

There are no Such Things as Skaven...



A Warhammer Fantasy Roleplay Adventure
By Sami Uusitalo



Introduction

*One, two,
Skaven's coming for you,
Three, four,
Better lock your door,
Five, Six,
Who will it pick...*

- A typical Ashendorfer children's rhyme

There are no Such Things as Skaven... is a short adventure best suited for characters in their first or second careers, but it can be easily modified to suit any group. The structure of the scenario is loose, directed more by character actions than by events. The adventure is set in a small town near Nuln, but with minor modifications any Imperial town could be used.

This adventure best lends itself as the PCs' first real encounter with the mythical Ratmen known as Skaven. But it works just as well with a party that already knows the Skaven are more than just a subspecies of Beastmen or bedtime stories told to children. The mood of this adventure is one of hidden threat and mounting tension.

Background

Ashendorf is a small Imperial town with a tragic history. Some hundred and fifty years ago all the town's wells were suddenly contaminated with the plague. Death and suffering tormented the townspeople as the plague quickly spread within the small community. And the unavailability of drinkable water made things even worse. Unbeknownst to the people, the plague was planted in the wells by the Skaven. When all seemed lost the Ratmen secretly approached some of the town's most influential men and forced them to make a devil's bargain with them.

Within a few days the water in the wells was clear and drinkable again, and no more people were getting sick. But, the morning after the next time Morrslieb was full the price of the bargain dawned on the leaders. Most of the town's children had disappeared during the night. Grief ravaged the town and many left the cursed place never to return. But, given time, Ashendorf was able to recover. Thanks to its prime location prosperity returned to the

town and the tragic events of its past were eventually reduced to little more than a popular myth. This myth is still remembered today, and every year the residents hold a special festival called the Marionetten Fest to exorcise the evils of their past.

As the town survived so did the coven of men who had struck the ghastly deal with the Ratmen. And this liaison with the Skaven has been sustained through the decades. As time passed, sons replaced their fathers and a harmless secret society of rich men transformed into a cult worshipping the Horned Rat, the Dark God of the Skaven. They named themselves Ordo Triangulus, after the triangular symbol of their deity. Whereas the unholy pact with the Skaven was initially made out of desperation and necessity, the Ordo of today pays homage to the Horned Rat and serves the vile Skaven. The current head of Ordo Triangulus is Konrad Rottmeier. He is an ambitious local merchant who plans to take the cult to the next level.



It is traditional for the cult to secretly meet the Skaven every year during the Marionetten Fest. And this year is no exception. Only this time the meeting is of special importance to Ordo Triangulus as Konrad Rottmeier has conjured up an evil scheme. The Cult wants to undermine the authorities by striking against the hated Church of Sigmar.

Nuln's Great Cathedral of Sigmar is in need of repairs. The incessant soot from the city's forges and foundries has soiled the Cathedral. In order to raise the money needed for purification the Church has set up wooden statues all over the city. The reason for the statues is their function as offertory boxes. These statues have been carved by the very best craftsmen, and they represent various historical figures focal to the Church of Sigmar and the Empire. There are twelve statues in total including Sigmar himself, Magnus the Pious, and Mandred the Ratslayer among others. It is a hot topic in Nuln at the moment whether Valten should be added among them or not. The addition of Valten would bring the number of statues up to thirteen.

Thirteen is also the sacred number of the Horned Rat. In Konrad Rottmeier's distorted mind this was a sign from his god that now is an opportune moment to strike against the patron deity of the Empire. For this purpose Ordo Triangulus has secretly created a coining apparatus to forge Karls. After some initial trial and error, they are now able to mint Karls, albeit at a rather slow pace. The gist of the plan is that the Cult has obtained some Warpstone Dust from the Skaven and plans to work the corruptive substance into the fake coins. They plan to make a few hundred of these coins and then distribute them into the offertory boxes. The priests of Sigmar will unknowingly handle the contaminated money and become horribly mutated as a result. At the same time, Ordo Triangulus will launch a smear campaign against the Church, claiming that the

mutations are a telltale sign of a pact with the Ruinous Powers. Furthermore, they will claim that Sigmar is not a true god and his priests are nothing more than avaricious heretics. The following uprising will weaken Nuln's defences and allow Ordo Triangulus and the Skaven to take further action.

Enter the Heroes

While in the vicinity of Nuln the PCs are attacked by a Bounty Hunter who has a wanted poster with their names on it. The Bounty Hunter is foiled easily enough, but the encounter raises an important question: who would post a bounty on their heads? The next day they receive a letter from Lord von Drachensturm who claims he can have the contracts on their heads cancelled.

Wolfgang von Drachensturm is a man who has dedicated his entire life to uncovering the Skaven conspiracy. About two weeks ago he learned from his sources in Nuln that a cult called Ordo Triangulus was planning something. The bits and pieces of information were vague at best but pointed to the small town of Ashendorf. Von Drachensturm quickly dispatched his most trusted agent, Isidro Armantero, to investigate. It has now been two weeks and von Drachensturm has not heard back from Armantero even though he was supposed to report back three days ago. The noble suspect foul play and needs someone to go find his agent. He promises to get the bounty lifted if the PCs go to Ashendorf and find out what has happened to Isidro Armantero.

The PCs travel to Ashendorf where they will investigate several leads, possibly run into some side encounters, and discover subtle clues hinting at the mythical Skaven. Finally, during the Ashendorf Marionetten Fest, they will find Isidro Armantero, foil the plans of Ordo Triangulus, and have a deadly encounter with the very real Skaven.



CHAPTER I

The Good, the Bad, and the Freakishly Lucky

The adventure begins in Nuln. At a moment you deem fitting Dante Cruziani, a Tilean Bounty Hunter, approaches the characters. This encounter can take place anywhere. Choose a place that best suits your purposes; it could be the docks, a tavern, a nobleman's garden, or perhaps even a small temple of Shallya or Verena.

With an Easy (+20%) Perception Test the PCs notice Dante Cruziani approaching them with two henchmen (use Sell-sword stats, WFRP p.235). As they come closer (or block the doorway etc., choose the most dramatic option) Cruziani whips out a wanted poster. The poster clearly features crudely sketched pictures of the PCs as well as approximations of their names with a 10 gc bounty promised on each of their heads. With a contemptuous smirk the Tilean says:

"Finally I have-a found you, you evildoers! Surrender now and I will-a spare you from the humiliation."

If (and most likely when) the characters don't immediately surrender, he laughs, draws his crossbow pistol and shouts, "So be it criminals!" A fight ensues. The Sell-swords will fight until severely wounded or until one of them, or Dante, is killed. Then they will flee or surrender. Dante Cruziani is a different story. The Bounty Hunter believes he has been blessed by Ranald himself and cannot be defeated. And, oddly enough, the Tilean is freakishly lucky. You should really emphasize Cruziani's never-ending luck. Have him hit with his crossbow pistol while shooting blind, accidentally dodge strikes he doesn't even see coming, or casually hit crucial parts, like straps or buckles, of the PCs' equipment. His good luck could also manifest as bad luck for the characters. Their bowstrings snap, or swords get stuck in their scabbards or struck items. Dante Cruziani is easy enough to defeat but it should feel like an uphill struggle as fortune keeps smiling upon him. You could even give him 1 Fate Point in which case, instead of dying, he survives against impossible odds and returns to haunt them later. Or, in a more ironic twist, Dante Cruziani's never-ending luck could finally run out at the most crucial moment.

This encounter is meant to leave the PCs confused. They should be left wondering who has put a price on their heads, and will there be more attacks coming. After the run-in with Dante you can have them notice similar wanted posters in common venues like the Deuz Elm (see *Forges of Nuln* p.20).

Dante Cruziani



Career: Bounty Hunter (ex-Student)

Race: Human (Tilean)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
29	40	32	28	40	32	33	38

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	2	4	0	0	Spec

Special: Lucky - Dante is freakishly lucky. He has the number of PCs + 3 Fortune Points. Optionally, he could also have 1 Fate Point.

Skills: Follow Trail, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Reikspiel), Read/Write



Talents: Marksman, Rover, Sharpshooter, Specialist Weapon Group (Crossbow, Entangling)

Armour: Leather Jack

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

Weapons: Crossbow Pistol with 10 Bolts, Foil, Net

Trappings: Manacles, One Set of Good Craftsmanship Clothing, Bunch of Wanted Posters, Cologne, 8 gc

Description: Young Dante Cruziani was a disgruntled engineering student living in Remas, Tilea. On one night of particularly heavy drinking he accidentally exposed and subdued two wanted criminals and turned them in. The whole thing was actually one freaky accident that involved some carelessly heaped beer barrels. But that did not stop Dante Cruziani from thinking it was all his doing. The adrenaline rush was something he could never get from engineering. So, despite his family's protests Dante Cruziani left the university to pursue a life of bounty hunting. During the Storm of Chaos Dante learned that there was

good money to be made by snaring deserters. He traveled to the Empire and was able to achieve some success and make a name for himself.

In truth, Dante Cruziani is probably one of the worst Bounty Hunters in the Old World. But he has one thing going for him: he is incredibly lucky. It seems Ranald himself walks by his side.

Because of the success he has had due to his luck Dante has come to think he is actually incredibly competent. Therefore, he is cocky, overconfident, and willing to try his luck against any odds.

Dante Cruziani is a rather dashing young man. He has a Tilean style pointy-beard and long, black, curly hair. Dante is dressed in a typically Tilean way; his clothes are colourful and always of good quality. He wears a big hat decorated with a pheasant feather. His crossbow pistol is his weapon of choice.

Meeting Wolfgang von Drachensturm

A day after the Tilean's attack a man dressed in good quality clothing approaches the PCs. He is a messenger bringing a letter from Lord Wolfgang von Drachensturm. The man states his business and hands them the letter. Give the players *Handout #1*. If they refuse to go, another man will approach them a few days (and another Bounty Hunter attack) later. If they still refuse, they will never hear from Lord Drachensturm again, and Bounty Hunters will stop bothering them after a few weeks.

Lord Wolfgang von Drachensturm's house is about three hours' ride from Nuln. The austere two-storey mansion is not very welcoming. The windows are barred and a high iron fence surrounds the estate. Only one gate allows entry. Three vicious bloodhounds guard the grounds and bare fangs at the PCs. An armed Valet welcomes them and escorts them to Lord von Drachensturm's study. With a **Routine (+10%) Perception Test** they notice that there seem to be very few servants. Also, any character with appropriate skills such as **Silent Move** or **Shadowing** notices that the floorboards squeak with each step as to make sneaking more difficult.

The Lord's study is rather gaunt. A big hearth keeps the room warm. A huge bookshelf with litters of books and strange objects dominates the wall behind the man. With a successful **Average (-10%) Perception Test** they will notice such books as *Wilhelm Leiber's The Loathsome*

Ratmen and all their Vile Kin. The bare stone walls are covered with elegant tapestries depicting Sigmar and Mandred the Ratslayer. Above the hearth there is a dark hued painting of strange rat like creatures emerging from darkness with their fangs bared. The painting has an ominous quality to it. Wolfgang von Drachensturm is sitting behind a massive desk and rises to meet the characters. They can't miss the loaded pistol on the table.

"Thank you for answering my invitation ladies and gentlemen. You have my apologies for any inconvenience this meeting might have caused you. As I am sure you value your time as much as I value mine, I will spare you from all the unnecessary pleasantries and idle chit-chat. Instead, I will be up front and state my business. I can make the bounty placed on your heads go away. But, in return, I need you to do something for me. Are you interested in hearing my proposal?"

Wolfgang von Drachensturm is a man who is not afraid to use heavy-handed means. Nor is he very subtle. Once he realised something must have happened to his agent he sent a word out to his intelligence network to keep an eye out for suitable candidates to investigate the matter. He specifically wanted outsiders (like the PCs) who are not involved in any local scheming. Once the PCs were spotted, von Drachensturm had contracts put out on their heads to create a problem he could then solve for them.



Lord von Drachensturm will make his offer only once. And he makes it quite clear it would be in their best interests to accept. If they hesitate, he offers to compensate them for their trouble with 10 *gc* each. If they still refuse, he asks them to leave, and they will never hear from him again. The bounty hunters will stop bothering them after a few weeks. If they, unwisely, choose to offend him the price on their heads will be pumped up to 30 *gc*, and bounty hunters will trouble them for a much longer time.

If the PCs accept, von Drachensturm tells them that his agent, Isidro Armantero, was assigned on a mission two weeks ago. Armantero arrived in the small town of Ashendorf and reported back. His second report was due three days ago. Since he has not heard from his best agent in time von Drachensturm suspects something must have happened to him. He wants the PCs to go to Ashendorf (although it sounds more like an order) and find out what has happened. He shows them the initial report he received from Armantero (give the players *Handout #2*). To any questions concerning the nature of Isidro's mission Drachensturm will only answers that he was investigating a secret society of heretics whose actions could have serious repercussions throughout Nuln.

Wolfgang von Drachensturm



Career: Noble Lord (ex-Noble, ex-Politician)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55	50	41	48	39	60	48	45

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	3	0	2	0

Skills: Academic Knowledge (History, Strategy/Tactics), Blather, Command +10%, Common Knowledge (the Empire, Tilea, Skaven), Consume Alcohol, Charm, Evaluate, Gossip, Haggle, Perception, Read/Write, Ride, Speak Language (Tilean, Queekish, Reikspiel)

Talents: Dealmaker, Etiquette, Public Speaking, Master Orator, Specialist Weapon Group (Fencing, Gunpowder), Schemer, Streetwise

Armour: None

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

Weapons: Best Craftsmanship Pistol with 10 Shots, Rapier, Dagger

Trappings: Best Craftsmanship Noble's Garb, Religious Symbol of Sigmar's Twin-tailed Comet, Mansion

Description: When he was still an ambitious young politician Wolfgang von Drachensturm was appointed an Imperial Ambassador to the Tilean city of Miragliano. While there, he learned, at the eleventh hour, of a Skaven plot to kidnap him and his family. He could not allow such a fate to come to his family. As the Skaven were bounding down the doors of his house, he administered poison to his wife and daughter, and, determined to die like a warrior, drew his sword. But death was denied from him. He was quickly overpowered and taken as a slave.

Von Drachensturm was held captive for weeks until a rescue party found the Ratmen hideout and rescued him. During his captivity a Skaven Grey Seer tortured him by burning foul occult symbols on his skin. After his rescue, Wolfgang tried to warn his peers in Altdorf about this insidious threat, but no one believed his wild stories of vile Ratmen. It was commonly believed that the loss of his family had shattered his mind. Von Drachensturm stubbornly refused to retire from service so he was sent to recover in Bilbali, Estalia. There a plan started to form in his mind. He would return to the Empire and expose the Skaven conspiracy. He would wage his own private war against this myth. While he was staying in Estalia he learned of Isidro Armantero and recruited him as one of his first agents.



Since then von Drachensturm has formed an extensive intelligence network. The Skaven conspiracy has become his obsession, and for years he has gathered evidence of the Skaven threat and the extent of their influence. He has dedicated his life to the matter to such an extent that it barely contains anything else. Although he can be social and follow the etiquette to the minutest detail, he considers himself a man of action. Efficiency and secrecy are words that he swears by. Von Drachensturm doesn't suffer fools gladly.

Von Drachensturm is now in his fifties. He is a stern man with a narrow face and inquisitive grey-blue eyes. His hair is silver with touches of white over the temples. His beard is always meticulously trimmed. His obsession and the constant threat of assassins and spies have left deep lines on his brow. Von Drachensturm wears a dark blue vest embroidered with golden patterns. His clothes are always practical yet stylish without being extravagant.

Isidro Armantero



Career: Cloaked Brother (ex-Rat Cather, ex-Aggregator, ex-Demagogue)

Race: Human (Estalian)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	46	48	51	49	55	49	58

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	18	4	5	4	0	1	0

Skills: Academic Knowledge (History), Animal Care, Animal Training, Blather, Charm, Command, Common Knowledge (the Empire, Estalia, Skaven), Concealment, Disguise +10%, Dodge Blow, Gossip, Intimidate, Perception +10%, Read/Write, Search +10%, Set Trap, Silent Move, Speak Language (Reikspiel)

Talents: Etiquette, Flee!, Public Speaking, Resistance to Disease, Resistance to Poison, Secret Signs (Templar), Specialist Weapon Group (Sling, Gunpowder, Fencing), Street Fighting, Suave, Tunnel Rat

Armour: Leather Jack, Mail Shirt

Armour points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Rapier, 2 Daggers, Pistol with 10 Shots

Trappings: Disguise Kit, Hooded Cloak, Lantern, Notebook (hidden inside a secret pocket), 1 Dose of Black Lotus, Religious Symbol of Sigmar, 8 gc and 12 s

Description: Isidro Armantero made his living as a Rat Catcher in Bilbali, Estalia. One tragic day he and his colleagues were ambushed by the Skaven. He was the sole survivor. Isidro was convinced there was a reason why the gods have saved him. As a result, he took to the streets and became an agitator. His fervent public speeches of the terror living under the very feet of Bilbali's people raised much interest and following among the common people. But the ruling class was less enthusiastic. They ordered Isidro Armantero arrested.

Wolfgang von Drachensturm learned of this intense young man and figured he would make a great addition to his growing intelligence network. He approached the city rulers and offered to take the young man with him to the Empire. After a considerable bribe they accepted. Since then Isidro Armantero has been one of von Drachensturm's most efficient and trusted agents. Isidro feels he is honour bound to serve von Drachensturm and has committed himself wholeheartedly to his cause. He is a resourceful man who is quick to think on his feet. Von Drachensturm has trained him well, and he can handle himself in a wide variety of situations, from noble courts to city sewers. Passionate about his work, he is always careful to protect the interests of his Lord.

Isidro Armantero has a surprisingly refined way of carrying himself. He is a handsome man with wavy brown hair cut at shoulder length. His melodic voice is soft yet emphatic. He could easily be a regular visitor in many a lady's daydreams were it not for his dark eyes. Isidro's wearing line of work is reflected in his eyes, which appear cold and calculative, almost callous, at times.



What Has Happened to Isidro Armantero?

About two weeks ago Isidro Armantero unearthed clues that hinted at a heretical plan against the city of Nuln. The clues pointed to the small town of Ashendorf so he quickly made his way there. In Ashendorf Isidro rented a room at the Sordid Soothsayer boarding house and started his investigations. Within a week he had gathered evidence of cult activity in the town.

Armantero suspected Skaven involvement so he contacted the local Rat Catchers and ventured into the sewers with them. There he found definite proof that the Skaven were lurking under the streets.

At this point Ordo Triangulus became aware of his presence. Five days ago they sent one of their members to stick a warning on the door of his room at the boarding house. Isidro caught the Cultist redhanded and wounded the man with his rapier. But the Cultist was able to escape. But while he was doing the deed the Cultist was wearing a black mask.

The mask was a valuable clue to Isidro and from the local mask- and doll-maker he was able to find out who had commissioned such masks. He spied the home of this Konrad Rottmeier and followed him for a day. When he noticed masked Ordo Triangulus members make their way to a nondescript town house (Tarshalares Wintermoon's house) he perceived an opportune moment to break into Rottmeier's house. While he was investigating the man's offices he was captured by a Skaven Gutter Runner. He has been held prisoner, and occasionally interrogated, ever since. (See *Foulsqueek* on p.24 for more info on the Skaven plan concerning Isidro.)



CHAPTER II

Ashendorf

It takes the PCs approximately twelve hours to reach Ashendorf. The road leading to Ashendorf is wide and rather heavily used, though a bit muddy at the time. A ten feet high wall circles the small town and one can enter through one of three gates. Dark clouds over the town forebode squalls of rain.

The town has circa 750 inhabitants. Narrow cobblestone streets twist and turn between wooden shanties and one- and two-storey timber townhouses. People are out and

about, and small squares here and there are crowded with carts, stalls, and vendors. All in all, it seems like your typical, lively, Imperial town.

Ashendorf features all the establishments typical to a small town and all common items are readily available. Finding lodging takes a bit more time though, as many people have travelled to Ashendorf for the Marionetten Fest. Feel free to add any place, person or feature as needed.

Investigations

This part of the adventure centres on the PCs' attempts to uncover clues concerning Isidro Armantero's whereabouts. The structure of this chapter is loose, directed more by character actions than by events. It is recommended that the GM familiarises himself with this chapter before running it.

There are two important clues on Isidro Armantero's letter (*Handout #2*). Firstly, they should investigate the Sordid Soothsayer boarding house. And secondly, they should talk to the local Rat Catchers. This adventure is much more enjoyable if the GM creates a mood of mounting tension and invisible, hidden threat. This is largely achieved by pacing the scenario properly and dishing out hints in

a graduated manner starting with small, passing incidents before moving on to more obvious and factual clues.

Therefore, it would be advisable that the PCs investigate the boarding house first and follow the clues found from there before meeting the Rat Catchers. To achieve this you could make the Rat Catchers unavailable at first. Or it might take the PCs awhile to track them down. How long the PCs take with the investigations is up to the GM. It could be anything from a day and night to several days. The climax of the adventure takes place on the night of the Marionetten Fest. The actual time of the fest has been left open to allow the GM to pace the adventure as it best suits him.



Ashendorf Encounters

These encounters can be used to liven up Ashendorf and create a mood appropriate for this scenario. You should start with the first events before moving on to the subsequent ones.

- 1) The PCs see a small girl feeding her pet mouse, Karl-Franz, promising to protect it from the big, bad rats.
- 2) The PCs overhear an older woman gossiping how Elise, the baker's wife, found another rat from their cellar. And she swears the rat was wearing an earring!
- 3) As one of the PCs leans against one of the town's wells he hears a splash. When he turns to look, the only thing he can see is ripples in the water.
- 4) As the PCs are staying at an inn, big rats hide in their backpacks.
- 5) Just as the PCs are falling asleep they hear rustling and scraping of claws. The sounds seem to come from underground (or the roof if they are staying at second floor). If they investigate, the sounds immediately stop, only to repeat when they go back to sleep.
- 6) While walking down the street one of the PCs sees a pair of gleaming red eyes staring at them through the slits in a manhole cover. Another PC sees the same thing a few blocks later. Alternatively, the eyes can stare at them through a slit in a cellar door.
- 7) Have the PCs roll a few Sixth Sense Tests as they get the feeling they are being followed. If they investigate, all they can find is strange paw marks leading to a cellar door, or claw marks leading to the rooftops.
- 8) While walking down one of the narrow side streets, the PCs notice a symbol: three lines intersecting to form a triangle. It is done in excrement on the side of a house. A family with two children lives in the house. The PCs could see the same symbol on some manhole covers as well.
- 9) The PCs see a cowled figure in rags hunched over and talking to rats at an alley. A coach cuts their field of vision momentarily. When it has passed, the figure has disappeared and the rats scatter.

The Sordid Soothsayer

The Sordid Soothsayer is a boarding house on the fringes of Ashendorf. The proprietor is one Helga Knopp, a plump woman in her forties with a rapidly greying hair and sunken eyes. She is not very welcoming, as she sees guests only as an unavoidable annoyance. She runs the place with her Halfling cook (and part-time lover) Ludo. The place is a dump. Besides the common room and the kitchen there are eight rooms, four on either side of a corridor. Only two of the rooms are occupied at the moment, both by folks out of town who did not know better. If the characters are civil with Helga an Easy (+20%) Charm Test will learn them that she rarely saw Isidro, and he always paid in advance for a week at a time. He hasn't paid for this week though, and Helga is about to throw his stuff out. If the PCs pay for the week (2 *gc* should cover it) she allows them to examine Isidro's room. The room number 4 is at

the end of the corridor, on the left side. With a Routine (+10%) Perception Test they notice there are big blotches of dried blood in front of the door and in the hallway. If they ask about this from Helga, she recalls hearing some hue and cry from the hall maybe five or six days ago. As she came to investigate a man wearing a mask ran by him, clutching his side. She doesn't remember anything specific about the man or details of the mask. (Note: The man was a member of Ordo Triangulus trying to leave a threatening message on Isidro Armantero's door. The blood is his as Isidro stabbed him.) If the PCs do not realise to ask her about this (it can be a vital clue), and get stuck in their investigations, you can have Helga bump into them later and tell them that she remembered this one thing after they had left. The room is bare with only a grimy window, a mattress, a bucket, and a stained, shabby table.



There are several items of interest inside though. First of all, on the desk there is a crumpled piece of paper. This is the threatening note from Ordo Triangulus. The note says: *Keep your nose out of local matters or else...* The interesting thing about the note is that it is handwritten on a reverse side of a printed prophecy of some kind. A further examination also reveals that there is a slit in the middle of the pamphlet; the knife the Cultist used to pin the note on the door is also on the table. A Challenging (-10%) Perception Test reveals a strange triangular symbol

(the symbol of the Horned Rat) engraved on the hilt.

After examining the room and questioning Helga the PCs should have two leads to follow. They can look for someone, a Barber-Surgeon or a Physician, who might have patched up a man with a puncture wound. Judging by the amount of dried blood he must have been bleeding pretty badly. The second option is to further investigate the matter of the pamphlet. Both of these options are presented next.

Investigating the Wounded Man

There is only one man in Ashendorf who attends to the sick and the wounded. He is easy enough to find, the PCs only need ask any local about a doctor and they will be directed to Reinhold Grafenberg. He has a practice on the edge of the main square. He is quite popular and most people trust his skill with all the off-putting blades and saws.

The wounded Cultist did come to see Reinhold Grafenberg five days ago. And he is yet to leave. The rapier wound was severe enough to condemn him to bed rest for a long while. But besides the injury the man's mental health seems to be in jeopardy too – he is absolutely paranoid. Reinhold Grafenberg tended to his wound five days ago. Ever since the man came to, he has been too terrified to leave his practice. The man, whom the Barber-Surgeon hadn't seen previously, seemed harmless enough so he has let him stay so far. If the PCs treat Reinhold with at least some respect and offer a somewhat plausible reason why they are looking for the wounded man, he takes them to the backroom where the man is resting. He warns them not to burden the man too much and stays in the room during the questioning.

The man's trappings are on a side table. The most interesting item is a peculiar black mask. The simple mask vaguely suggests the features of a rat with a long snout. With a Routine (+10%) Perception Test they notice that the inside of the snout smells heavily of herbs (The Cultists stuff the snouts with herbs to protect themselves against foul Warpstone vapours). The bloodied dark green robes he was wearing at the time of the incident are on the table as well. There is also a silver pendant with a sigil: three lines intersecting to form a triangle. With a successful Routine (+10%) Charm Test, or a good reason, Grafenberg allows them to take the items.

Questioning the Cultist is a hopeless task. He is terrified beyond reason. In his paranoid state he is only able to utter meaningless sentences like: "*They are coming for me! They will kill me for failing them... They will send the Rats after me! I can see their gleaming red eyes! I can hear them skittering, their claws scraping! I am a dead man...*"

You can allow the PCs an Interrogation Test (The Barber-Surgeon will not allow them to torture him) but there is little they can glean from this wretched individual. Grafenberg can tell them that he has been like this ever since he dragged himself in here.



Reinhold Grafenberg



Career: Barber-Surgeon

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	28	32	34	45	38	36	35

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	1	0

Skills: Charm, Drive, Haggle, Heal, Perception, Read/Write, Speak Language (Breton), Trade (Apothecary)

Talents: Resistance to Disease, Suave, Surgery

Armour: Leather Apron, Skullcap

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

Weapons: Barber-Surgeon's Tools (Dagger)

Trappings: Trade Tools (Barber-Surgeon)

Description: Reinhold Grafenberg is, first and foremost, a pragmatic man. He has the ability to take a hands-on, feet on the ground approach to life's problems. Reinhold is a trusted member of the community. He is the leading medical authority in Ashendorf and therefore his word carries some weight around here. He is not interested in getting involved in local politics though. He just wants to give the best care possible to his patients and to provide for his family. Reinhold Grafenberg is one of those rare people who actually want to help their fellow man without looking for something in return. Reinhold Grafenberg is also just the sort of man who makes a good ally for the PCs. He doesn't know anything about Isidro Aramantero. Reinhold Grafenberg is the only man in Ashendorf Jago Stamm trusts. Stamm adores Reinhold's daughter, Ilse, and often sends her gifts. Reinhold knows Stamm's secret. If the PCs bring Ilse the doll from Stamm (*see p. 16*) and they have been civil with Reinhold earlier, he can tell them about Stamm's condition, but only if asked.

Reinhold Grafenberg is a tall man with sandbrown hair. His has a long moustache and goatee. He usually wears a bloodstained apron and a utility belt with his most trusted blades.

Investigating the Pamphlet

Buchman's Printing House

There are a few ways to approach the matter of the pamphlet. The PCs might look for a printing house that has printed the prophecy. In this case they will find themselves at Buchman's Printing House. It is a small and run-down printing press that is barely able to stay in business. The owner is one Hesekiel Buchman. This pallid and impossibly thin man with ink-stained hands seems nervous and jumpy. He recognises the pamphlet immediately as he prints these weird prophecies for Tarshalaes Wintermoon every now and then. He can direct them to her house. If they visit him in the morning, he says they might have better luck finding her at the Town Park.

With a successful Routine (+10%) Perception Test the PCs notice a pile of pamphlets under a side table. These pamphlets have clearly been printed for an Agitator or a Demagogue. They state in bold letters how the Church of Sigmar in Nuln is avaricious and corrupt, oppressing the common man. If confronted about the matter Hesekiel almost bursts into tears. Clutching their clothing, he pleads to them not to inform the Sigmarites about the pamphlets, as they will without a doubt burn him at the pyres. He is almost bankrupt and in order to stay in business and feed his family he must take any and all jobs he can get. He remembers that the two men who commissioned the job were wearing dark green hooded robes. If asked, he will tell them that the men are supposed to pick up the pamphlets in the evening of the Marionetten Fest.



Tarshalares Wintermoon

If the PCs ask around the town about the prophecy most people who are able to read recognise it as one of the strange prophecies Tarshalares Wintermoon distributes to the people of Ashendorf every now and then. Most people don't pay too much attention to them but they enjoy reading them as they are usually quite poetic. Most will speak of her with reserve, thinking she is spooky and "knows things she is not supposed to know". Her townhouse is in the better part of town, near the park. A successful **Challenging (-10%) Gossip Test** learns them rumours that her place is a secret Mandrake Root Den for Ashendorf's well to do.

Tarshalares Wintermoon can be found either at her town house or in the park, depending on when the PCs come looking for her. She is wary of the PCs at first, as she is wary of anyone. If the PCs helped her earlier (see Optional Encounter below)

Optional Encounter

While near the Town Park, the PCs see three ruffians threatening an Elf woman. A local man by the name of Udo Kraus died of the Green Pox three weeks ago. These ignorant peasants are certain his death was the work of the Elf Witch living next door to their late cousin. Now they are here to avenge the untimely death of Udo.

The ruffians (*use Bandit stats, WFRP p.233*) believe that the tree is the source of the Witch's powers and intend to cut it down. Tarshalares is standing under the tree, her dagger in hand; ready to protect the sacred Amrazor. The ruffians flee as soon as one of them is seriously injured.

she will be more welcoming, although she won't consider herself friends with them by any means. The PCs have to do some serious convincing before Tarshalares Wintermoon reveals them anything, especially if there are any Dwarfs in the party. Showing her how her pamphlet has been misused is a good start. To keep the PCs on their toes with the Elf have her occasionally stop to stare intently at one of them and then refer to some fact about the character she could not have known. If they ask about the masks or robed figures, she reveals that a strange group of men occasionally meets at her Den. They wear dark green, hooded robes and black rat masks. She thinks they call themselves Ordo Triangulus, or something like that. She

does not know what they discuss in these meetings as they make an effort to speak in whispered voices when she is within earshot. She believes they are just a group of rich men who seek little excitement from pretending to have a secret society while using Mandrake Root. To her, Humans are just plain weird. The last time they were here one of them forgot his amulet. It is a silver amulet with a sigil: three lines intersecting to form an inverted triangle.

Tarshalares Wintermoon



Career: Seer (ex-Envoy)

Race: Elf (Exile)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	49	30	30	45	45	50	47

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	5	0	0	0

Skills: Charm, Common Knowledge (Elves, The Empire), Evaluate, Gossip, Haggle, Perception +10%, Read/Write, Speak Language (Reikspiel, Eltharin), Trade (Merchant), Magical Sense

Talents: Aethyric Attunement, Coolheaded, Excellent Vision, Seasoned Traveller, Keen Senses, Luck, Meditation, Night Vision, Resistance to Poison

Armour: None

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

Weapons: Good Craftsmanship Dagger

Trappings: Black Robes, Religious Symbol of Sarriel, Vial of Amrazor Poison, Bunch of Prophecy Pamphlets, Mandrake Root Den

Description: Tarshalares Wintermoon had served as an Elf Envoy in Nuln for decades. On one of her trips to her ancestral home of Laurelorn Forest her journey took her through Ashendorf. Tarshalares was surprised to find a rare tree, sacred to Elves, growing in the Town Park. As she marvelled at the big tree with grey leaves she was bitten by a snake living in the tree.

It was an Amrazor, a black and yellow snake the Elves revere as one of the sacred protector spirits of the forest. Amrazors are believed to be embodiments of Sarriel, the Elven God of Death and Dreams. Its bite is extremely poisonous and causes severe hallucinations and fever as the victim slowly dies in agony. But it is whispered among the Elves that sometimes the dying is lured from Sarriel's embrace by Khaine, the God of Murder.

Once bitten, the she-elf succumbed into a world of prophetic visions and high fever for six days. On the seventh day she suddenly came to her senses and found out her wounds had healed and her body felt strong and energetic. And since then she has seen prophetic, and often violent, visions.

Tarshalares soon found herself to be an outcast among her people as they believed she was touched by death, and

Khaine. Before long she forfeited her name and left Nuln to live in Ashendorf. Now her life resembles that of a monk. Tarshalares believes her visions come from Sarriel. Her days consist of prayer and meditation to the god, and trying to decipher the visions she receives from inhaling or ingesting the Amrazor's poison. She also seeks to turn the disturbing visions into works of art such as poems, pictures, or wooden sculptures. It can be argued that most of her prophecies are selffulfilling but every now and then she seems to get it right.

Tarshalares lives in a simple wooden building near the Amrazor tree. She has become quite a skilled herbalist and is very adept at handling poisons. That is how she came to make a deal with some of the leaders of Ashendorf; she is allowed to claim the Amrazor tree as her own and these men can use her basement as a secret Mandrake Root Den. Commoners find her quite eccentric and even a little scary at times (when she says something about them she could not have possibly heard from anyone). But, all in all, she is well-liked and they are proud to have an Elf as a neighbour. Tarshalares is a beautiful Elf with delicate features and almond-eyes. She is always dressed in black robes and dyes her hair black. She also decorates her hair with raven feathers. Like most Elves, she can seem quiet emotionless at times.

Rat Catchers

The tavern Graf's Undoing serves as a guild house for the local Rat Catchers. The Graf's Undoing is a rather lowly establishment with only a few patrons sitting there at any given time. Strong beer is pretty much the only item on the menu.

Right now, the Rat Catchers are in mourning. Raff, one of their small but vicious dogs, has died. The corpse is under a cloth on one of the long wooden tables. The Rat Catchers are gathered around the table and Nestor, a veteran, is stammering an impromptu prayer to Taal and Morr. Once he is finished the Catchers are willing to talk with the PCs, especially for a beer or two. They remember Isidro Armantero well as he was respectful and treated them like equals. He came to see them about a week ago, and they accompanied him down to the sewers. He was clearly looking for something in particular, and after maybe two hours below the streets they found a strange chamber the Rat Catchers had not seen before. The chamber had strange markings all over the walls and smelt even worse than sewers usually do. If the PCs ask, the Rat Catchers agree to take them to the chamber against a small fee of 2 s per PC. If they ask about the dog, they say that it

died this morning in the sewers. It had chased a rat deep into the tunnels when they heard it squeal and found it lying in a pool of its own blood, bitten to death. With a Routine (+10%) Charm Test Nestor removes the cloth to let them have a look. PCs with appropriate skills such as Animal Care or Animal Training can tell that the bite marks are much too large for a common sewer rat.

Rat Catchers (4)

Career: Rat Catcher

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	37	28	36	43	27	35	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	0	0	0

Skills: Animal Care, Animal Training, Concealment, Perception, Search, Set Trap, Silent Move

Talents: Resistance to Disease, Resistance to Poison, Specialist



Weapon Group (Sling), Tunnel Rat

Armour: None

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

Weapons: Sling with Ammunition

Trappings: Pole with 5 Dead Rats, 4 Animal Traps, Small but Vicious Dog

Description: These brave men are the pest controllers of Ashendorf. Rats are their main enemy. They spend great deal of time in the sewers, wading through rivers of filth in search of their prey. They have never seen any Skaven and believe the Ratmen are just a myth.

The Sewers

The sewer system under Ashendorf covers the whole town. The best maintained parts are naturally under the centre of the city where the wealthy live. There the tunnels are 2 yards wide with a 2 feet wide walkway. Manholes are set at regular intervals. The further one moves from the centre the more confined the tunnels get. The walkway is narrower, if there even is any. The distance from one manhole cover to the next can be quite long.

The Rat Catchers give the PCs some pointers on how to move in the sewers. Nestor instructs them to keep the lanterns to their front and back in sight at all times as they do not want to get lost down there. He also tells them to use a cloth to cover their mouths and noses against the smell.

Let the dreadfulness of the sewers fully hit the PCs. The tunnels are narrow and dark, pitchblack at times. All kinds of sinister sounds echo from the walls. And then there is the awful smell. Even with the cloths the stench is still overpowering. The PCs must succeed in a **Challenging (-10%) Toughness Test** or suffer a -10% penalty to any **Intelligence** and **Willpower Tests** while in the sewers. They can easily feel nauseous and claustrophobic.

The journey from the manhole by The Graf's Undoing to the secret chamber takes about an hour. The chamber is a shrine and a nesting area used at times by the Skaven. It is approximately fifteen feet by ten feet. The walls are covered with strange markings, and the floor is littered with filth and faeces. A large inverted triangle is engraved on the far wall.

The smell in the chamber is absolutely abhorrent and a successful **Challenging (-10%) Will Power Test** is required to enter the chamber. Searching the space reveals only bones, a gnawed at doll, and a few rusty blades. A successful **Challenging (-10%) Search Test** reveals 1d10+2 gc among the filth. It is hard to tell in the darkness but there is something

strange about the coins. These coins are actually from the first sample lot made by Ordo Triangulus, and were given to the Skaven as samples. They have a strange mouldy green glow to them and the triangular symbol of the Horned Rat on the tails side. Anyone handling the coins must make a **Very Easy (+30%) Toughness Test** or gain a mutation. (Note: If the PCs are not getting anywhere with their investigations, you can have them find a black mask here.)

As the PCs are searching the chamber the Rat Catchers start to get anxious to leave. You should have the Players roll a few Perception Tests to make them nervous. You might even roll a few tests yourself, just to get them looking over their shoulders. When they leave the chamber, the Skaven launch their ambush!

Suddenly, the PCs are caught in a horribly chaotic, confusing and terrifying confrontation in the confined, pitch-black tunnels without knowing what is happening. The purpose of this encounter is to give the PCs a hint that the mythical Skaven might not be so mythical after all, and to make the Ratmen seem even more scary and dangerous when they finally come face to face with them in the climax of the adventure. But, at this point the PCs will not see the Skaven clearly enough to be absolutely sure. To achieve this, the PCs should not get into a fight with the Skaven just yet, so the Ratmen attack the Rat Catchers instead, and the PCs should concentrate on trying to survive.

To create the chaotic mood appropriate for this scene have the PCs roll **Agility Tests** or fall into the effluent. They could drop their weapons or their lanterns, and then try to feel their way in the darkness, or try to fish them out from the sewage. They see only shadows or glimpses of sinister hunched figures attacking the Rat Catchers in the shifting light of lanterns. They hear screams and weird squeaks. One of the panicking Rat Catchers could accidentally take a swing at them in the darkness. They could even feel wet and tangled fur brush against them.

The attack is over as quickly as it started as the Skaven retreat back into their secret tunnels. The PCs are left with the task of gathering any wounded survivors and finding their way back to the surface, possibly without any light source. With a lantern etc. it will take them $1d10/2 \times 10$ minutes to find a way out. Without a light source it will take them $1d10 \times 10$ minutes. Each degree of success in a **Challenging (-10%) Navigation Test** will reduce this time by 10 minutes (to the minimum of 10 minutes). The venture into the sewers also calls for a test against contracting some nasty disease of your choosing, especially if the PCs were wounded or fell into the effluent (see WFRP p.136).



Master of Puppets

The strange rat masks should eventually lead the PCs to Jago Stamm, the Puppet-Maker. Finding Stamm's place is quite easy; most townspeople know of him and his shop is in the Artisan's Quarter. The shop itself can be easily identified from a puppet perched on top of the door. Jago Stamm has a reputation that extends far beyond Ashendorf. His skill in making dolls and masks is well-known in Nuln. Countless nobles have sought his services in the past to get a quality mask for one of the Countess' many parties. But things have changed lately. People are whispering that the loss of his daughter was too much for Stamm to bear, and he is slowly losing his mind.

A chime rings when the PCs enter the Puppet-Maker's shop. The interior of the shop is a sight to see. The walls are covered with masks of all designs imaginable, from eloquent, white masks to colourful, feathered ones. The many dolls are on display on wooden shelves. It is impossible to avoid the feeling that their eyes follow you around.

Jago Stamm sits behind a worktable, adding the finishing touches on a doll. As the characters address him he puts on a hand puppet before answering (see *Character Description* below). Then he addresses them through the puppet, which can be a little off-putting. Another doll on his shoulder keeps mocking the PCs, spewing acrimonious comments. If there are any Wizards or Priests in the party, it will target them. An **Average (+0%) Perception Test** tells them that, at times, all the three dolls on him seem to speak simultaneously. No small feat for any ventriloquist.

If the characters behave respectfully and don't let Sha'ffagn'Zheee get to them, Jago Stamm asks them to deliver the doll he is just finishing to Reinhold Grafenberg's daughter. If they agree, he readily answers all their questions.

Jago Stamm remembers that a man matching Isidro Armantero's description came to his store to inquire about a certain mask – a black rat mask to be precise. He told him what he tells the PCs now: the masks were commissioned by Konrad Rottmeier, a local merchant. At this point Sha'ffagn'Zheee laughs diabolically. Recently, Herr Rottmeier asked him to make two new masks, and they are almost finished. He is supposed to collect them on the evening of the Marionetten Fest (Rottmeier will send one of the Cultists to fetch the new masks).

Note: If the PCs think it would be a good idea to take the masks and disguise themselves as Cultists you might want to adjust the number of masks to match the number of your players to allow them all to participate in the caper. Jago Stamm will not just hand them the masks though. He needs to be convinced that the PCs have a legitimate reason for taking them.

Jago Stamm



Career: Artisan (ex-Tradesman)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
26	27	29	36	57	39	47	28	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	13	2	3	4	0	1	0	

Skills: Gossip, Drive, Haggle, Evaluate, Perception, Read/Write, Trade (Dolls, Masks) +10%, Ventriloquism +10%

Talents: Artistic, Savvy

Armour: None

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

Weapons: None

Trappings: Trade Tools, 3 Special Puppets, Shop

Sha'ffagn'Zheee

Description: Jago Stamm's story is a tragic one. On one hand he is a master artisan of unparalleled skills; on the other hand he is a man rent with grief. His wife died giving birth to their only daughter, Frieda. Ten years later, when Jago Stamm had become an esteemed maker of dolls and masks, Frieda caught the Green Pox and died. Jago Stamm was devastated. He did not know how he could go on living without his beloved daughter, and in his despair he turned to the Ruinous Powers.

During the years Jago Stamm has made dolls to all kinds of customers. Now he contacted one of them, a Wizard, and asked for help. For a few favours the Wizard provided him with a ritual that allowed him to contact Sha'ffagn'Zheee, a Lesser Daemon of Tzeentch. The Puppet-Maker made a pact with the Daemon. It taught him how to perform a ritual that would bring Frieda's spirit back to life. The ritual stated that Jago Stamm was to make a doll and then the ritual would bind Frieda's spirit to the doll. He performed the ritual in the backroom of his shop. But the Ruinous Powers are not to be trusted. The ritual went wrong. Horribly wrong. Frieda's spirit was bound to the doll, but it was hopelessly insane. It was only able to giggle and repeat its name. To make matters worse, the Daemon possessed Stamm's body as part of the pact. A horrendous growth of pink flesh with three sharp-toothed maws grew on Stamm's shoulder. As Sha'ffagn'Zheee is just a Lesser Daemon it isn't very powerful, and so they ended up inhabiting the same body.

To hide his condition Jago Stamm made a doll he can put on the Daemon to conceal it. He also keeps the insane Frieda doll fastened to his other shoulder. These two often talk; one giggles as the other taunts the Puppet-Maker. To further disguise the nature of these dolls Jago made a hand puppet for himself. Now he only talks through the puppet, trying to give the impression that he is a ventriloquist. This cacophony of talking dolls causes many people to believe Jago Stamm is going crazy, the grief of losing his daughter driving him out of his mind.

Jago Stamm is an unremarkable looking, short, and wiry man who wears spectacles. His hair is already completely white even though he is only thirty years old. The hand puppet he wears looks like a jester with a black and white dress. The Frieda doll looks like a small, rosycheeked girl. And Sha'ffagn'Zheee looks like a fiery, flaming dragon.

Career: -

Race: Lesser Daemon (Tzeentch)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25	-	20	40	-	48	44	15	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
2	16	2	4	-	2	-	-	

Special: *Stable* - Sha'ffagn'Zheee does not suffer from Instability until the Frieda doll is destroyed. *Limited Spellcasting* – Because of its limiting form Sha'ffagn'Zheee is able to cast only the following spells from Dark Lore (Chaos): Vision of Torment (Always considered to have the ingredient), Boon of Chaos, Burning Blood, Lure of Chaos.

Skills: Speak Arcane Language (Daemonic, Magick), Speak Language (Dark Tongue), Speak Language (Reikspiel), Intimidate, Perception

Talents: Aethyric Attunement, Daemonic Aura (TB +2 against non-magical weapons), Night Vision, Frightening, Resistance to Magic, Petty Magic (Arcane), Lesser Magic (Dispel), Dark Lore (Chaos)

Armour: Tough Skin

Armour points: Head -, Arms -, Body 1, Legs -

Weapons: Bite

Trappings: Jago Stamm

Description: Sha'ffagn'Zheee is a Lesser Daemon of Tzeentch. It has partly possessed Jago Stamm's body and seeks to do the Great Mutator's bidding through this human vessel. So far the doll-maker has proved surprisingly resilient though. Sha'ffagn'Zheee is able to talk and insult and makes poignant comments about people in Stamm's vicinity. Any attempt to physically remove or destroy the Daemon will result in Jago dying from a heart attack.

Getting rid of Sha'ffagn'Zheee is easy in theory. All that is needed is the destruction of the Frieda doll, and the Daemon's hold on Jago Stamm will break. Then it can be physically destroyed. The problem is that there is no way Stamm will let anyone harm Frieda (destroying the doll will actually free her spirit). There could be other possible ways to banish Sha'ffagn'Zheee. For example, the PCs could use the Ritual of Exorcism (*see Tome of Corruption p.127*). Allow your players to be creative. If they can come up with a plausible way of getting rid of the Daemon then let them pull it off.



Summary of the Investigations

The different leads the PCs can follow are quickly summarised here. Searching the boarding house they can find two major leads: the pamphlet with the prophecy and the fact that a strange man was wounded while sneaking around Isidro's room. The pamphlet will take them either directly or via the Printing House to Tarshalares Wintermoon. Both of the major leads give the PCs one significant clue: the Cultists are wearing black rat masks.

The mask leads them to Jago Stamm, the Puppet-Maker, who in turn can tell them who commissioned the masks. The climax of the adventure takes place on the night of

the Marionetten Fest. The PCs now have at least two options to find the Cultists and their base. They can shadow the Cultists coming for the anti-Sigmar pamphlets, or they can shadow (or interrogate etc.) the Cultist coming to fetch the new masks from Jago Stamm.

Note: It is possible the PCs want to go and find Rottmeier's place by themselves, after they learn his name from Stamm. However, Rottmeier's Glassworks is closed due to the Marionetten Fest. If they plan to break in you should drop them a hint that it will probably be easier to sneak in during the festival.



CHAPTER III

The Marionetten Fest

The Marionetten Fest is a big annual festival in Ashendorf. Ever since the incident with the plague and the stolen children, the townsfolk have had a curious habit. Every house, especially those that have children, keeps dolls in their homes. The belief is that if the Ratmen return, they will steal the doll instead of the child. So, in a way the dolls serve as protective talismans. After a year the dolls are believed to have soaked up so much evil energy that they must be disposed of. So, every year in the Marionetten Fest all the old dolls are taken down and to the main square. There all the dolls are burnt upon great pyres as the townsfolk celebrate another successful year free from evil. The week leading up to the festival is spent making new dolls and preparing for the festivities. This is a hectic time in Ashendorf, and the PCs will certainly notice the extra excitement. The festival begins at sunset. People take down their dolls and families join others to parade around the streets, holding their old dolls high up in the air, and sing traditional songs. The mood is cheerful and merry.

The people of Ashendorf have naturally heard of Countess Emmanuelle's lavish parties. The Marionetten Fest is their imitation of the extravagant parties of the nobility. Many people wear masks, mostly self-made but some have bought theirs from Jago Stamm. It is the same thing with the dolls. As the Marionetten Fest is a fire festival all kinds of small fires; candles, torches, and lanterns, are lit all around the city. Some people light up their doll already at home and then walk around the town with a burning doll. After people have paraded around the town they gather at the main square where they will say a few prayers and then toss their dolls upon large pyres. The main square is where most of the action happens. Selected townspeople perform, recreating the tragic events in front of the cheering crowd. They even have Skaven costumes and all. The main square is littered with stalls and vendors, entertainers like fireeaters and jugglers etc. As a precaution most of the village watchmen are on duty as firewatchers.

Festival Encounters

Below is a list of some events the PCs might encounter during the festival. If they chose to trail the Cultists to their hideout, then you can use these to make the shadowing more interesting and challenging. To add some irony to the aftermath, you are encouraged to use encounter number 7.

1 – A Fire-eater stands on a corner and breaths huge balls of fire. Sparks fly high up into the night sky and the smell of alcohol hangs heavy in the air.

2 – A group of children re-enact the legend of the Skaven. A young boy dressed in a mock noble's garb and a crown whispers something to two boys dressed in rags. Then the ragged figures suddenly lunge for the other kids, chasing them around.

3 – A man is careless with his doll and his sleeve catches fire. Screaming, he pelts back and forth, trying to put out the flames. The Watchmen have difficulties penetrating the crowd to reach him. (See *Fire*, WFRP p.136)

4 – Two young Rakes are “slumming it” with their hangers-on. They try to pick a fight with the PCs (use Rake stats, WFRP p.235). Alternately, they try to molest any female PCs, groping them and suggesting all kinds of carnal activities.

5 – A Flagellant stands on a street corner and preaches to the crowds. He holds a burning doll in his hand and volubly speaks of the Enemy Within.

6 – It is traditional during the Marionetten Fest that women are allowed to be expressive of their emotions towards a particular man. A pretty peasant girl approaches one of the male PCs. She gives her doll to the PC to burn. This signifies that she wants him to protect her, and their child, in the future.

7 – A black coach is stuck on a narrow side street. It blocks their way and the PCs need to push to get it moving. A few successful **Average (+0%) Strength Tests** should do it. The coach is actually driven by one of Ordo Triangulus Cultists and is taking the Skaven Gutter Runner Hann'Zo to von Drachensturm's mansion (see *Aftermath* below).

This encounter is meant to add irony to the aftermath so do not let the PCs discover Hann'Zo.

Ironically, as the townspeople celebrate at the main square, another meeting takes place in the shadows. As people affirm their superstitions about the Ratmen and how they are now free of unholy bargains with these mythical monsters, some of the town's most influential men are entangled further in such a pact with the very real Skaven. Also, at the same time people burn their dolls in the great pyres, Jago Stamm is having his own "doll" burnt as Reinhold Grafenberg cauterises the dead flesh-puppet from his shoulder (if the PCs helped him that is).

At this point the PCs should have found out who commissioned the black masks. They know that a Cultist is coming to pick up the new masks this evening. They might also be aware of the two Cultists going to pick up the anti-Sigmar pamphlets tonight. The Cultists will fetch

these items and then make their way through the crowds to Rottmeier's Glasswork's. No-one will pay any extra attention to another masked man or two. The PCs could capture and interrogate the Cultists in which case they need to succeed in an **Average (+0%) Interrogation or Torture Test**. Or they might want to trail the Cultists to their secret hideout. In this case they should make an **Opposed Shadowing Test** against the Cultists' Perception. To add some excitement to the scene you can use the festival encounters provided above. Use them to hinder the PCs and make it more challenging for them. You might even have them lose sight of the Cultist momentarily and then have them pelt back and forth before picking up his trail again. Eventually, the PCs should find their way to Rottmeier's Glassworks.

Rottmeier's Glassworks

Rottmeier's Glassworks has been the Rottmeiers' family business since the days of the Skaven incident. It provides Nuln with glass items such as stained-glass windows and simple containers. Ordo Triangulus continuously work the foul symbols of the Horned Rat into these items. The glassworks is located on the outskirts of Ashendorf, near the East Gate. It is in the Industrial Quarter where all the similar businesses have congregated. The quarter is quiet at the time of the festival as most people have gathered at the main square.

The glassworks is actually two buildings. The building next to the streets features the offices of the company. The glassworks, where the actual glassblowing is done, is in the building behind the offices. The two buildings are connected by a wooden walkway.

The Offices

The office building is a tastefully decorated twostorey brick building. The first floor contains a large reception room, private meeting rooms for entertaining customers, and lavish display rooms. The offices and living quarters are on the second floor.

The front door is locked and must be opened with a successful **Average (+0%) Pick Locks Test** or **Average (+0%) Strength Test**. The windows are barred, and need a successful **Hard (-20%) Strength Test** to open.

Konrad Rottmeier's Office

Konrad Rottmeier's office is neat and tidy. All the papers and ledgers are in order on the shelves. The documents are mainly customer logs, schedules, and invoices of raw material purchases. An **Average (+0%) Search Test** reveals a receipt of payment made to Herr Stamm for two masks.

Konrad Rottmeier's Private Room

Konrad Rottmeier lives here. The door is locked and must be opened with a successful **Average (+0%) Pick Locks Test** or **Routine (+10%) Strength Test**. Contrary to the neatness of his office Rottmeier's private room is a mess. The room smells heavily of Mandrake Root. Tapestry featuring a giant horned rat's head with the triangular symbol on its forehead hangs on the wall. There is a soiled bed in one corner. The desk is littered with papers. An **Easy (+20%) Search Test** reveals one important document. It is a map of Nuln with twelve locations clearly marked, and such names as Sigmar and Magnus the Pious written next to the markings. This is, of course, a map of all the offertory boxes in Nuln. There are also notes with strange calculations, diagrams, and mixing ratios for Warpstone and different metals. In the closet there are two extra Ordo Triangulus robes (again, you can adjust the number of the robes if you want all your PCs to disguise themselves as Cultists).



Empty Office

Isidro Armantero is held captive in one of the empty offices on the second floor. He is manacled to the back wall (a Challenging (-10%) Pick Locks Test or a Hard (-20%) Strength Test to open the manacles). He has been tortured for several days and is in no condition to walk. His voice is a rasping whisper:

"I was... captured by the Skaven... They... meeting... tonight... the Glassworks. They... forced me... to write a letter... to... von Drachensturm... they will use it... to get... a Skaven assassin... close enough... to kill him... You must... help... Stop the... meeting... and... save von Drach... take my... notebook... cloak..... Sigmar save us..."

Then he passes out. Rottmeier has given him poison he received from the Skaven, and the foul substance is burning its way through his veins. There is nothing the PCs can do; Isidro will be dead within an hour. An Average (+0%) Trade (Apothecary) or similar Test reveals them this. Note: It is appropriate for this adventure that Isidro Armantero dies, so you should not allow the PCs to save him. They most certainly should try to save him though.

Store Room

Isidro Armantero's possessions are here, scattered on the floor. His notebook is inside a secret pocket in his cloak; a Challenging (-10%) Search Test to find it (Routine (+10%) if they know to look for it).

Armantero's notebook contains notes on Ordo Triangulus' plans. It also has extensive information concerning the Skaven and the extent of their influence. The notebook contains the following clues:

- The name of the cult is Ordo Triangulus and they worship the Horned Rat, the dark deity of the Skaven.
- Ordo Triangulus is meeting with the Skaven on the night of the Marionetten Fest to get some Warpstone Dust.
- They will use the Dust to make Warpstone-laced coins.

You can use the notebook to provide the PCs with any clues necessary for them to put together Ordo Triangulus' evil plan.

The notebook has a wealth of information on the Skaven. If you want, you may allow the PCs to learn the skill Common Knowledge (Skaven) after extensive study of the book.

The Glassworks

The glassworks is a menacing looking brick building with leering gargoyles and plumes of smoke rising from the chimneys even at this hour. Inside, there is a large hall with three large furnaces. The light from the furnaces gives the room hellish illumination, and shadows dance on the walls. Tongs, pipes and other glassblowing equipment is scattered around the three furnaces. Water is needed in glassblowing, so there is also a well inside the hall.

Next to the well is a strange looking apparatus. Upon closer inspection it turns out to be a coining machine, with coin dies and a weird funnel to mix in the Warpstone Dust. Karls with the symbol of the Horned Rat are scattered around the machine. There is a large sack full of these foul coins on the floor. Anyone handling the coins must make an Easy (+20%) Toughness Test or gain a mutation.

The Skaven Are Real!

The Cultists are gathered in a semicircle around the well. They are all wearing dark green robes and black masks. One Cultist is swinging a censer dispersing sickeningly sweet incense smoke. After awhile, a rustling sound echoes from the well. Suddenly, a Skaven appears at the mouth of the well. Its muzzle twitches as it sniffs the air, and its gleaming red eyes scan the gathered man-things. Then it emerges from the well, and a group of Skaven follow suit. The leader of the Skaven, one with grey fur and horns, steps forth and addresses Rottmeier:

Good-good man-thing leader-man. Foulisqueek is pleased with you. You make spy-prisoner write letter to man-thing Skaven-hater. Soon-soon sneaky-deadly Eshin assassin will kill-kill Skaven-hater. Here is your reward: more sweet sweet Warpstone Dust for your plan-scheme against man-god's church. Man-things continue serve us well, we reward much-much.

(Note: See Foulisqueek's Description for more on the Skaven plan.)



The Initiation Rite

If the meeting is allowed to proceed uninterrupted, the following takes place. The two new masks are for two new initiates. In the initiation rite they pledge their loyalty to the Skaven and Ordo Triangulus. Foulisqueek and Rottmeier accept their pledge and then mark them as members of

the “pack” by urinating on them. After this the Skaven leave by retreating back down the well. Three Cultists take the Warpstone Dust and start operating the coining apparatus. The rest will retreat back to the reception room in the main office building and indulge in Mandrake Root.

Saving The Day

How the PCs approach the situation is up to them. They could observe the exchange from afar and take a passive approach. They could go for a direct assault. They could try to disguise as Cultists and stop the unholy meeting at a suitable moment. Or, they could try to sneak out and find back up (They can stumble across a few Watchmen if you want. Convincing the watch to help them should not be easy though.)

To encourage the PCs to take action you can stress to them that the Cultists’ evil plan seems to be in its final stages, so time is of the essence. Of course, they will be forced to take action if they are discovered. The Skaven have an acute sense of smell and they can discern between different man-things (all the Cultists smell like incense, Mandrake Root and Skaven urine, whereas the characters probably do not).

If the meeting is interrupted at any time, the following happens. Rottmeier orders the Cultists to kill the intruders. Adjust the challenge level to suit your party; maybe one or two Cultists per player, plus Rottmeier. The others flee. The Skaven seize the opportunity and grab the sack full of Warpstone coins before fleeing down the well. When it starts to look like the Cultists are going to be defeated, Rottmeier flees down the well also.

Ordo Triangulus Cultists

Career: Burgher / Cultist

Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
34	32	32	29	37	42	32	34	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	12	3	2	4	0	0	0	

Special: Frenzy – The fear of being exposed combined

with the intoxicating effect of inhaling the mix of herbs in their mask and the incense makes the Cultists attack in a frothing frenzy.

Skills: Common Knowledge (The Empire), Drive, Evaluate, Read/Write, Haggle, Perception, Search, Speak Language (Breton, Kislevian or Tilean), Speak Language (Reikspiel)

Talents: Dealmaker, Savvy

Armour: None

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

Weapons: Dagger, 1 Cultist wields the censer (treat it as a Flail) **Trappings:** Dark Green Robes, Black Mask, 1d10 gc, Religious Symbol of the Horned Rat, 20% chance of 1 Dose of Mandrake Root

Description: The Cultists of Ordo Triangulus come from among the wealthier occupants of Ashendorf. They are the burghers and merchants of the town, and they have the Skaven to thank for their fortunes. Most of these decadent men worship the Horned Rat. They cannot risk being exposed, so they either fight to the death or flee before their true identity is revealed.



Konrad Rottmeier



Career: Cult Acolyte (ex-Burgher, ex-Merchant)
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	44	42	43	29	58	56	44
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	4	4	4	1	3	0

Special: Addiction – Konrad is addicted to Mandrake Root and suffers from the insanity Mandrake Man (see WFRP p.206).

Skills: Academic Knowledge (Theology), Channeling, Charm, Command +10%, Common Knowledge (the Empire, Skaven), Drive, Evaluate, Gossip, Haggle, Magical Sense, Perception, Read/Write, Ride, Search, Speak Arcane Language (Magick), Secret Language (Guild Tongue), Speak Language (Queekish), Trade (Merchant)

Talents: Aethyric Attunement, Dark Magic, Dealmaker,

Petty Magic (Warp*), Schemer, Suave, Super Numerate
(* If you don't have access to CotHR, use Petty Magic (Hedge) instead)

Armour: None

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

Weapons: Hand Weapon (Ceremonial Sword), Dagger

Trappings: Dark Green Robes, Black Mask, Symbol of the Horned Rat, 2 Doses of Mandrake Root, Rottmeier's Glassworks

Description: Konrad Rottmeier is the current head of the Rottmeier family, the owner of Rottmeier's Glassworks, and a respected member of the community. He is also the leader of Ordo Triangulus and worships the dark god of the Skaven, the Horned Rat. For three generations now the men of Rottmeier family have been the leaders of the Cult. Konrad believes the time has come for the Cult to take a step to the next level and take action. His plan is to strike against the Church of Sigmar in Nuln. His master plan is to mint coins laced with Warpstone and then use these coins to spread mutations amongst the priests of Sigmar.

This megalomaniac is deranged. He actually believes that once he dies the Horned Rat will resurrect him as a Grey Seer. He will then lead the Skaven in the Great Ascendancy when the Ratmen will swarm across the Empire and inherit the earth. Until then he will work to undermine the current governing structure of the Empire.

In his arrogance Konrad Rottmeier believes he is in charge of the situation and it is he who tells the Skaven what to do. He is wrong, and is about to learn the truth of the matter. Konrad Rottmeier is a bald, slightly overweight man in his forties. He keeps up a façade of a friendly and outgoing man with a thundering laughter. But in reality he is a sadistic and cruel megalomaniac who is addicted to Mandrake Root. If he is captured, he will quickly swallow his own tongue.

Chasing the Skaven

The PCs should be able to defeat the Cultists to follow the Skaven and Rottmeier down the well. Climbing down the well requires an Average (+0%) Scale Sheer Surface Test. The well has water in it so the fall is not dangerous, but there is a chance they might lose an item or two in the fall. There is a small opening just above the waterline. One must crawl through but it quickly expands into a tunnel. It is totally dark in here so they need a light source. The tunnel twists and turns until it ends in a cavern with

a subterranean river running through it. The river leads to Underway, the Skaven outpost under Nuln. The Skaven have fled here. Old, rotting scaffolding lines the walls of the cavern. A crooked pier leads to a strange, ramshackle looking raft. The creaky Skaven Ferry-Raft is built around a huge, wooden paddlewheel. A loud, shaking engine powers the paddlewheel, occasionally belching forth a noxious cloud of green smoke.

When the PCs arrive the Ratmen are busy attempting to flee down the river. Once Foulsqueek sees the PCs, he orders two of his Bodyguards and Rottmeier to hinder them. Two of Foulsqueek's Bodyguards are busy unfastening the moorings. It will take them 4 rounds to detach the Raft from the pier. If they are killed or distracted, Foulsqueek will have to cut the ropes itself. This will add extra 2 rounds until the Ferry-Raft is able to leave. Once ready, Foulsqueek will order the Ferry-Raft to depart, leaving anyone not on board behind. Once the Ferry-Raft gets moving it will be out of the cavern in 5 rounds. If the PCs fail to stop Foulsqueek, it flees to Underway. If Rottmeier escapes, he will sneak into Nuln and seek shelter among the Cultists there. He will start devising new plans soon.

Stopping the Ferry-Raft

A Clan Skryre Skirmisher operates the FerryRaft. If it is killed while operating the moving Ferry-Raft, the Raft crashes into the cavern wall and sinks. If Foulsqueek needs to operate the Raft, it must succeed in a **Challenging (-10%) Agility Test** each round or the Raft crashes and explodes. For the explosion use the Large Template. Everyone inside the Template will take one S 5 hit. Also, everyone in the cavern is deafened for 1d10 rounds.

Another way to stop the Raft is to damage the engine. It has TB 4 and 10 Wounds. Every time the engine takes damage there is a 20% chance of it exploding.

Foulsqueek



Career: Apprentice Grey Seer

Race: Skaven (Chosen)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	20	35	35	45	55	50	15

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	2	-	-

Skills: Academic Knowledge (Magic), Channeling, Common Knowledge (Skaven), Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Queekish, Reikspiel)

Talents: Aethyric Attunement, Coolheaded, Fast Hands, Lesser Magic (Aethyric Armour, Dispel), Night Vision, Petty Magic (Warp), Public Speaking, Savvy, Suave

Armour: None

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

Weapons: Quarter Staff

Trappings: Grey Robes, 2 Warpstone Tokens (+3 to next Casting Roll), Pouch full of Warpstone Dust

Description: Foulsqueek is one of the Horned Rat's Chosen. It is a Grey Seer, one of the prophets capable of interpreting their god's will. It has white fur, horns, and it has rusty bells tied to its tail.

Foulsqueek does not believe in Ordo Triangulus' plan. It thinks Rottmeier is a fool and is only using the Cultists to get what it wants. And it wants von Drachensturm dead. Foulsqueek has only supported the Cult's plan in order to lure in von Drachensturm's spies. Once Isidro Armantero was captured, it ordered Rottmeier to force the spy to write a letter to von Drachensturm. In exchange it will give the Cultists more Warpstone Dust.

The fake letter says that Isidro was able to capture one of the Skaven for questioning. One of the Cultists takes first the letter, and then the prisoner, to the Noble Lord. It is all an elaborate trap of course, and once inside the Noble's mansion, the Gutter Runner Hann'Zo will assassinate von Drachensturm. Having the manthing Skaven-hater assassinated will earn Foulsqueek plenty of prestige in Underway.



Stup Inkk

Career: Skirmisher / Ferry-Raft Operator
Race: Skaven (Common, Clan Skryre)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
30	35	30	30	44	32	28	15	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	10	3	3	5	-	-	-	

Skills: Academic Knowledge (Engineering), Common Knowledge (Skaven), Concealment, Navigation, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Master Gunner, Night Vision, Rapid Reload, Specialist Weapon Group (Gunpowder), Tunnel Rat

Armour: Leather Jack

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

Weapons: Hand Weapon, Warplock Pistol with 10 Shots (Fires Warpstone shots with D 5, Range 10/20)

Trappings: Ratskin Map of the Subterranean River, Broken Telescope, Ferry-Raft

Description: The Ferry-Raft has been a contested possession between Clans Skryre and Slekit for a long time. At the moment, the raft is in the possession of Clan Skryre, and Skirmisher Stup Inkk has been bestowed with the honour, and responsibility, of operating it. The engine is Clan Skryre technology, and Stup Inkk is the only one capable of operating it properly.

Foulsqueek's Bodyguards (4)

Career: Black Skaven
Race: Skaven (Mighty)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
50	20	50	40	35	25	35	20	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	15	5	4	5	-	-	-	

Skills: Common Knowledge (Skaven), Dodge Blow, Intimidate, Perception, Speak Language (Queekish), Swim

Talents: Coolheaded, Hardy, Night Vision, Specialist Weapon Group (Two-handed), Street Fighting, Strike Might Blow, Sturdy, Very Resilient

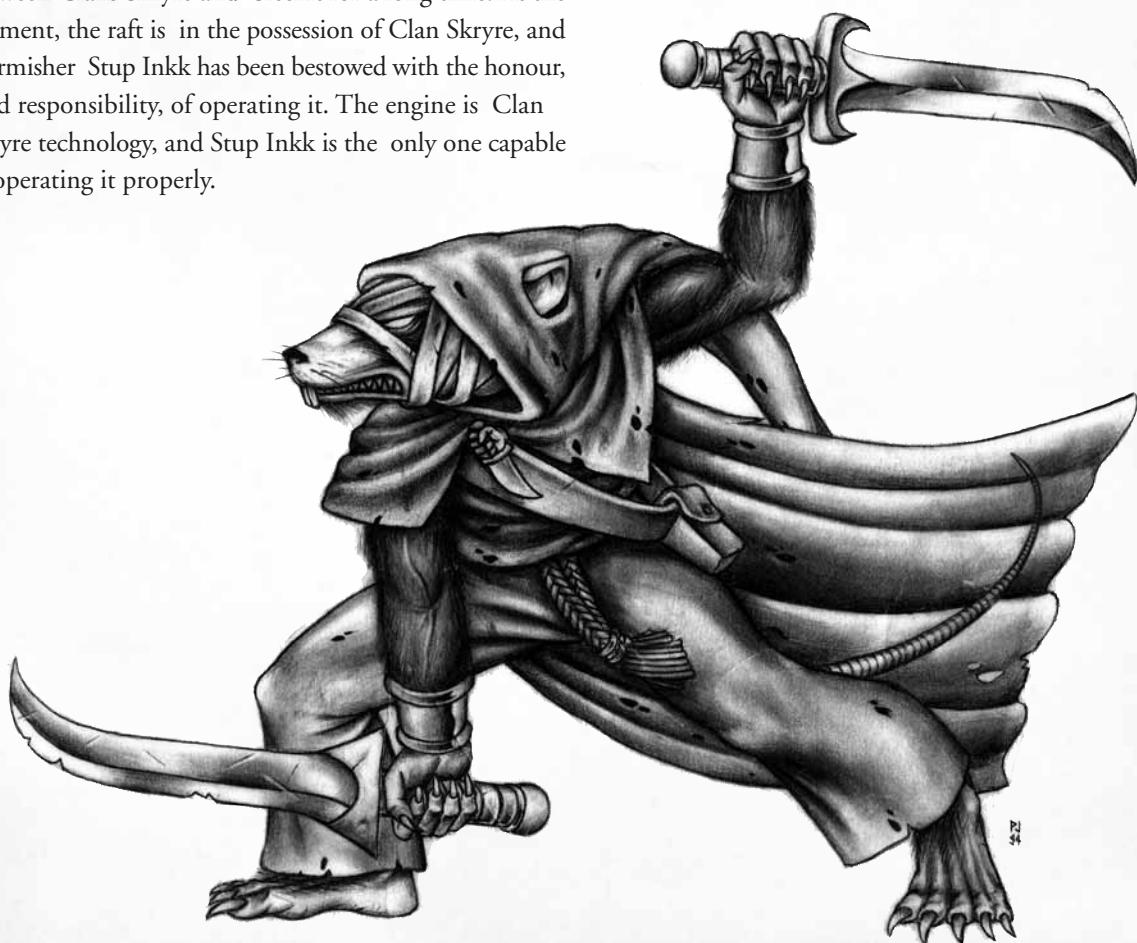
Armour: Leather Jack, Leather Skullcap

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

Weapons: Great Weapon

Trappings: None

Description: These black-furred Skaven are Foulsqueek's personal bodyguards. They are bigger and heavier than normal Clan Rats and loyal to the Grey Seer.



AFTERMATH

Von Drachensturm's Mansion

The PCs should realise that von Drachensturm is in danger and hurry to his mansion. But they arrive too late. The first hint that something is wrong is the same black coach they helped during the festival standing, empty, in front of the house. The bloodhounds are nowhere to be seen (killed by Hann'Zo upon fleeing the scene).

The house is ominously quiet. The few servants lie dead in their rooms. Von Drachensturm's corpse is in the study. A poisoned Skaven shuriken has pierced his eye, killing him instantly. He still clutches the fake letter from Isidro Armantero in his hand. The body of the Cultist/Coachman is also in the room, throat slit open. A pair of manacles lies on the floor. With a **Routine (+10%) Perception Test** they notice that the locks look like they have been dissolved with some kind of acid. The fire in the hearth roars as Hann'Zo has cast everything even remotely Skaven related into the fire.

If they fetch someone to investigate the murder scene, the occult symbols on von Drachensturm's body are discovered, and the whole case is dismissed as a suicide. The symbols are a telltale sign of a pact with the Ruinous Powers. In the end, the Noble must have realised the depth of his own betrayal, and taken his own life.

At this point the characters should realise that they are now in the very same situation where von Drachensturm and Armantero were before them. They know for a fact that Skaven exist. They also know that if they approach anyone about it no-one will believe them. They might even be ostracised. Armantero's notebook, with all its evidence, can be easily dismissed as nothing but tales of a madman.

At least Bounty Hunters leave the PCs alone from now on. But they have made a far more dangerous enemy, an enemy that lurks under their very feet, biding its time.

Alternative Ending

If you find the given ending unsatisfactory or unsuitable to your style of play then you can use this alternative ending. In this version the characters reach von Drachensturm's mansion just as Hann'Zo launches its attack. They can kill the Gutter Runner and save the Noble. This ending allows von Drachensturm to be saved, in which case he might even become a patron for the PCs if they choose to join him in his fight against the Skaven.

Hann'Zo

Career: Gutter Runner (ex-Night Runner)
Race: Skaven (Common, Clan Eshin)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
48	40	35	40	62	67	70	32	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
2	15	3	4	6	-	-	-	

Skills: Common Knowledge (Skaven) +10%, Concealment +10%, Dodge Blow, Navigation,

Outdoor Survival, Perception +10%, Pick Locks, Scale Sheer Surface, Silent Move +10%, Speak Language (Queekish), Swim

Talents: Fleet-Footed, Night Vision, Orientation, Rover, Specialist Weapon Group (Throwing), Tail Fighting, Trapfinder, Tunnel Rat

Armour: Leather Jack, Leather Skullcap

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

Weapons: Hand Weapon, Punch Dagger (SB -1, Balanced, Defensive), Tail Blade (SB -2, Fast), 4 Throwing Stars coated with Black Lotus Trappings: 1 Vial of Acid (to dissolve the manacles), Nipponese Sword Guard as an Eye Patch

Description: This Clan Eshin assassin is as treacherous as they come. Hann'Zo is one of the deadliest Skaven in Underway. It has attempted to assassinate von Drachensturm several times before but has failed so far. To its salvation it has always been able to divert the blame on someone else. These failures have caused it to regard von Drachensturm as its personal nemesis. The dark furred Hann'Zo wears an ancient Nipponese sword guard as an eye patch over its left eye.



Hints and Options

- Having Children of the Horned Rat is not absolutely essential for running this adventure, but it is highly recommended. And it is a great read anyway.
- Cult Acolyte, Cloaked Brother, and Seer careers can be found from Tome of Corruption.
- The symbol of the Horned Rat is featured in numerous places in this adventure. The PCs are bound to wonder what it means. If you want, you can allow the PCs to make an Academic Knowledge (Theology, Runes, etc.) Test to recognise the symbol for what it is. If you see fit a priest or a Dwarf could tell them what it means. At the latest, Armantero's notebook will tell them what the symbol means.
- If you want to expand this adventure, then the PCs

could find some further clues from either Armantero's notebook or Rottmeier's room. These clues then lead the characters to Nuln and eventually to the Cult Magus. Further adventures could even take them to Underway, the Skaven outpost under Nuln.

- If you use background music while playing, you could try this. Choose a theme song for the Skaven and then play the theme every time the PCs see something that relates to the Ratmen. After this adventure, every time they hear the theme they will start looking over their shoulders for signs of the Skaven.
- Tarshalares could secretly worship Khaine. The God of Murder is corrupting her mind, and she behaves more and more like a Druchii every day. She could even be an assassin.



Awarding Experience

- Defeating Dante Cruziani, 15 xp
- Discovering the hints at the boarding house, 10 xp
- Finding their way to Reinhold Grafenberg, 10 xp
- Visiting the Printing House, 10 xp
- Finding and confronting the Printer about the anti-Sigmar pamphlets, 5 xp
- Finding Tarshalares Wintermoon and learning about the mask, 10 xp
- Finding their way to Jago Stamm and learning about the new masks, 15 xp
- Destroying Sha'ffagn'Zheee, 20 xp
- Finding out Isidro Armantero was in the sewers, 5 xp
- Going into the sewers with the Rat Catchers, finding the chamber, and surviving the Skaven ambush, 20 xp
- Finding Armantero and retrieving his notebook, 20 xp
- Killing Rottmeier, 10 xp
- Killing Foulsqueek, 10 xp
- Destroying the Ferry-Boat, 10 xp
- Optional: Killing Hann'Zo, 15 xp
- For good roleplaying, 5-30 xp



Handout #1

Good Sirs,

If you wish to discuss how to rid yourselves of troublesome bounty-hunters then I would have you meet me at my mansion. Leave Nuln via the North Gate and after two hours' ride look for von Drachensturm mansion. Local peasants can undoubtedly assist you to find your way. You need not to worry yourselves about ambushes or traps or any such nonsense. I am looking forward to a civilised discussion concerning matters of mutual interest.

In the Name of Our Most Holy Sigmar,

Lord Wolfgang von Drachensturm

Handout #2

I arrived in Ashendorf two nights ago and secured myself lodgings at the Sordid Soothsayer Boarding House. I have already discovered evidence of cultist presence. Also, I have contacted the local Rat Catchers and with their help I hope to find evidence of the things we seek to unmask.

I.A.

Layout, cover and interior illustrations: Pasi Juhola, www.darkcrafts.net

Any feedback would be appreciated: s.uusitalo@netti.fi

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