

A Friend in Need

By Mac Dara Mac Donnacha

Introduction

A Friend in Need can be set in any village or small town in the Empire. It is a short adventure, which can be played in a single session and is suitable for characters on their first or second careers. It includes some rules from *Realms of Sorcery*, *The Old World Armoury* and *Sigmar's Heirs*, but the adventure can be played without any of the above books.

The adventure revolves around the disappearance of the local apothecary, Jennel Zaubermann. She was last seen in her home, and no one saw her leave. Her house would appear to be abandoned, the doors locked and the shutters closed, but some of the villagers have heard noises from inside and seen lights moving about at night. They approach the PCs and ask them to enter the house and find out what happened to Jennel. Of course, the PCs might wonder why the villagers seem so reluctant to enter the building themselves...

Background

The key to this mystery lies in Jennel's family history. Her great-grandfather was once one of the most successful smugglers in the Empire, before settling down in a small village. Rather than leave the old life behind completely, however, he kept in contact with many of his old associates, even helping them out on occasion (for a small fee). Eventually, his home became a regular stop on many smuggling routes, serving as a safe place to stash goods or lay low for awhile. To facilitate his operations, he excavated a small room beneath the building, where he could hide illicit goods.

Jennel's grandfather continued the family business, expanding the room beneath the house into a series of tunnels. Her father, Johan Zaubermann, was involved in darker activities. He became involved with a Chaos Cult, known as the Purple Hand. They began to use the Zaubermann tunnels as a safe house, storing important occult items and supplies there. If any disaster should befall the cult, some of its members could flee to the safe house to hide and regroup. A select few members of the cult's leadership knew its location, and Johan was entrusted with its care. An ambitious fellow, Johan wasn't willing to simply serve as a custodian, and secretly began to study the dark tomes hidden in his home.

Some years later, Johan was summoned to a cult gathering in Middenheim. Worried about the safety of his 18-year-old daughter Jennel, he decided to enact a powerful ritual, The Binding Ties of Friendship. He had been planning to perform the ritual for some time, gathering the required ingredients for years, with the intention of using it for himself. The Binding Ties of Friendship causes all those who fall under its influence to view the target of the ritual as a trusted friend, even a loved one. This compulsion can be maintained for years, and would turn the entire village into Jennel's guardians.

The ritual was a success, and Johan felt confident he could leave his daughter behind. He revealed to her the existence of the tunnels and told her how to maintain the ritual, though he was sure he would return within a few short months. He warned her not to touch any of the strange items hidden beneath the house. Finally, he told her to be wary of any strangers who came looking for him, or who revealed that they knew of the hidden rooms. Such people would be very dangerous, and she should consider them a mortal threat.

At first Jennel obeyed her father's instructions. He had already begun her training as an apothecary (a trade he had picked up as a cover for his own activities), and she found that the villagers seemed to accept her as their new source of their tonics and cure-alls remarkably quickly.

Two months after her father left, however, a stranger arrived. Introducing himself only as Dieter, he claimed that he was an associate of her father and demanded that she help him hide from the men who were pursuing him. Too terrified to disobey, she hid him in the tunnels. A party of Witch Hunters arrived the next day, searching for Dieter. Jennel knew that they would probably kill her if they discovered the existence of the tunnels beneath her house. She waited until they had left before returning to Dieter. He told her that the Purple Hand had suffered a major setback, and that many of its members were dead or on the run. He had clearly mistaken her for a fellow cult member, assuming that she was the custodian left behind to guard the safe house. She realised that it would only be a matter of time before he realised the truth. She drugged his next meal, then dragged his unconscious body into one of the unused rooms in the tunnels. She didn't have the heart to kill him, and furthermore hoped to learn more of her father's fate from him.

Ten years have passed. Jennel has become the most important figure in the village, widely respected for her wise advice and effective remedies. People often come to her with their problems, or even just to ask her opinion on something. The influence of the ritual insures that people almost always agree with her, and even people not under its spell usually do as she says (because everyone else does).

Dieter has remained locked up all this time, refusing to answer any of her questions. Eventually she became somewhat fond of him, treating him like a dangerous pet. Being trapped underground for ten years has driven him completely insane. He has a terrible dread of the dark, but he also feels uncomfortable, even afraid, in open spaces.

Jennel eventually decided to disobey her father's order not to examine the occult books located in the safe house. The study of magic fascinated her, as it did her father before her, and she took to learning all she could. This study was a long and dangerous affair, as she had no mentor to teach her, but she persevered. During her studies, she came across the details of The Binding Ties of Friendship, and she realised that its effects would wear off within a few years. She decided to re-enact the ritual, and began to gather what she would need to do so.

Finally, all was ready. She decided to perform the ritual in one of the underground chambers, where she was unlikely to be disturbed. Just in case, she told the villagers that she was undertaking some very important work, and that no one was to enter the house until she was finished. She had done this in the past, and The Binding Ties of Friendship would ensure that her order was obeyed. Confident that everything was prepared, she began the incantation.

Unfortunately, she underestimated the difficulty of the ritual. The powerful magical energies were too much for her, and she lost control. The mystical power of the Aethyr flooded the chamber, bringing with it a minor Daemon. Dieter escaped during the confusion, and managed to trap Jennel in a small room before fleeing the tunnels. He managed to find his way back upstairs, but his fear of open spaces and darkness has so far prevented him from leaving the house. He is currently hiding in Jennel's bedroom, living off the supplies he found in her pantry while trying to muster the courage to escape the village. Jennel remains trapped in the tunnels. Not only is she unable to break out of the cell, she is also aware that the Daemon is still prowling the tunnels. It too is unable to escape. Not particularly bright, it cannot find a way out of the tunnels. Instead, it waits outside her cell, hoping that she will come out so that it can inflict some pain...

The Proud Pig

The Proud Pig is a fairly large and surprisingly clean inn. The food is reasonably good and the drink somewhat more so. The service, however, leaves something to be desired. While not exactly rude, the staff have been somewhat cold towards the PCs, rarely engaging them in conversation and giving them odd looks. This is hardly unusual in the Old World, where strangers are usually viewed with distrust, but usually the staff at an inn will take greater pains to hide it (at least until their patrons have paid their bill).

As they prepare to settle in for the night, the innkeeper approaches them accompanied by a dozen other nervous villagers. He quickly assures them that they mean them no harm (and, in fact, none of them appear to be armed), but that they have a small problem the PCs might be able to help them with. The innkeeper introduces himself as Otto Lidst before explaining their predicament.

“You see, its Jennel, our apothecary. She hasn’t been seen for three days, and we’re getting worried about her. Nobody saw her leave her house, but it’s locked up tight. Only thing is, we’ve seen lights on in some of the rooms, and Gertie Henkelmauer swears she heard shouting coming from upstairs last night. We’ve tried banging on the doors and shouting, but no one answers. We’re worried someone might have hurt Jennel and be hiding inside, and we don’t know what to do. We were wondering, you see, if maybe you – with all your weapons, you see - maybe you could help us?”

Dieter caused the lights and noises the villagers noticed as he moved around the building. Last night he had a nightmare brought on by his dementia, and he began to scream and thrash about, which is what Gertie heard. If the PCs ask her to describe what she heard, she says that it was like an angry roar or shout.

Doubtful PCs might wonder why the villagers don’t go in themselves. Otto plays the helpless village rube act, claiming that the villagers are simple folk, with no real fighters and nearly no weapons. The rest of the villagers nod their heads and look either ashamed or frightened at their helplessness. He tells them that the village militia consists of Old Gunther, a one-legged, one-eyed former soldier in his sixties. This isn’t actually true, the militia also includes Jan and Lara, two capable (though inexperienced) youths. As soon as the PCs arrived in the village, Otto ordered the two of them to remain out of sight.

Particularly suspicious PCs may suspect that Jennel is a witch (this is Warhammer, after all). If they are foolish enough to mention this to Otto and the villagers, they will laugh and deny it. After all, they claim, only last year a Witch Hunter passed through the village. Not only did he not accuse Jennel of witchcraft, he actually went so far as to buy a number of ointments and unguents from her (this is true, actually. Witch Hunter Claus Eckel had heard rumours of a skilled and influential herbalist living in the village, and came to investigate. He insisted on searching her house, but found nothing amiss. He left, and reported that Jennel was an innocent apothecary). Assuming the PCs do not push the matter, the villagers will continue to try to convince them to help. If they insist that Jennel is a witch, Otto will declare that there is no use trying to convince them further and will ask the villagers to leave them be. Move on to **A Good Night’s Sleep**.

Of course, the PCs are going to be wondering about compensation. Despite his concern for Jennel, Otto is at heart a greedy man, and will bargain hard for his money. Despite that, most of the village is willing to contribute something to their fee, and when push comes to shove they will do almost anything to convince the adventurers to help them. Otto initially offers to pay them 3gc each to enter the house. If there should find nothing out of the ordinary, that will be all they get. If there should be someone dangerous inside, their pay will increase to 10gc each. In addition, their stay in

the Proud Pig will be free and food and drink will be on the house. Most of the other villagers chime in at this point, offering their services. The village doesn't include that many craftsmen of great ability, but the PCs can expect to have their armour and weapons repaired and sharpened, their clothes cleaned and their boots polished. In addition, they can request and be given just about any item of equipment that costs less than 1gc (subject to GM approval).

If the PCs decide to try to raise their fee, have them make an opposed **Haggling Test** with Otto. This is a **Very Hard (-30%) Test** for Otto, as the influence of the ritual is making him desperate. For every degree of success the PCs beat him by, he increases their pay by 1gc each (whether there is anyone hostile inside or not). If they achieve three degrees of success or better, he will also throw in a set of Full Leather Armour, which he will give to them before they enter the house. This is actually Old Gunther's armour, and smells like old socks, but is otherwise good. Old Gunther won't be happy to see it go, but no one in the village is in any mood to listen to his complaints.

Should the PCs agree to their offer, Otto will insist that they go to Jennel's house immediately. Go to **Knock, Knock**. Should they refuse, the villagers will look upset and angry. There will be some irate comments about running them out of town, but Otto will shake his head. "No, no, there is no point in getting angry. They have no reason to help us, and I have never refused paying customers from my inn. They are welcome to stay the night." Smart PCs may decide to hit the road anyway (and thus miss the rest of the adventure), but should they decide to stay, go to **A Good Night's Sleep**.

A Good Night's Sleep.

The refusal of the PCs to help the villagers has triggered Otto's rampant paranoia. He is convinced that they are working with Jennel's mysterious enemies to destroy the village. He has convinced a number of like-minded villagers to help him deal with them, before they can cause her any more harm.

His plan is simple. After they have gone to sleep, he and the others will enter their rooms and hack them to pieces. Fortunately for the PCs, neither he nor his accomplices are particularly stealthy, and the stairs in the Proud Pig are especially creaky. If any of the PCs remain on watch, they will automatically hear the villagers approaching their room, and will have four rounds in which to wake the others and prepare. The villagers make quite a ruckus as they come upstairs, squeezing into the tight corridor and telling each other to be quiet. If all of the PCs are asleep, have them make a **Routine (+10%) Perception Test**. If they succeed, they wake up just as Otto enters the room. For every degree of success they achieve, they wake up one turn earlier.

Note that sleeping players will not be wearing any armour and will have to grab their weapons, slowing their response. They will also be at -10% to all tests for the first round, as they will be confused and groggy.

Otto has convinced Jan and Lara, from the village militia, to join him, along with two other villagers. See Otto, Jan and Lara's stats below. For the two other villagers, use the stats for Proprietors in the Warhammer Rulebook, page 235. Each of them has the Terrible Thirstings disorder due to The Binding Ties of Friendship.

Otto, Jan and Lara will attack any PCs who manage to arm themselves, while the other villagers attempt to make grappling attacks against the others. Should all of the PCs be armed the villagers will use their weapons (they are armed with cudgels).

Otto will fight to the death. If either Jan or Lara is heavily wounded, both will flee, the least injured covering the other's retreat. If Otto falls, the other two villagers will panic and run.

Assuming the PCs survive, they will more than likely want to leave as soon as possible. If they search any of the fallen villagers, they may notice the Luck Charms Jennel made for them (Otto, Lara and two of the villagers have them hanging from their necks). If they seem intent on hanging around, a **Very Easy (+30%) Perception Test** will allow them to notice the sound of a crowd (read: mob) of angry villagers gathering outside. They will have no more than three rounds to escape out the back before they the locals come inside to find out what is going on... and to lynch any PCs still inside. If, on the other hand, the PCs decide to investigate Jennel's house anyway, they can easily avoid the village mob, which will be distracted in the inn. If you are feeling particularly cruel, you can make them make **Concealment Tests**, but as it is very dark outside, these should be fairly easy.

Otto Lidst

Race: Human

Career: Innkeeper (ex-Burgher)

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----------|-----------|-----------|-----------|-----------|------------|-----------|------------|
| 38% | 32% | 33% | 42% | 37% | 33% | 27% | 59% |
| A | W | SB | TB | M | Mag | IP | FB |
| 1 | 13 | 3 | 4 | 4 | 0 | 5 | 0 |

Skills: Blather, Charm, Common Knowledge (the Empire), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Kislevian), Speak Language (Reikspiel) +10%, Speak Language (Tilean)

Talents: Ambidextrous, Dealmaker, Excellent Vision, Strike to Stun, Suave

Armour: None

Weapons: None

Trappings: Inn, Lucky Charm (a small stick and a stone, bound together with his own hair to look like a hammer of Sigmar).

Derangements: Delirious Saviour

Otto is in his mid-forties. What little hair he has left went grey long ago, and his chubby face has a blotchy red look to it. He often dips into his own store of ale, but rarely gets too drunk (if he should gain another Derangement, it will probably be Terrible Thirstings). He usually tries to maintain an air of jovial contentment, but is under almost constant stress. Otto was 34 when The Binding Ties of Friendship came into effect. As the years went by, he began to question some of Jennel's activities. His mind struggled to explain her actions and why he always felt compelled to agree with her. Finally, he realised the truth – Jennel was protecting the village from the fiendish forces of Chaos that hide amidst humanity! He believes that she is secretly an agent of Sigmar, but is keeping her true identity hidden to protect those around her from her enemies. He also believes that the lucky charm she made for him is a divine relic, that will protect him from harm as long as he does not betray her trust. He therefore throws himself into combat without regard for his own safety, making All Out Attacks and never using a Defensive or Parrying Stance.

Jan Arendt

Race: Human

Career: Militiaman

| | | | | | | | |
|-----------|-----------|-----------|-----------|-----------|------------|-----------|------------|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 36% | 28% | 30% | 37% | 29% | 26% | 39% | 31% |
| A | W | SB | TB | M | Mag | IP | FB |
| 1 | 12 | 3 | 3 | 4 | 0 | 4 | 0 |

Skills: Animal Care, Common Knowledge (the Empire), Dodge Blow, Gamble, Gossip, Outdoor Survival, Perception, Search, Speak Language (Reikspiel), Swim, Trade (Smith)

Talents: Coolheaded, Specialist Weapon Group (Two Handed), Strike Mighty Blow, Warrior Born

Armour: Leather Jack and Leather Skullcap

Armour Points: Head 1, Arms 1, Body1, Legs 0

Weapons: Halberd

Trappings: Uniform

A tall, thin man in his early twenties, Jan does some work in his father's smithy, but finds it boring and tiresome. He much prefers the excitement he feels when he practices fighting with his halberd. Old Gunther taught him how to use it a few years ago, and he's looking forward to being the village's head militiaman when the old man kicks the bucket. He has often thought about leaving the village and going to one of the big cities, where he could become a real soldier. So far his duty to the village has kept him home. In particular he has worried about Jennel. He sees her as something of a friendly aunt, and as she is a single woman living alone, he feels it is his duty to protect her. As he was only eleven when the ritual was cast, Jan doesn't even question why people always seem to do what Jennel wants – it's just always been that way.

Lara Mueller

Race: Human

Career: Militiaman

| | | | | | | | |
|-----------|-----------|-----------|-----------|-----------|------------|-----------|------------|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 27% | 39% | 32% | 33% | 42% | 32% | 28% | 32% |
| A | W | SB | TB | M | Mag | IP | FB |
| 1 | 13 | 3 | 3 | 4 | 0 | 0 | 0 |

Skills: Animal Care, Common Knowledge (the Empire), Dodge Blow, Gamble, Gossip, Outdoor Survival, Perception, Search, Speak Language (Reikspiel), Swim, Trade (Tailor)

Talents: Lightning Reflexes, Marksman, Rapid Reload, Strike Mighty Blow

Armour: Leather Jack and Leather Skullcap

Armour Points: Head 1, Arms 1, Body1, Legs 0

Weapons: Bow with ten arrows, Dagger, Sword

Trappings: Lucky Charm (a small stick and a stone, bound together with her own hair to look like a hammer of Sigmar), Uniform

Lara is a short, thin young woman. She usually keeps her short, blonde hair hidden beneath a leather skullcap, and is rarely seen out of the militia uniform (a simple grey tunic with yellow stripes on the sleeves, which used to belong to a mercenary company Old Gunther served in). Growing up in the village, Jan was her only friend, so when he joined the militia she did too. Never very good with a halberd, she found that she was quite good with a bow, and eventually she found that she liked working in the militia. Unbeknownst to either herself or Jan, Gunther intends to name her as his successor. He believes that she has a better head on her shoulders than Jan, who is always daydreaming about slaying monsters or fighting in great wars.

Jennel has not realised that Lara is one of the few villagers not under the influence of The Binding Ties of Friendship. Johan Zaubermann could only cast the ritual on 101 of the villagers, so he concentrated on the adults. He did choose a number of children to be included (as the ritual *has* to be cast on 101 people, no more, no less), but he only selected boys. He believed that they would be more likely to grow into figures of influence in the village. Johan never told her who he had cast the ritual on, and Jennel has never paid much attention to Lara. For her part, Lara has never really questioned why people seem to respect Jennel so much. Everyone always speaks so well of her, that Lara assumes that Jennel must simply be the wisest, most intelligent woman in the village. The villagers' refusal to break into Jennel's house confuses her, but she doesn't have the confidence to disagree with Jan and the others.

Knock, Knock

Jennel's house is a small, two-story building. There is a small vegetable garden towards the back, around which there is a 6-foot high wooden fence. Climbing over the fence would be an **Easy (+20%) Scale Sheer Surface Test**, but they could just as easily knock aside one of the wooden slats. Jennel grows various herbs there, which she uses in her draughts, as well as some carrots (she really likes carrots). A PC with the **Trade: Apothecary** skill can find 20gc worth of valuable herbs here, which could be used in the creation of Healing Draughts or Healing Poultices. Alternatively, a **Hard (-20%) Evaluate Test** could also recognise the valuable herbs. There is an outhouse at the back of the garden, but it holds nothing of interest (though particularly curious characters might note that it does not appear to have been used for at least a few days).

There is a door in the front of the building, which leads to Jennel's shop room, and another from the herb garden to the rear hall. Both are locked from the inside. The shutters on all of the windows have been closed, but they could be easily smashed aside. Doing so (or breaking down the door) will alert Dieter to their entry. The doors can be opened with an **Easy (+20%) Pick Locks Test**. The doors are heavy oak, reinforced with metal bands. Johan had them put in, hoping that they might slow down any Witch Hunters who might come looking for him long enough for him to escape through the basement. They are toughness 7 and can take 15 points of damage before being broken open.

If the players make a lot of noise entering the building (by breaking down the front door, for example), they will attract the attention of Jinx, Jennel's ferret familiar. Using his **Link of Psyche** ability (see *Realms of Sorcery*, page 191), he will alert Jennel to their presence. She will instruct him to stay out of sight, but to follow them as they go from room to room. He will stay one room behind the party as they explore the house, but if they backtrack they may catch sight of him. Have him make an Agility test opposed by the lead character's perception. If he wins, he manages to flee the room before they enter. Otherwise the player catches sight of what looks like a large rat before he escapes. He is currently hiding in the rear hall, waiting to see if Dieter comes back downstairs.

Assuming he isn't spotted, he will convey everything the players do to Jennel. If she decides that they are attempting to help her, she will have Jinx appear before them when they enter the basement, and lead them to the hidden tunnel entrance. On the other hand, if she suspects they may be witch hunters (someone mentions the word 'witch', one of the players is a priest of Sigmar or openly wears religious icons etc), she will have Jinx stay hidden. If it looks like they aren't going to find the secret entrance, she'll have him lead them to it anyway, as she is somewhat desperate, but she would prefer them to find it on their own. She hopes that Jinx might be able to help her escape later on.

Jinx, Ferret Familiar

| | | | | | | | |
|-----|----|-----|-----|-----|-----|-----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 20% | 0% | 15% | 15% | 30% | 25% | 30% | 0% |
| A | W | SB | TB | M | Mag | IP | FP |
| 1 | 4 | 1 | 1 | 5 | 0 | 0 | 0 |

Skills: Perception +10%

Talents: Keen Senses, Natural Weapons, Rover

Special

Link of Psyche: Allows Jennel and Jinx to convey complex thoughts and emotions to each other. It also grants them a 10% bonus to Int and WP (already included in above profile).

The Shop Room

This room takes up the entire front half of the building. The window shutters are closed, and none of the three lanterns scattered around the room are lit, so much of the room lies in darkness. There is a large table in the centre of the room, upon which lies one of the dead lanterns, and there are three chairs next to it. Another chair lies on the floor nearby. A low counter cuts off the rear of the room from the table, behind which you can see some almost bare shelves and two doors, one of which is slightly ajar. A second lantern stands on the counter, while the third hangs from the wall between the two windows.

This is where Jennel dealt with most of her customers. While she would deal with any purchases over the counter (and was always careful to keep all of her goods out of casual reach), she spent most of her days at the front table, gossiping with some of the locals who would drop in to see her. Everyone came to her for advice, and there were few secrets in the village that she didn't know about.

If the players make a **Routine (+10%) Perception Test**, they notice that there is dried mud on the floor. An **Easy (+20%) Follow Trail Test** reveals that the mud was left by one person, wearing old and torn boots, who tracked it in from one of the doors behind the counter (the door leading to the rear hall). This person then moved back and forth across the front of the room repeatedly, as if searching for something, before leaving through the other door (to Jennel's stock room). If two degrees of success are achieved on this test, the player can tell that this person knocked over the chair, and also went over to the shuttered windows, presumably to look outside.

After Dieter escaped and locked Jennel in his room, he eventually came up here, his boots covered in mud from the damp chambers below. He lit all three lanterns, but shuttered the windows in order to block out any sight of the outside. He knocked over the chair while lighting the lantern on the table. These were the lights that the villagers saw two nights ago. The oil has since burnt out in all of them, and he has not returned.

There are a number of dried herbs and spices on the shelves behind the counter, but a **Very Easy (+30%) Trade (Apothecary)** or **Academic Knowledge (Science) Test** reveals that they are worthless – Jennel only kept them there for show. She kept any of her useful products in her workshop or in the chambers below. In addition, an **Easy (+20%) Search Test** reveals the following:

Degrees of Success Information Gained

- | | |
|---|--|
| 0 | There is an axe (hand weapon) hidden under the counter. Jennel kept it there in case of emergencies. A drawer set into the counter holds 15 s 28 p, where Jennel kept some loose change. |
| 1 | There is some dried blood on the doorway leading to the stairs (Dieter left it there when he came through). |
| 2 | There is a small pouch hanging from a hook under the counter, behind the drawer. It contains 7gc. |
| 3 | There is a small amount of dried blood on the shutters, as if someone with bloody hands was forcing them open slightly in order to peek outside (left when Dieter closed the shutters). |

The Stock Room

This room appears to be little more than a hallway connecting the front room with the kitchen. The walls to either side have been lined with shelves, upon which you can see bottles of various shapes and sizes, pouches, packages and small wooden boxes. There is a strong odour of herbs and spices.

This is where Jennel keeps her prepared draughts and herbs for sale in her shop. Dieter tracked some mud into the room on his way to the kitchen, but otherwise the room is undisturbed. He wasn't in the least bit interested in the contents of the shelves. A number of bottles have been labelled in classical. These include three Healing Draughts, a single vial of Greta's Boon, two vials of Feyeyes and a single bottle of Moot Milk. The rest of the bottles are ingredients of various sorts, should a character drink any of them treat it as a dose of Mamma Melchin's Cure for What Ails Ya (Old World Armoury, page 70). These could be sold to an apothecary for 45gc.

Some of the other herbs have also been labelled. The following poisons can be found amongst them: two doses of Belladonna, one of Black Lotus Poison, four of Henbell and two of Thung. Some of the other herbs can be used in the creation of a Healing Poultice. A **Very Easy (+30%) Trade: Apothecary Test** or an **Average Heal Test** will create 3 poultices. The remaining herbs could be sold to an apothecary for 20gc. An Antitoxin Kit can also be found here.

The rules for most of these draughts and poisons can be found in the Old World Armoury (pages 69 – 73). If that book is unavailable, simply remove anything that is not found in the Warhammer Rulebook.

The Kitchen and Pantry

The kitchen looks like it has been torn apart. Pots and pans lie scattered on the ground, as is a surprising amount of smashed glass. A single large table sits in the middle of the room, its surface swept clean. A large pot has been thrown into the fireplace, scattering ashes across the floor. The pantry door has been thrown open, and the shelves have been stripped bare.

Dieter ransacked the kitchen looking for food. He also took the lantern that was hanging from the ceiling. A **Very Easy (+30%) Search Test** will find a dried patch of vomit at the entrance of the pantry. When Dieter escaped he was starving. He began to gorge himself on the food in the pantry,

but was soon violently ill. Jennel prepared most of her draughts upon the table, and it was once covered in bottles, beakers and vials, but Dieter smashed them all in a fit of rage. Anyone examining the glass will find half-intact vials of different shapes and sizes. Anyone with **Trade: Apothecary** or **Academic Knowledge: Science** will be able to recognise them as the remnants of an apothecary's trade tools.

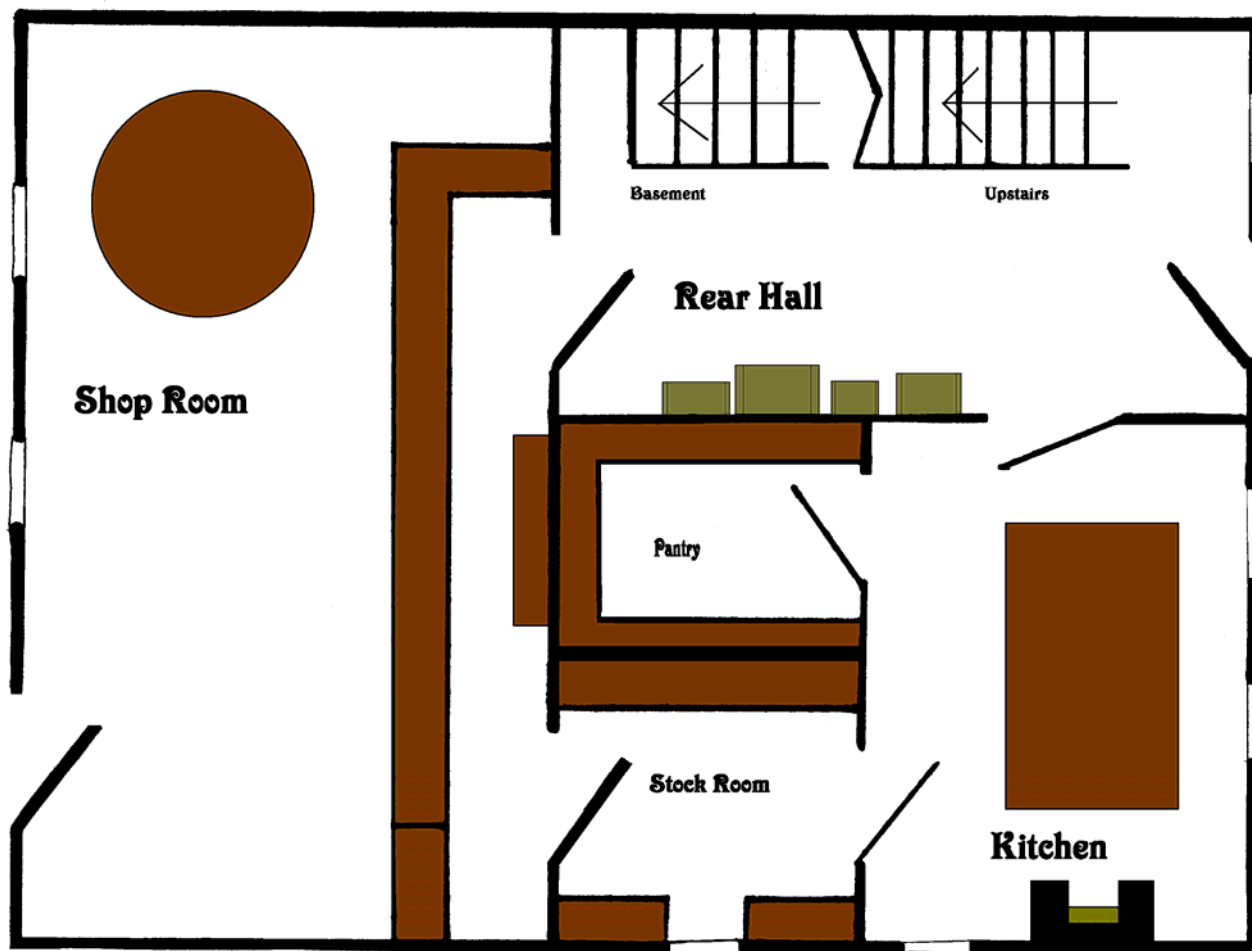
The Rear Hall

Stairs climb up to the next floor, and another set descend into the basement beneath them. Four large trunks are lined up against one wall. You can see a flicker of light coming from upstairs.

A **Very Easy (+30%) Perception Test** notes the dried mud on the ground, if the characters have not noticed it earlier. Dieter tracked a lot of it up from the basement, and he went through here a few times. An **Easy (+20%) Follow Trail Test** reveals that one person, wearing old and torn boots left the mud. One extra degree of success also reveals that the last time he came through here, he left by going upstairs.

Two of the trunks contain some of Jennel's old cloths and some blankets. The third contains some garden tools. The fourth was locked at some point, but Dieter smashed it open with a broken chair leg he took from upstairs. The broken padlock lies next to chest, which is scarred from the violence he inflicted upon it. The trunk once held a best craftsmanship dress and a small amount of jewellery. Before he left, Johan liked to dote on his daughter, and he bought her the dress, hoping that she would one day wear it on her wedding day. Dieter took the jewellery, planning to pawn it when he left. He also took the dress upstairs, to use in the construction of his nest.

Jinx the familiar spends most of his time hiding under the stairs, reporting Dieter's movements to Jennel. Once he notices the PCs he will start following them around the building, trying to decide whether they present a threat to his mistress.



Upstairs

The upper floor is somewhat smaller than the ground floor, as it does not extend over the shop room. There are two rooms upstairs, a spare room and Jennel's bedroom. Dieter has moved into Jennel's room, building a small nest for himself. The light from the many lanterns he keeps lit can be seen through the open doorway. Any PCs who make a **Routine (+10%) Perception** notice a rank odour, like that of an latrine mixed with the smell of a gangrenous wound. This is coming from Dieter's nest (and, of course, Dieter). If the PCs have been careless and made a lot of noise, he probably knows they are in the building. He will wait for them in the bedroom, listening carefully to their movements as they come upstairs. If they go into the spare room first, he will run down the corridor, hoping to catch them from behind. If he hears them coming straight for him, he will use the connecting door to the spare room to outflank them, again trying to catch the rearmost party member. If he manages to kill or severely injure one of them he will try to flee down the stairs (jumping the banister if necessary), hoping that some of the party will stop to aid their companion. If they don't follow him he will try to flee out the back door, but this will require a Will Power check. If he fails, he will run down into the basement instead and make his way into the tunnels.

Dieter

Race: Human

Career: Flagellant (ex-Zealot)

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----------|-----------|-----------|-----------|-----------|------------|-----------|------------|
| 46% | 27% | 47% | 47% | 33% | 26% | 43% | 37% |
| A | W | SB | TB | M | Mag | IP | FB |
| 2 | 19(17) | 4 | 4 | 4 | 0 | 7 | 0 |

Skills: Academic Knowledge (Theology), Charm, Common Knowledge (the Empire) +10%, Gossip, Intimidate, Read/Write, Speak Language (Reikspiel)

Talents: Hardy, Night Vision, Public Speaking, Resistance to Disease, Specialist Weapon Group (Flail), Strike Mighty Blow, Very Strong

Armour: None

Weapons: Cudgel (Hand Weapon)

Trappings: Keys to the front and back doors. Lanterns.

Derangements: The Fear (of the dark), The Fear (of open spaces).

Dieter once prided himself on his appearance. Now, his own mother wouldn't recognise him. His once fine clothes are a ragged, filthy mess. His long hair is greasy and unkempt, and missing in patches where he has torn it out. His long captivity has left him shockingly skinny and his chest and face are still stained with vomit. His tunic is ripped and torn across his chest, and he has an unpleasant, festering scar across his belly. This was caused by the Daemon in the tunnels as he was escaping. Dieter is currently only on 17 wounds as a result.

Ten years ago Dieter was a minor member of the Purple Hand, an insidious cult of Tzeentch. When his cell was discovered by a band of Witch Hunters, he fled with the master of the cell, a cult acolyte. The acolyte was badly injured in the escape, and Dieter realised that he would slow him down. He convinced him to divulge the location of the safe house, then slit his throat as he slept. When he arrived, he assumed that Jennel was a fellow cultist, and so was taken by surprise when she drugged his food. His long captivity underground has driven him completely insane. He is terrified of the dark, yet at the same time is uncomfortable in open spaces, so he dreads going outside (especially at night).

Should Dieter be captured, he will claim to be an innocent victim of Jennel. He will tell the PCs that she is a vile servant of Chaos, and that she kept him trapped in the tunnels for years, taunting and tormenting him, threatening to sacrifice him to the dark powers when the time was right. He will gladly show them the entrance to the tunnels, but he will not warn them about the Daemon. He will try to escape in the confusion its appearance will cause.

The Bedrooms

The smaller of the two rooms was once Jennel's, before her father left. A year later she moved into the larger room. Other than a bare bed, the room is empty.

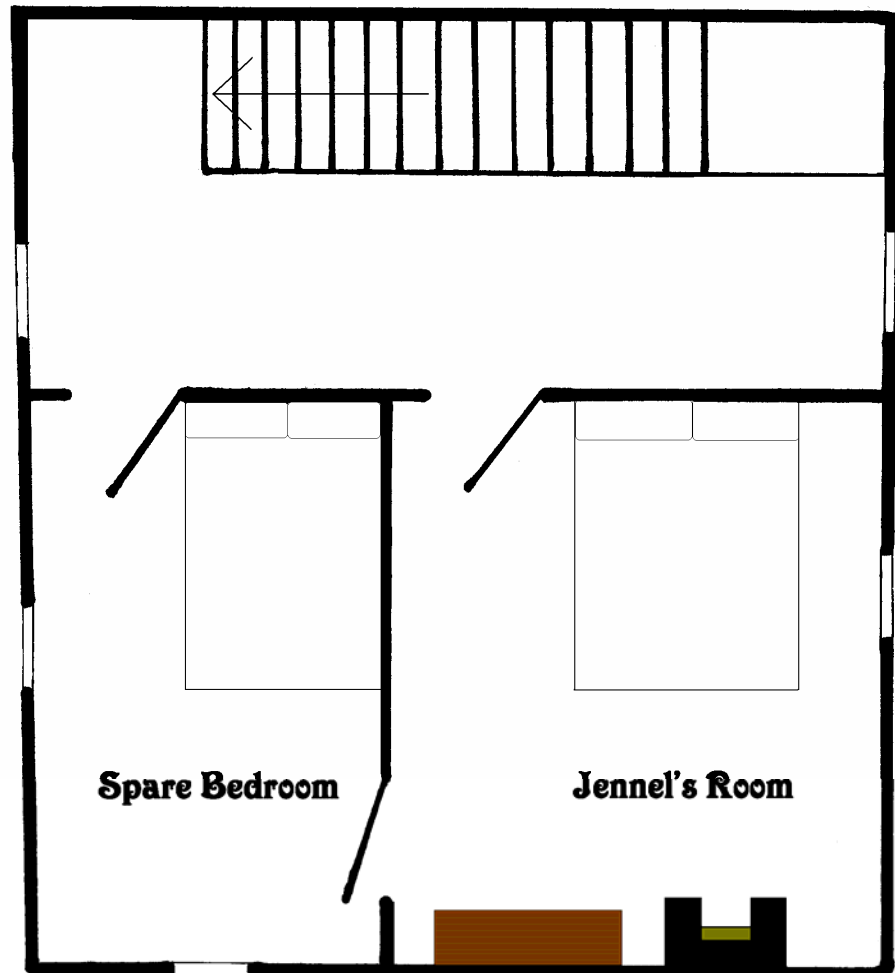
Dieter has turned Jennel's room into a foul nest. Nine lanterns are scattered around the room, four of which are lit. He has stripped the blankets from her bed and taken all of her clothes from her wardrobe and piled them on the floor. Included in this mess is her wedding dress, taken from the trunk downstairs. He has been sleeping, eating and occasionally vomiting here, and as a result it is horrifyingly filthy. Anyone searching through it will find the remnants of a chicken

(Dieter found it in the kitchen), along with Jennel's jewellery. This includes a bronze necklace (30gc), a silver ring (40gc) and a bronze locket (15gc), with a smudged portrait of a man and a woman inside (this is Johan, Jennel's father, and his wife, who died in childbirth). This jewellery was bought with the proceeds of Jennel's grandfather's illegal activities, and has been in the family for two generations.

A **Challenging (-10%) Search Test** of the room will find the following:

Degrees of Success Items Found:

- 0 Despite Dieter's complete insanity and apparent disregard for personal hygiene, he has selected one particular corner of the room to use as a toilet. The PC has found that toilet. Congratulations!
- 1 One PC, somewhat more curious than the others, notices something amidst Dieter's waste in the corner. It is a key – the key to Jennel's cell. Dieter didn't think anyone would find it there...
- 2 There is a loose floorboard under the bed, in which can be found two leather pouches. The first contains 47s. The second contains 33gc. This is where Jennel keeps the proceeds of her sales.



The Tunnels

The Basement is quite small and almost completely bare. There is a barrel half full of stagnant water (anyone drinking it should make a **Toughness Test** or come down with the Galloping Trots), two sacks of flour and a sack half full of carrots. Anyone following Dieter's muddy footprints (**Very Easy (+30%) Follow Trail Test**) will find that they lead straight up to the far wall and then stop. There is some dried blood on the wall where Dieter pushed the secret door closed. A **Routine (+10%) Search Test** will reveal the opening mechanism. One of the bricks in the wall can be pulled free, revealing a handle. This handle is attached to a 5' by 5' section of the wall that is on hinges. Pulling on the handle causes the entire section to open, revealing a low, thin tunnel beyond. Humans and Elves travelling through this tunnel move at half speed, and suffer a -10% penalty to their WS, BS and Agility. Two Handed weapons cannot be used here.

The tunnel continues for 20' before opening out into a larger chamber. The chamber is 7' high, and supported in places with wooden beams. The floor, walls and ceilings are all somewhat rough-hewn and uneven. An **Average Academic Knowledge (Engineering)** or an **Average Trade (Miner) Test** tells the PCs that the tunnels and chamber were probably excavated about 30 or 40 years ago. Although the work was somewhat shoddy, the roof is well supported. Even if all five supports in this chamber were to be destroyed, the ceiling probably wouldn't collapse.

This chamber was the first to be dug out by Jennel's great-grandfather, and was originally used to hide stolen goods. Jennel keeps the cult paraphernalia in one of the side chambers, as she dislikes being in its presence. She prefers to keep it out of sight when she isn't using it. There are three tunnels leading from this room.

Cult Storeroom

The first tunnel to the left leads to a small door. It isn't locked, but Jennel placed a simple trap here. The handle of the door is coated in a sticky concoction of Jennel's own making. Created by mixing the stomach acids of a cat with tree sap, nettles, and a vegetable paste (Jennel uses a mixture of carrots and potatoes), it is quite painful when in contact with flesh. A PC making an **Average Perception Test** will notice the orange gunk before touching the handle. If he fails, he will grab the handle. If he is wearing gloves he will be fine (though he may want to remove it, the glue will start to slowly burn through leather). If not, he must make a **Challenging (-10%) Toughness Test** or 1 Wound, and take a -10% penalty to WS and BS tests for the next hour. The glue isn't strong enough to hold a characters hand in place – it just hurts like hell.

Beyond the door is the small room where Jennel keeps the proscribed texts and objects of the Cult of the Purple Hand. There are two small chests and one large one sitting on the floor. All are locked, requiring a **Hard (-20%) Pick Locks Test** to open. Alternatively, they can be smashed open, though doing so might damage some of the items inside. Beside the chests is a small, wooden basin containing more of Jennel's burn paste. She keeps it here, regularly reapplying it to the door handle. A thin crust has developed on the surface, but it can easily be broken with the old garden trowel Jennel uses to spread the paste with. It can be found lying next to the basin. A single application of the paste lasts for about a week. Its unlikely the PCs would find much use for it, but an alchemist or an apothecary might by it for 10gc, in an effort to figure out how it was made. There is enough paste left for three more applications, and the paste in the basin will last about a month, as long as the surface crust isn't broken too often.

The first of the small chests contains two grimoires. The first of these is the *Imagus Creatura Malus*. It is filled with sketches of Deemonic creatures. Around the pictures are notes written in classical by an unknown author. They describe the nature of the Daemons, what gods they serve and what powers they might have, along with some incomplete details on how to summon them. Someone reading the book in full must make an **Average Int Test**. If he succeeds he can then spend 100xp to gain Academic Knowledge (Daemonology), but must make a WP test or gain 1 insanity point. Reading the book takes 2 hours. Note that the book is clearly heretical. Anyone caught with it in their possession can expect to be seized and executed, probably without trial. The graphic nature of the images means that even an illiterate peasant will recognise it as a tome of Chaos.

The second book is untitled, and written in Tilean. It describes how to make a number of different potions and draughts. It includes the recipes for Boar's Musk, Hair Tonic and Potion of Teeth (see *Realms of Sorcery*, page 200). However, the writer's knowledge of potion brewing wasn't complete – the ingredients for all three potions aren't quite accurate. The difficulty for creating a potion with these recipes is increased by 10%.

The second small chest contains another book. This one is written in the Dark Tongue, and contains the instructions on how to cast The Beastly Transmogrification of the Omnipotent Tchar (Warhammer Rulebook, page 169). The pages are made from human skin, and it is written in blood (the blood of beastmen, as it happens, but the PCs are likely to assume it is human). Again, anyone caught in possession of this book is likely to be burnt at the stake. The second chest also held two other tomes. One contained The Binding Ties of Friendship. It is currently in the room Jennel chose to cast the ritual in. The second was the *Liber Natura*, which is in Jennel's study.

The largest chest contains a number of items. At the very top is a rather disturbing find – the intact skeleton of a child. The bones are bound together with twine, or glued together with paste, so that the skeleton won't fall apart when moved. There are three small horns growing from the top of the skull. In one of the eye sockets a small purple amethyst has been lodged. It can be removed and sold for 50gc. Neither Johan nor Jennel ever knew what sick purpose the cult had for this skeleton, but they were afraid to touch it.

Beneath the skeleton are two sets of robes. One is white, the other Black. Both have large, purple hands stitched into the fabric, just above the heart. The cloth is of good quality, and they could possibly be sold to a tailor for 5gc each. A PC with Trade (Tailor) could remove the purple hand symbols, thus avoiding any potentially awkward questions.

Beside the robes are three potion bottles. If the PCs use brute force to open the chest, there is a 20% chance for each of the bottles to be broken. They are labelled in classical. The first is a Channelpath Potion. The second is a Draught of Power, and the third is a Potency Draught. Unfortunately, all three have been in the chest for over ten years, and have spoiled to some degree. Drinking the Channelpath Potion will seemingly have no effect, but 1d10 days later a fungus will start to grow under the skin. The affected area will burn and itch, causing the drinker to take a -20% penalty to all Agility Tests for 1d10 days. Drinking the Draught of Power causes the imbiber to fall into a coma. To others he appears dead. Those inspecting the body and making a **Challenging (-10%) Heal Test** realise the drinker is still alive. He will emerge from the coma in 1d10 days. The Potency Draught isn't completely spoiled – drinking it increases Strength and Toughness by 15% for 1d10 hours, but will cause the imbiber's abdomen to clench in knots, causing a -5% penalty to Will Power and Agility Tests for 1 day.

Most of the contents of these chests are clearly heretical... but potentially valuable. The PCs will have to decide what they want to do with them. Unscrupulous characters may be tempted to sell them. Finding a suitable buyer (and surviving the encounter) would be an adventure in itself.

The Ritual Chamber

The second tunnel from the first chamber leads to the room Jennel used to prepare and cast The Binding Ties of Friendship.

This chamber is at least twenty feet across and over ten high. The uneven floor slopes down towards the centre of the room. Water dribbles from a small crack in the wall to your left, forming a small stream that turns the earthen floor into a muddy mess. In the centre of the room, someone seems to have drawn a crude circle in the mud, about five feet across. The water has washed away part of the circle, and someone has trod on another part of it. A five-foot long wooden staff lies next to it, as do a number of pieces of paper, loosely bound with twine. What appears to be a large clump of fur, or maybe hair, lies in the middle of the circle. A wig, perhaps? Two tunnels lead from this chamber. The one on the far side is almost ten feet wide, and there seems to be more headroom than in the other tunnels.

The dark magics released here still linger. A **Very Easy (+30%) Magical Sense Test** will reveal the turbulent aethyric energies still present in the chamber. Any casting rolls made in this room must roll an additional dice. This extra dice does not help meet the Casting Number, but does count towards Tzeentch's Curse.

The ring in the centre of the room was used in Jennel's attempt to cast the ritual. The pages lying next to it contain the instructions for the casting of The Binding Ties of Friendship. They are written in classical, but there are a number of notes written in Reikspiel in the margins. Johan added these when he was originally translating the text. Anyone who can read Reikspiel should be able to get a vague idea as to the purpose of the ritual, but won't know enough to enable him to cast it himself.

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: At least one strand of hair from each of the 101 targets of this spell. These hairs must be woven into a roughly human like figure (an **Easy (+10%) Agility Test**).

Conditions: There must be 101 targets for the spell, no more and no less. An extra strand of hair included in the figure, even one that got mixed in with the others by accident, will result in a failed casting. The caster must know the names of all 101 targets. None of the targets may be a spellcaster (have a Magic Characteristic of 1 or higher), or be a blood relative of the beneficiary of the spell.

Consequences: If you fail your Casting Roll, or fail to meet the conditions, a minor Chaos Daemon is released into the world. Use the rules for creating a Daemonic Beast in the Tome of Corruption, or use the stats for the Daemon Jennel inadvertently summoned, below.

Casting Number: 18

Description: The Caster can choose to have either himself or another person, whose name is known to him, to be the focus of this ritual. All targets of this ritual suddenly realise that the focus

is their most trusted and respected friend. The focus treats all Fellowship tests with the targets as Very Easy (+30%). Targets will almost always do anything the focus asks, and will try to avoid antagonising or angering him. They must make a Willpower test to disobey a direct order he gives them, though if this order applies to something that lasts longer than a week, they may try to resist again. This effect will last for as long as the hair figurine maintains intact. It will very slowly begin to fall apart as time goes by. The figurine can be repaired and strengthened if a steady supply of the target's hair can be maintained. Even in this case, however, the longest the ritual will work is ten years + 2d10 months. If the figurine is not maintained, it will eventually fall apart after 3D10 months.

If The Binding Ties of Friendship are maintained for more than a year, it can have a detrimental affect on the mental health of the targets. They subconsciously struggle to justify their feelings towards the focus, and the constant mental stress this creates can drive them slowly insane. Every year the ritual is maintained, every target must make a Willpower test or gain one Insanity Point.

The clump of hair lying in the centre of the room is obviously the figurine Jennel created to cast the ritual. She has been maintaining her father's ritual for years, gaining the hair necessary by offering to make lucky charms for people. Most of the charms look like tiny hammers of Sigmar, and are just a small twig and a stone tied together with the owner's hair. As most of the people she asked were already under the effects of the Binding Ties of Friendship, she had little trouble convincing them. She was thus easily able to gain the ingredients necessary to recast the ritual. Ultimately, however, it didn't matter. Jennel lacks the knowledge of Arcane Magick to cast the spell correctly. She hoped to be able to use the notes her father left her to cast the spell anyway, but without **Speak Arcane Language (Magic)**, she was doomed to failure.

The tunnel on the far side of the chamber leads to a secret exit in the woods outside of the village. As smugglers would often carry large sacks or crates down it, it was widened to give them more room. The tunnel continues for about three hundred yards before ending at a large trapdoor in the ceiling. The surface of the trapdoor is covered in earth and some rocks, so lifting it requires a **Routine (+10%) Strength Test**. It emerges in a small clearing, just about one hundred yards beyond the village walls.

If the PCs have not already encountered it, the Daemon in the next room will sense them and enter the chamber after 1d10 rounds.

The Cells

Smugglers (and later cultists), who needed to lie low for awhile used to stay in these rooms. After drugging Dieter, Jennel held him here. She used a second room when studying the occult tomes Johan had left behind, while the third remained empty. When she failed to cast the ritual and released the Daemon, she fled in here. Realising that something was amiss, Dieter pleaded with her to release him. Unwilling to leave him to die and hoping that he might serve as a distraction, she agreed. As soon as he was free, he attacked her, driving her into the empty room and locking it. His glee was short-lived, however, as the Daemon forced its way into the room. It scored a flesh wound upon Dieter's chest as he ran, but then turned its attention back to Jennel. It feels compelled to destroy her, but she has managed to use her Curse Of Thorns spell to drive it back every time it tries to break down the door. She has healed her own injuries using Earth Blood and staved off her

thirst and hunger with Fat of the Land, but the Daemon patiently continues to wait for her to come out.

The Wondrously Kaleidoscopic Odonata, Chaos Vermin

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----------|-----------|-----------|-----------|-----------|------------|-----------|------------|
| 41% | 27% | 34% | 31% | 32% | 18% | 36% | 14% |
| A | W | SB | TB | M | Mag | IP | FB |
| 2 | 12 | 3 | 3(5) | 6(8) | 0 | 0 | 0 |

Skills: Dodge Blow +10%, Perception +10%

Talents: Acute Hearing, Daemonic Aura, Flier (Hoverer), Keen Senses, Natural Weapons, Night Vision, Strike Mighty Blow, Unsettling, Will of Iron

Armour: Metallic Skin

Armour Points: Head 2, Arms 2, Body2, Legs 2

Weapons: Claws

Trappings: None

Mutations: Bizarre Coloration, Metallic Skin

Special Rules:

- *Instability:* On any round in which the Wondrously Kaleidoscopic Odonata is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a Willpower Test or be banished back to the Realm of Chaos.

The Wondrously Kaleidoscopic Odonata appears to be a giant dragonfly, with an iridescent, metallic body over six feet long and shimmering, glowing wings. Its head ends in a mass of tentacles that constantly wriggle and writhe about, especially when it senses prey. When in combat, it emits an annoying, high-pitched scream that irritates its opponent. It is not particularly intelligent, and will usually continue to attack whichever opponent is nearest. It will not follow characters down the small passage that leads to the basement, as it would damage its wings. If it realises that there is another, larger exit, however, it will gladly escape, probably heading straight for the village to attack the locals.

The door leading from the Ritual Chamber was smashed open by the Daemon. The doors leading to the basement, Dieter's cell and Jennel's study are all open. The door to Jennel's cell is locked; Dieter has hidden the key upstairs.

Dieter's Cell: A thin bunk bed takes up half the room. Only the bottom bunk has any bedclothes, the top one is bare. A jug and a plate with some dried food lie on the floor. A small earthenware potty sits in the corner. The room stinks of urine and sweat.

Jennel's Study: Jennel used this room when reading her father's notes and while preparing the ritual. She never took anything incriminating upstairs, conducting all of her studies down here. There is a small desk and a stool to the left, upon which sits a book, some writing implements and numerous loose pages of notes. There is a small wooden box lying open in the centre of the table. Inside it are numerous tufts of hair, each bound with twine and labelled with a small piece of paper, upon which is written the name of a villager. Next to the box is a list of villager's names. Most of them have a tick next to them, along with a number, the highest number being 101 (next to Elias Mueller, Lara's father). Jennel used this while collecting her hair samples for the ritual, numbering

each of them as she went. The book is titled the *Liber Natura*, and is written in classical. It is over three hundred years old, and is written by Waldemar Boortschmdt. A scholar who dabbled with magic before the Colleges of Magic were established, Boortschmdt was captured and executed by Witch Hunters, and few of his works survive today. The *Liber Natura* describes what he calls “the magicks of the natural order.” It is essentially a flawed treatise on *Ghyran*, the Green Wind of Magic. The other notes on the table were written by Johan, or Jennel herself, as she attempted to use the text to learn how to cast spells. These notes alone would prove Jennel’s status as an unsanctioned magic user. *Liber Natura*, while not exactly heretical, could certainly get the PCs in trouble were they found to have it in their possession. However, an interested scholar, or even a wizard of the Jade College, might buy the book for 200gc.

Beneath the desk is another box. This one has a lid that slides off the top, and is of surprisingly good quality. Inside the box the PCs will find another hair figurine, similar to the one found in the ritual chamber. This one appears to be much older, however. Most of the hairs look worn and frayed, and many of the ties binding it together have come loose. If the PCs completely destroy this figurine, The Binding Ties of Friendship upon the villagers will be broken (though they will still be insane and therefore dangerous).

Jennel’s Cell: Like Dieter’s cell, this room also contains a bunk bed, but neither one has any bedding. This room had not been used for years until Dieter locked Jennel inside. The door has taken some damage, as the Daemon tried to force its way inside, but it gave up after Jennel cast Curse of Thorns on it. As soon as she hears the PCs outside, she will call out to them, and ask them to help her. She should have a fairly good idea as to their character from Jinx. If she is unsure whether they have killed the Daemon or not (if it confronted them in the Ritual Chamber, for instance), she will warn them about it. She will also tell them that there is a crazed madman (Dieter) running loose. She may deny having any knowledge of the tunnels beneath her home, claiming that she had no idea they were there. If the PCs have thoroughly explored the tunnels, and have realised the nature of what she was trying to do, she might try to bribe her way out. She will offer them the gold she has in her room, and will promise to brew as many healing draughts or other potions they want (as long as they provide the ingredients). Ultimately though, her only real concern is getting the door open. If she believes she can negotiate with the PCs in good faith, she will do so, even living up to her end of the bargain. If she thinks the PCs pose a threat (especially if there are any clergy of Sigmar, or one of the other gods, amongst them), she will wait until the door opens before casting Curse of Thorns on the most dangerous looking of them. She hopes to cripple as many of them as possible before making a break for the basement. If she can make it outside, she can rally the villagers to her defence.

Jennel Zaubermann

Career: Witch (ex-Apothecary, ex-Hedge Wizard)

Race: Human

| | | | | | | | |
|-----------|-----------|-----------|-----------|-----------|------------|-----------|------------|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 28% | 32% | 29% | 43% | 38% | 54%* | 56%* | 45% |
| A | W | SB | TB | M | Mag | IP | FB |
| 1 | 14 | 3 | 4 | 4 | 2 | 5 | 0 |

Skills: Academic Knowledge (Science), Channelling, Charm, Common Knowledge (the Empire), Gossip (+10%), Haggle, Heal, Intimidate, Magical Sense, Prepare Poison, Perception, Read/Write,

Search, Secret Language (Guild Tongue), Speak Language (Classical), Speak Language (Reikspiel), Trade (Apothecary)

Talents: Coolheaded, Hedge Magic, Petty Magic (Hedge), Resistance to Disease, Resistance to Poison, Suave, Witchcraft

Armour: None

Weapons: None

Trappings: None

Special Rules:

- *Link of Psyche:* Allows Jennel and Jinx to convey complex thoughts and emotions to each other. It also grants them a 10% bonus to Int and WP (already included in above profile).

Spells: In addition to Hedge Magic, Jennel has used her Witchcraft Talent to learn the spells Curse of Thorns, Fat of the Land and Earth Blood (page 154). When casting these spells she has to roll an extra d10, which counts towards the Curse of Tzeentch, but not the casting roll (*ROS*, page 128).

Jennel is in her late twenties, though she strives to look older. The authority she is used to wielding has given her a somewhat arrogant demeanour. She is one of the only apothecaries for many miles, and her services are in high demand. She often receives customers from nearby villages, seeking out her remedies and advice. Even some of the local nobility have been known to avail of her services. She usually keeps her hair tied back and wears long, conservative grey dresses.

Jennel was only eighteen when her father left her. The shock of discovering that he was a wizard, and that he had cast a spell upon almost everyone she knew in order to keep her safe, was bad enough, but what she found hidden under her home was even worse. After Dieter arrived, she considered leaving the village and running away, but the village was all she had ever known, and she desperately wanted to see her father again. Eventually, her curiosity overcame her fear, and she began to study the books Johan had left behind. As time went by, she began to exercise her power over the village more and more. There was nothing truly malicious about it, things just seemed to go more smoothly when she told people what to do. As time went by, people began to come to her with their problems, and she was soon acting as an arbitrator in most of the village disputes. She has noticed an increase in the numbers of problems people seem to be having – more and more people are turning to drink, Otto keeps winking knowingly at her for some reason and Helga Gluckman clucks like a hen every time she sees the colour orange – but she hasn't realised that The Binding Ties of Friendship are responsible. She isn't truly all that bad... just a tad ruthless when she has to be.

Jennel will try to cripple her foes with Curse of Thorns, then rush past them towards the basement. If any of her attackers comes too close, she will use Shock (Warhammer Rulebook, page 147) to incapacitate them. If she should fall to less than 3 Wounds (or if she should be killed), Jinx will attack one of the PCs, hoping to distract them long enough for her to escape.



Ok, so we finished the job...

A lot depends on whether the PCs free Jennel, kill her or capture her. If they free her, Otto will happily pay them their agreed wage. Jennel will abide by any agreement she made with them to keep them quiet, and will let them take anything from the tunnels they like. However, if they hope to use her as a cheap source of healing draughts, they will be disappointed. With the failure of the ritual and the discovery of her secret by a band of adventurers, Jennel decides that it is time for her to move on. She packs up her belongings and moves to another city, hoping to learn more of magic

somewhere else. She will not tell the villagers where she is really going, hoping to throw off any future pursuit.

If the PCs captured Jennel, hoping to bring her before the authorities, they will have to get past an angry mob of villagers. If they are smart, they might think to use the secret exit through the woods. If they take her to the next town or village, they can turn her over to the Roadwardens, who will hold her for trial. Assuming the PCs thought to take some evidence with them, she will probably be found guilty and executed. With her death, The Binding Ties of Friendship will be broken. If, on the other hand, the Roadwardens have only the PC's testimonies to rely on, they will send a patrol of three men to the village to investigate Jennel's house. Two days later, one of them will return, badly injured. Upon their arrival in the village, the locals turned on them, and a riot broke out. In response, the Roadwardens, the local militia and the armsmen of the local lord will band together to seize the village. The villagers will be tried and found guilty of conspiring with a witch, and will be executed in turn.

Possibly the most likely result is that the PCs will kill Jennel. If they then try to demand payment from Otto, they will find themselves facing off against an unruly mob of villagers. While The Binding Ties of Friendship might be broken, most of the villagers are insane to some degree or another, and all consider Jennel 'one of ours'. They certainly won't be willing to listen to any talk of witchcraft. The PCs may find themselves on the run from a crowd of pitchfork wielding peasants. Again, their best chance of escape is through the secret tunnel. If they can make it back inside Jennel's house, they can easily lose the villagers in the tunnels (whose existence they don't even suspect). As they climb out of the trapdoor in the woods, they will be able to hear the sounds of destruction from the village, as the deranged locals turn their anger and madness on each other.

Experience Points

There are a number of possible outcomes to this adventure. Righteous PCs may feel compelled to slay the witch, or at least bring her before the authorities, while more mercenary characters might be more interested in getting paid. Tailor the xp awards to the nature of the group. Suggested awards follow:

- 5–30xp:** For good roleplaying.
- 5xp:** If the PCs leave the village as soon as Otto makes his offer. Something odd is clearly going on, and PCs wise enough to leave town as soon as they realise something is up deserve to be rewarded. Just don't expect the reward to be all that *much*.
- 10-30xp:** If the PCs are ambushed in the Proud Pig, and manage to escape.
- 20-30xp:** For defeating Dieter. Award more xp if the PCs manage to get some information out of him, rather than just killing him straight away.
- 50xp:** For slaying the Daemon.
- 30-50xp:** For figuring out what the ritual Jennel was trying to cast was for, and that the villagers were being compelled by a spell.
- 50xp:** Defeating Jennel. Award them an extra 10xp if they bring her to the Roadwardens for trial. Give them another 10xp if they manage to avoid sparking a riot in the village or getting them all executed by the authorities.
- 30xp:** For getting paid. Award them an extra 10xp if they manage to extort money from Jennel.

