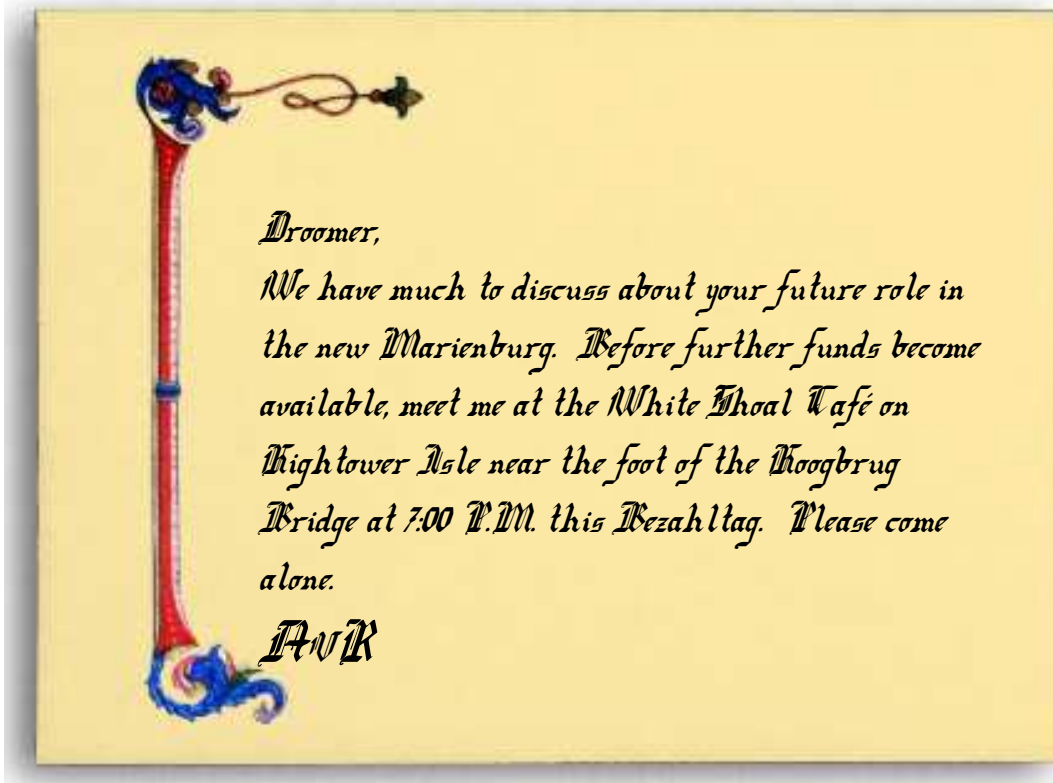
Handout #11



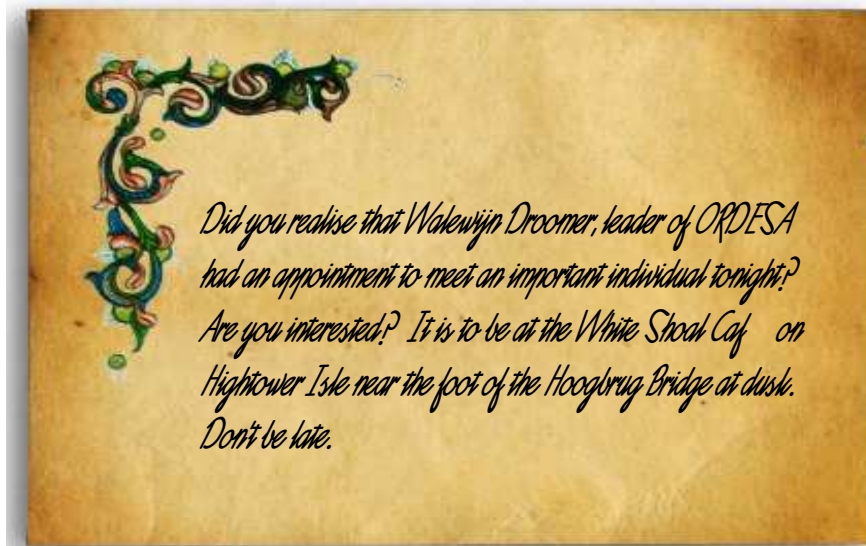
I have information that might help you. I presume you have
some for me as well. Meet me at my flat at 11:30 pm. This
Macklag. 26 Zwadmistig Weg on Sikkeland Isle,
upriver from the Draaienbrug Swing Bridge.

Kwiltier

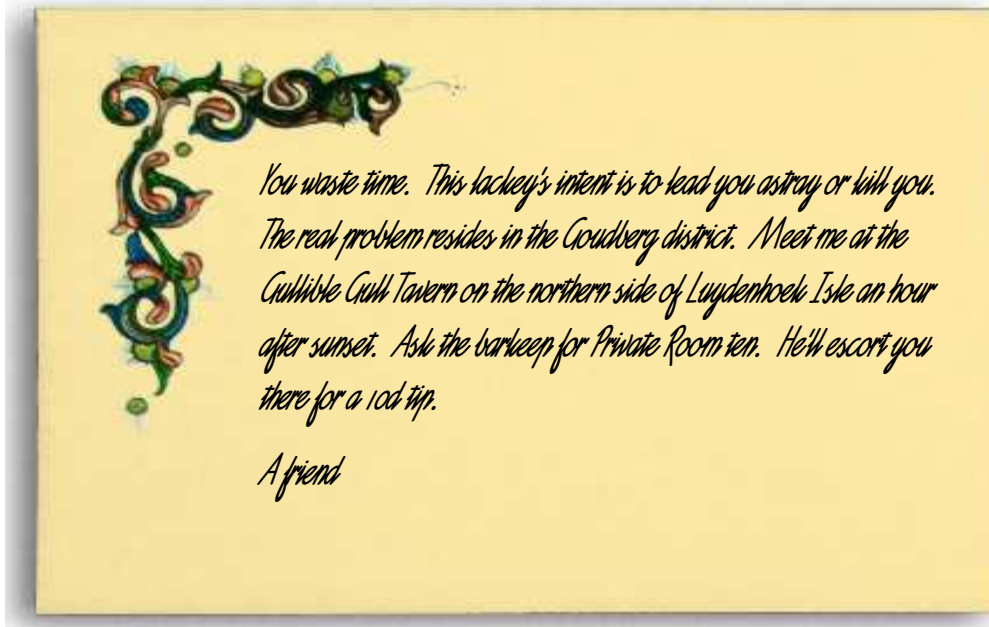
Handout #12



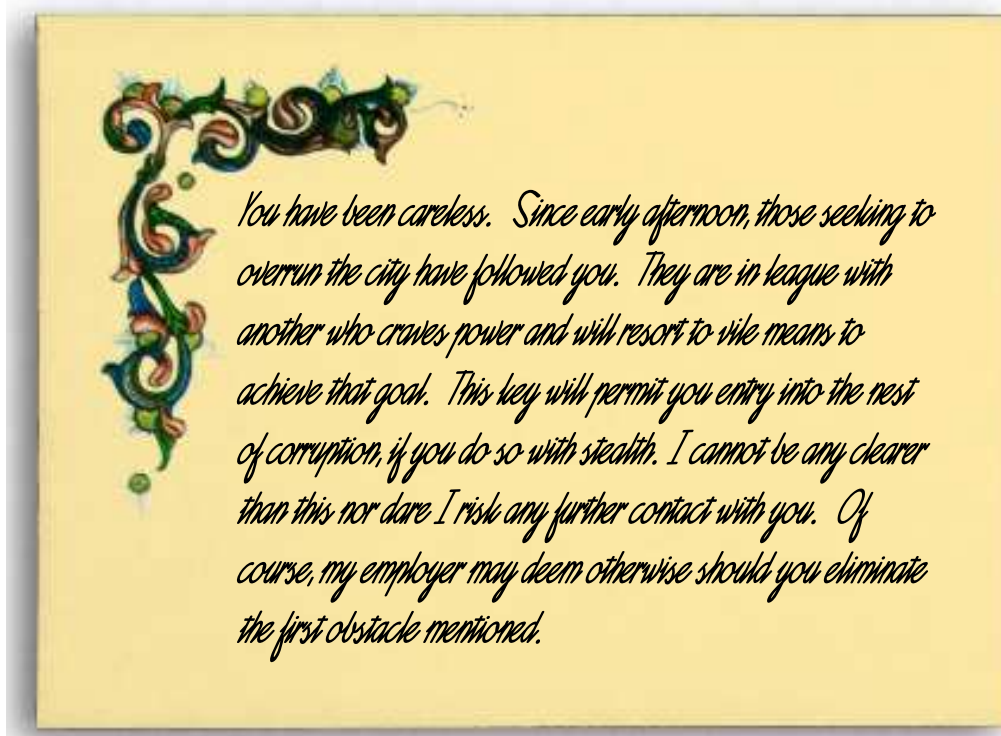
Handout #13



Handout #14



Handout #15



Handout #16

