

CONSPIRACY

A Scenario (Part Three of Three) by Alfred Nuñez Jr.

ACT THREE: ANARCHY

Act Three: A Summary

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

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

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

Need A Place to Rest?

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

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

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

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

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

The staff of the Shipwrecked Tavern will send their customers (mostly those who have the misfortune of being within the reach of Olaf when he explodes) to the local herbalist, Halfling Samuel Brannmuffin. Located just a couple of blocks upriver on Sikkeleiland Isle, Sam maintains an immaculate workshop filled with aromatic herbs and spices.

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

- "I hear that the fires were set by ORDESA to cover their uprising."
- "Did you hear that the ORDESA leaders fled to Bretonnia to escape the Black Caps? Bloody cowards!"
- "I tell you, you can't trust anybody. I heard that the ORDESA leaders have

reached an agreement with the Direcorate to stop the bloodshed."

- "I'll wager you five shillings that members of the Ward Council secretly belong to ORDESA and fled with them."
- "I've heard that mansions north of the Rijk were torched and the guards slain."
- "Believe me when I say that anarchists from Bretonnia were behind the fires. They're no doubt in league with the Sigmarites in Altdorf."
- "I'll tell ya what I think. It was the Fen Loonies who snuck across from Doodkanaal. They've sought revenge on Marienburg for years."
- "Smugglers will be happy. Word has it that the River Watch lost several vessels during the fire."
- "Several Black Cap barracks went up in flames and a number of Black Caps slain, so my brother-in-law tells me."
- "Listen, looting occurred all over the city during the fires. Makes it unlikely that you'll be caught, don't it."
- "At least we weren't the only ones to suffer. I've heard tales that a number of the Stadtholder's own men were slain. Most likely ORDESA or some gang killed them."
- "The joke is that the garrison has been moved to the richer districts to help the Black Caps there restore some order. That'll be the day. All other Wards and their Black Caps are left to their own devices. Lucky for them."

If the PCs have shown no interest in heading to the White Shoal Café, a young girl runs up to the PCs sometime late in the afternoon of Bezahltag. "Ere, sirs, a woman paid me to give this to you." The letter is folded twice on rather non-descript, but well-made paper. The cloth is actually a silk handkerchief with a stylised "R" surrounded by a bed of tulips embroidered in royal blue thread. The lass knows



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

The note (Player Handout Seven) states the following:

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

The White Shoal Café

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

Should the PCs ask around, the White Shoal was closed a couple of days ago by the nervous owner who decided that a holiday was in order. Things have also been slow on Hightower Isle as the 'Change has been virtually shut down by all the recent troubles. Only the Watch patrols have been in evidence in their attempts at keeping the peace. If any are asked about van Rugkil, the only response the PCs will get is that van Rugkil is one of the merchant families who lives across the Hoogbrug with "the rest of his kind."

Shortly before dusk the rain begins to fall. Any PC with a background as a Ranger or Cleric of Taal will realise the storm is going to last all night with only an occasional respite. The rain will steadily pour and reduce visibility to about 10 yards during the remainder of daylight. The PCs can find a sheltered area where they can observe the café and remain fairly dry or they can break into the White Shoal and await van Rugkil's arrival.

Assuming that the PCs choose the first option, they will see no activity from within the White Shoal until minutes before seven. At that time the door to the café will open from the inside. Within the White Shoal are three Clan Eshin Night Runner assassins waiting for the PCs - whom the Skaven

believe to be Walewijn Droomer and his escort - to enter.

The Skaven were sent by van Rugkil's associates to capture the ORDESA leader and his woman as well as exterminate his associates. Since Humans closely resemble one another to Skaven eyes, the Night Runners will try to capture the male PC who most resembles Walewijn and any female PC with dark-coloured hair. If that task is too risky for the Skaven, they attempt to kill everyone. Should they be losing the battle anytime after three rounds, the Skaven will use any means of escaping. In the event they capture a PC, the Skaven will drag their captive through the secret door near the cellar to the adjacent canal. From there, it's a small walk to a sewer outlet, which leads (after several twists and turns) to one of the few Skaven openings into Marienburg's sewers. Should the PCs try to flee, the Skaven will not give chase. The Night Runners' response would be to toss poisoned throwing stars into the PCs' cowardly backs. They could then follow the PCs at leisure and slit their throats.

Any attempt to set up their own ambush inside the White Shoal is doomed to failure unless the PCs first check out the layout of the café. The front door leads to a dining area where the tables and chairs are set as if the café was ready to open. Most of those along the wall are partitioned from one

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

The double doors lead to a large kitchen area. Everything is clean and in its proper place and there are enough spices to make a Halfling pause. Two other doors exit the kitchen. One in the rear wall is locked from this side and opens to a balcony with a staircase leading to the docks below. The right door leads to a staircase. Upstairs are the living quarters of the owner, his family, and several employees (nothing of interest or much value there). Downstairs leads to a landing before continuing down to another closed door. Through this door is the cellar that is cut into the bedrock and serves as a meat locker. At the landing is a secret door leading to the adjacent canal. It is through this door that the Skaven enter.

If the PCs have not discovered the secret door before the Skaven enter, then the Night

Skaven Clan Eshin Night Runner Assassins

Alignment: Chaos (Horned Rat)

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

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

Possessions: Mail shirt under dark clothing, sword, Skaven assassin dagger (If wounded, victim must make an immediate **Poison** test or be paralysed for 2D6 rounds), 2 Skaven throwing stars (R 4/8/20, ES C, Rld 1 round. Poison as dagger), Garrotte

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



PART THREE TIMELINE

Adv. Day	Week Day	Event	Section
9	Bezahltag	Proposed Meeting between Droomer and van Rugkil	"The White Shoal Café" "At the Great Library"
10	Guilstag (Konistag)	Small fire at the Great Library during the early morning. Man found slain in the stacks. Skaven bands attack Marienburg from the sewers and hidden tunnels during the foggy night. The whole city is on fire.	"Confrontation"

Runners achieve surprise and the fight proceeds. Should the PCs discover the secret door (on a successful **Search** test), they may conclude that something unpleasant could come through there. Even if the Skaven are surprised, they will still try to complete their mission.

Into the Sewers

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

Chasing after the Skaven in the rain creates some problems. Modification to the chase rules (See WS23, pg. 32) should include applying a modifier of -10 to any **I** tests in order for quarry and pursuer to maintain their footing, as the cobblestones are wet and the footing treacherous. Thirty yards within the sewer is the opening of the Skaven tunnel. As it's set a few feet above the 2ft wide sewer walkway, the tunnel is dry and the modifications to the **I** tests no longer needed. The other considerations for the chase are:

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

Once they've entered the sewer, the PCs need light. With light they see a number of small (3ft wide) sewer lines emptying into this major line. Most of these drain right beneath the walkway while a few drop from above. The main sewer is anything but straight causing the effluent to pool during drier times. With the rain, most of the sewage is washed away.

At other times, the secret door of the Skaven would be unnoticed by any wandering through the sewers. Due to their haste and wounds, the Skaven do not take the time to properly close the door. PCs have no trouble finding it. They find the 6 to 7ft high tunnel roughly cut in the bedrock and of shoddy workmanship. Support beams are thrown up in a number of places with an occasional one looking as if it may give at any moment. Anyone with the *Mining* skill may test vs. **Int** (+20 for Dwarfs) to recognise that the tunnel is descending deeper under Marienburg as it twists and turns.

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

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

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

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

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

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

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

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

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

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

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

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

"Manthing wantwant other manthings? You do."

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

The man turns to leave further down the tunnel while one of the Skaven stares at his back and makes stabbing motions. The Night Runners then turn and head back towards the secret door and straight into the waiting PCs.

Should the PCs attack at any point, Oldrick and his Skaven allies will try to retreat down the tunnel. Their objective is to reach a nearby, hidden lever with which to trigger a cave-in blocking the tunnel between them and the PCs. The Skaven tactic is simple: block the PCs from going further down the tunnel until their Human ally and one of the Night Runners succeed in triggering the cave-in. Once the passage has been effectively blocked, those Night Runners still alive will try to flee past the PCs to the safety of the sewers. If the PCs get past the Skaven, or target their Human ally with some sort of spell, they will get a chance to meet van Rugkil's champion, Oldrick Sterkarm. Oldrick's primary goal at this point is to elude capture. If that possibility is denied to him, he will do all he can to eliminate his foe. No matter what happens, Oldrick or one of the Skaven will succeed in triggering a cave-in to block the PCs.

Oldrick Sterkarm
Judicial Champion, ex-Mercenary, ex-Protagonist
Height: 6 ft 3 in
Weight: 210 lbs.
Hair: Black
Eyes: Brown
Age: 34
Alignment: Neutral (None)



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

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

Possessions: Mail shirt under tunic, vambraces, sword, gauntlets embroidered with the van Rugkil "R", and purse (20 Gu, 40/4).

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

Warning

After battling the Skaven, PCs may seek the Suiddock Watch to warn them of the Chaos Ratmen's involvement. They have a 5% cumulative chance per round of finding a patrol. Given that it's night, raining, and many places are in ruins, the City Watch may not be in the mood for wild stories of creatures invading from the sewers nor talk of hidden tunnels. Without any direct proof, PCs must pass a **Fel-30** test to convince the Watch patrol that something serious is going on. A failure by more than 30 results in the Watch believing that the PCs are either paranoid fools (at best) or troublemakers (at worse).

Nevertheless, all Suiddock Watch patrols have been told to keep an eye out for the PCs and escort them to the Watch Barracks. Their presence has been requested - and that is all this patrol knows.

Soaking wet from the rain, the PCs enter a Barracks in disarray. A number of Suiddockers are at the front desk demanding that the duty Watchman and his fellows do

more to protect them and their businesses. There are few Watchmen here to contain the group should they become more than just boisterous.

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

The PCs may be unwilling to confide in Reiner without more information. All Reiner divulges is that he has been hired by "someone influential" to determine whether

the PCs could be trusted with sensitive information and act with utmost discretion. Reiner does not respond to further questioning until the PCs answer all of his questions.

Reiner's job is to get a detailed, exacting account of the PCs' actions, suspicions, and understanding of the situation. Intelligent, Reiner quickly leaps on any inconsistency in the PCs' story with further questions. After a grilling interrogation, he tells the PCs that his employer has authorised him to hire them for a specific task. Reiner refuses to give details at this time. His only stated concern is whether or not the PCs are interested. As a matter of fact, whatever the PCs divulge of their knowledge is more than Reiner thought they could achieve. He knows that he will need time to come up with a plan and make the proper arrangements to eliminate the threat the PCs represent.

If they are interested, Reiner tells them to be in the basement area of the Great Library of Verena furthest from the stairs at

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

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

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

If the PCs return to the Watch Barracks and ask about Reiner Derschakal, only the Duty Sergeant knows of him. All he knows is that the man arrived around 7:30 PM with a demand from the House of van der Kuypers that anyone reporting an unusual story about mutant abominations walking the streets of the Suiddock should be led to the van der Kuypers' representative immediately. The demand letter is a clever forgery, and the story of being van der Kuypers' representative is just a cover for Reiner. This type of request is unusual, but not unheard of in this city. The Sergeant will be able to recall the seal, which was blue wax with an "R", surrounded by tulips and the van der Kuypers name. Characters with the *Heraldry* skill will recognise that the seal is not one associated with the House

of van der Kuypers.

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

At the Great Library

PCs will head to the Great Library following up on one of many leads or arriving to meet Reiner and his employer. If they arrive after Guilstag, then see below.

One of the largest libraries in the Old World, the Great Library is located next to the Cathedral of Verena. It is opened during daylight hours for the general public. Clerics of Verena can access the Library at any time of day or night. Those who are not followers of Verena must donate at least 1 Gu to gain entry (less well-to-do individuals, such as students, are only required to donate 5 shillings). An initiate sits at a desk near the large double doors to ensure that the proper donation is made and information regarding the name of the individual and the purpose of their visit is recorded. Heavily armed PCs will not be allowed to enter.

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

- A coat of arms with a royal blue "R" on a silver field of tulips was registered to the newly influential van Rugkil family four years ago.
- Edward van Rugkil's business skill greatly improved the family fortune.
- The van Rugkils moved into the old van Rijksbodem mansion in the Goudberg district seven years ago.
- The van Rugkil House threatened to displace one of the Great Merchant Families on the Directorate until tragedy struck the family.
- Four years ago, eldest daughter Caroline

and her husband Herman Bokherder brutally murdered her father and mother, Edward and Anna van Rugkil, as well as her younger brother Willem. The youngest daughter Elisabeth went missing, presumed dead. Only the eldest son, Alfons, escaped their tragic fate.

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

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

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

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

Dimly lit, the basement is stacked with books on a large number of subjects. Interspersed among these stacks are small desks with chairs and unlit oil lamps (unless the desk is otherwise occupied). Aisles criss-cross the stacks at irregular intervals. PCs without the *Orientation* skill and travelling alone need to make periodic *Int* tests to avoid getting lost.

In the far corner is a desk with an open book and a dimly lit oil lamp. Behind the desk is a man dressed in black apparently asleep. The PCs recognise the man as Reiner and realise that he is nit breathing. Examination of the cold body reveals a thin



Reiner Derschakal, Assassin, ex-Mercenary, ex-Bounty Hunter**Height:** 5 ft 9 in**Weight:** 160 lbs.**Hair:** Brown-Grey**Eyes:** Icy Blue**Age:** 42**Alignment:** Neutral (Mórr, leaning towards Kháine)**Traits:** Broken teeth, aquiline nose

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

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

Possessions: Mail shirt under tunic, sword, garrotte, 4 throwing knives, pair of manacles, dark brown trench coat, wide-brimmed hat, and purse.

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

red garrotte line across his neck.

Searching the area reveals two clues. The first is a lady's glove with a delicate "R" embroidered in royal blue surrounded by tulips on the back of it. The pattern matches exactly with the glove that Reiner gave them earlier. The second clue is a note in the book. It reads (Player handout 8):

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

Though the PCs have no way of knowing, Reiner Derschakal had intended to send them to the Tilean quarter with the message "We were sent by your friend Pierre to do a job" to deliver to the local crime lord there. The local crime lord, Benito Gatti, had already been warned through Reiner's

connections that brazen assassins hired by the Bretonnian crime lord, Pierre Chirac, would come to kill him after uttering those words.

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

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

take a moment. Hidden, Reiner will be discovered in five hours.

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

Where Did the Time Go?

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

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

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

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

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

Employees: This would be a difficult

avenue to pursue, as one would have to know where to look. The Guildervelt district might be a good start, as would the 'Change in Hightower Isle. Unfortunately, the latter is closed. Should the PCs be lucky to find an employee of the van Rugkils, that individual refuses to speak openly. Given the petty vengeance the "boss" will likely seek, employees are only willing to speak in private and for a sizeable bribe. Unfortunately, the information they have only paints van Rugkil as having little business acumen, given to periodic bouts of paranoia and delusions of grandeur.

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

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

With a Little Help from My Friend

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

drinks are served. Although potent, the ale is among the worse tasting brew in the entire ward.

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

When asked about Private Room ten, Adriaan will scoff and hold out his hand. There it remains until the PCs have given him at least 10d. Once tipped, Adriaan will bare his yellow teeth in a smile and point to a door in the far corner saying, "So yer 'ere to see da young, sweet lass wit' 'ard steel in 'and, eh? Mark me, she's a crafty one, she is. Mind yer manners or I'll deal wit' youse personally. By da way, she left me dese ta give youse." He then hands them a note and key. The note (Player handout 9) states:

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

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

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

The PCs' attack may surprise the two Skaven, but only momentarily. The

Ratmen's task was to follow the PCs to determine whether they would be obstacles to the unfolding scheme. If the PCs were a potential problem, the Skaven assassins were to eliminate however many they can. Only if the PCs were too strong would the two Skaven seek to escape to the sewers below. Under no circumstances will the Skaven allow themselves to be taken prisoner, as they fear that their Warlord might think that they have squeaked the Skaven's intent to the manthings. In the unlikely event that the PCs wish to speak with the Skaven instead of attacking, the Gutter Runners will retreat to the sewers, baffled by such a reaction.

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

The PCs may demand some proof that Giselle is not leading them into a trap. "Non, good people, my Mademoiselle means you no harm. She has some information that she believes you'd want to know. Mademoiselle was the one who contracted Monsieur Boekarts to hire you".

This may not be enough to placate the PCs. If they persist in questioning their guide, Giselle simply says, "I appreciate your concern. I can assure you that I am unarmed (other than with this paltry dagger) and am entirely at your mercy. So, if I can trust you with my safety, surely you can trust me. If this is difficult for you to accept, then I'll be on my way so I can report this disappointment to Mademoiselle at the Ravenswing Inn." Without looking back, Giselle heads towards Hightower Isle. If the PCs follow her, then all is well. If not, then they're on their own.

Plot Revealed

The Ravenswing Inn is located in the part of the Paleisbuurt district closest to the Goudberg district. The PCs should be able to get across the Hoogbrug Bridge within twenty minutes or so after leaving the scene where they fought the Skaven. Even on foggy nights such as this, the nightlife in the Paleisbuurt district is lively. Finding someone to give directions to the Ravenswing Inn is easy if the PCs had opted



to come to this part of Marienburg without Giselle Bouvier. The difficulty for the PCs is to give the appearance that they have legitimate business here. Looking like they have just come from a fight will only arouse suspicion and probably a call to the Watch (or Garrison as they are helping the Watch in the wealthy districts) to toss these "low class scum" out.

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

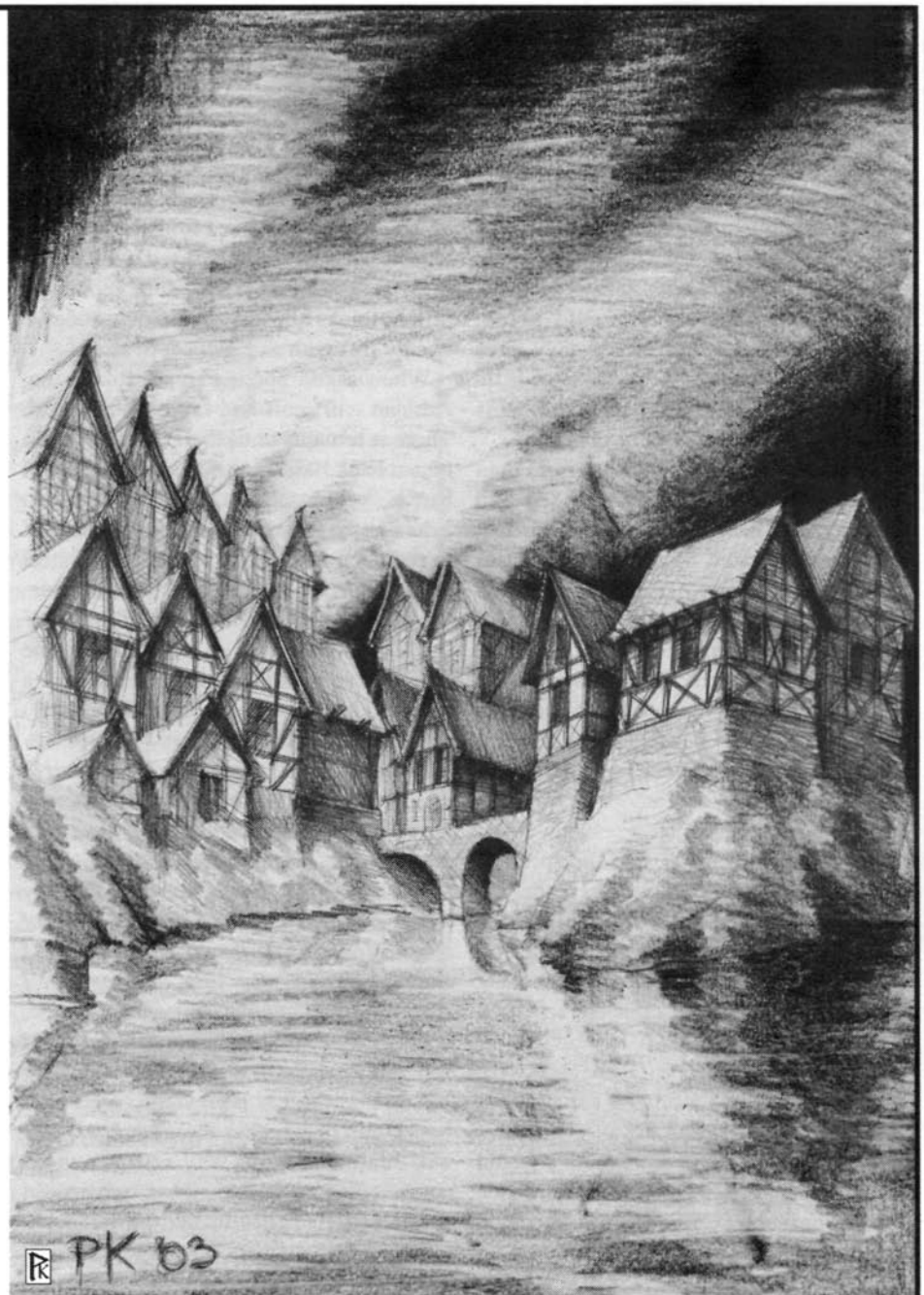
If the PCs are with Giselle, she knocks on the door. Innkeeper Corine Blijhuis greets Giselle who states that they have business with Mademoiselle. At the top of the stairs she knocks on the door before opening it to admit the PCs.

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

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

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

"Suffice to say, I'm someone who is very concerned about what's happening to my city. The fact that you've had an encounter with Skaven supports my view that something nefarious is afoot. An overly ambitious merchant, one Alfons van Rugkil,



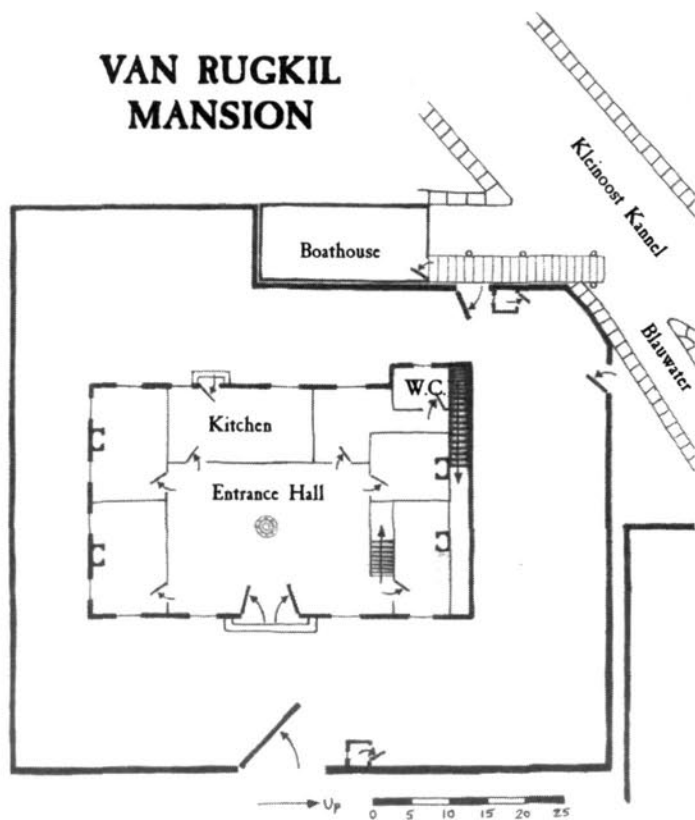
has entered into an unholy alliance with those foul creatures for the sole purpose of acquiring wealth, power, and position. I have learned that his first nefarious act was to have his father and other family members eliminated so that only he would inherit the family fortune. His ambition was nothing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

"So, van Rugkil has turned to the Skaven once again to assist him. Most likely, the fool believes he can control the forces he helped unleash. As you've no doubt surmised, it is only a matter of time before

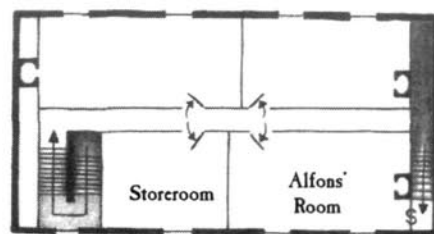
the Skaven burst through hidden tunnels. Who knows how Marienburg will weather such an invasion?

"You're probably wondering, 'why didn't she go to the authorities?' Simply put, they wouldn't believe such a tale to be true: too incredible to their way of thinking, after all. They're far more concerned with something more frightening, closer to home. Namely, the lower classes that radical demagogues like (the late) Walewijn Droomer can easily sway. Oh yes, I do know about your hand in the demise of the anarchist ORDESA organisation. Let's just say that I have my sources. You might be interested to know that van Rugkil provided financial support

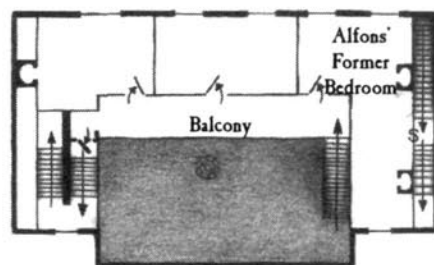
VAN RUGKIL MANSION



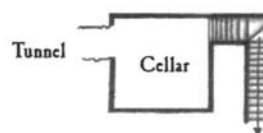
GROUND FLOOR



SECOND FLOOR



FIRST FLOOR



Up 0 5 10 15 20 25

to ORDESA for reasons I have not fathomed.

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

As this point, vigilant PCs looking out the window will notice a couple of men armed with crossbows taking up positions on the ground outside Emma Blaubloem's flat. If the PCs wait, they will hear the front door kicked in a few moments later, followed by a scream cut short from Corine Blijhuis and angry voices. Ever suspicious, the late Reiner Derschakal had followed

Giselle the night he met the PCs to the Ravenswing Inn. He did not have the time to determine what her connection to the PCs was and didn't care. He had a short time to arrange the elimination of any potential threat, so he arranged for a number of mercenaries from van Rugkil's force to attack the Inn and capture the two women living in the room in the back corner of the top floor.

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

Mercenaries

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

Equipment: Sword, Leather jack. Those outside also have crossbows.

Unknown to the PCs (and the late Reiner Derschakal), Emma Blaubloem is really Elisabeth van Rugkil. While her concern for Marienburg is real, her true motivation is vengeance against her brother and she will use any means possible. Fate brought the PCs to her attention. Elisabeth has been discreetly observing them for some time before she instructed Thijs Boekarts to approach them. Elisabeth decided to take a more active role in communicating with the PCs as they battled with ORDESA. From leaving clues to offering Reiner to sending her servant to guide them to her flat, Elisabeth has brought the PCs to this point.

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

There are several ways for the GM to accomplish the task of separating Elisabeth

from the PCs. If none of the PCs are keeping an eye on her as they are fighting off the attackers, Elisabeth will try to slip out one of the windows and climb to safety (hoping that the PCs will assume she has been captured). Of course, the trick for her is to do so without getting shot by the crossbowmen. This is easily done as a mercenary is hardly likely to shoot an unarmed woman when they have other uses. The crossbowman might well find himself killed if he lets his guard down.

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

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

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

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

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

When she comes to, the hysterical Giselle pleads for the PCs to rescue her Mademoiselle. Even if the PCs think otherwise, the Bretonnian maidservant is certain that van Rugkil hired the kidnappers. She will make this point abundantly clear if the PCs give Giselle any indication that they are unlikely to attempt to rescue Elisabeth.

Meanwhile, the Skaven raid is now under

way making the streets all the more dangerous. There are small squads of Gutter Runners scouring the city in search of small groups opposing the Skaven incursion – such as the PCs – to eliminate.

Confrontation

PCs may reconnoitre the van Rijksbodem mansion in the Goudberg district at some point before the Skaven raid during the night of Guilstag. The PCs find Goudberg a wealthy district with clean streets and canals. Streetlamps are placed at regular intervals on the main thoroughfares, ensuring that most areas are well lit during the night. The homes and buildings are solidly built (lots of stone and stout oak doors) with gardens behind their walls. The atmosphere of Goudberg is a far cry from what the PCs experienced in the Suiddock.

The van Rijksbodem mansion is located

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

The van Rijksbodem mansion is a three-storey building painted light blue with Royal Blue trim. Unlike the nearby homes,

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

Height: 5 ft 5 in

Weight: 120 lbs.

Hair: Dark Brown

Eyes: Blue

Age: 21

Alignment: Neutral (Manann - not devout)

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

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

Possessions: Mail shirt under tunic, rapier, left-handed dagger, pair of duelling pistols with powder and ammunition for 10 shots, garrotte, 4 throwing knives, and purse.

While awaiting the arranged marriage that her father talked so much about, Elisabeth began studying at the Temple of Manann. Over four years ago, black-clad Skaven came into the van Rugkil mansion. Elisabeth spied them talking to her brother Alfons. Before she could scream an alarm, a blow to the back of her head sent her spiralling into darkness. When she next awoke, Elisabeth was in tattered clothing and chained to a ship's hold. From the malicious grin of the greasy man before her, Elisabeth knew that this was no pleasure cruise. The pig of a man told her that she was bound for service to an Arabian Emir. Suddenly the ship lurched and screams followed. The greasy sea dog tried to reach the upper decks, but a sword stopped him cold. Rescued by men in the employ of the Duc du l'Anguille, Elisabeth became a guest at his chateau. Consumed by hatred of her brother, Elisabeth persuaded the Duc to help her avenge herself. For his own reasons, the Duc arranged for Elisabeth to be trained by his finest. When she was ready, the Duc arranged for her return to Marienburg.

the Rijksbodem has a plain solid wooden gate (with a small shuttered opening through which a guard can see who might be knocking). The building itself has wrought iron bars covering the ground floor windows with a large oak front door leading to the interior.

Glass and metal shards are embedded on the tops of the ten foot tall walls to create problems (one S3 hit) for those without thick gloves or some other protection. There is a large tree two houses from Rijksbodem that can be used to observe the grounds. A short observation (between five and fifteen minutes) reveals that the grounds are patrolled by a group of five men-at-arms (mercenaries) while another four guard the front gate. Observing by daylight further uncovers the torn-up and trampled condition of the garden. The mansion blocks the view of the rear gate.

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

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

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

modifiers to this encounter if any of the PCs look unconvincing as a soldier.

The guards are aware that some "mercenaries" might actually be spies from the other merchant houses. Should the PCs not be able to name any of the van Rugkil lieutenants - Oldrick Sterkarm, Manfred Eigilshwert and François Richard Vaniteux du Parravon - the guard unit will attempt to detain them. If they name one of the lieutenants or describe him in enough detail, the guards will point out where that band of mercenaries is encamped. This should give the PCs another hour or so of observation time before they are challenged again. If the PCs are able to **Bluff** successfully a second time, then they will be able to stay in the company of the mercenaries until it is time to move out (see below).

The PCs may decide to observe the rear of the mansion from the Ostmuur district. In time, they will notice that the activity at the rear gate and boathouse is considerable during daylight hours. In the days leading up to Guilstag, van Rugkil's unladen boat frequently makes its way north in the direction of the Handelaarmarkt district. It usually returns hours later fully stocked with barrels and crates. Boats from other mansions in Goudberg are making the same trip using the safety of daylight to stockpile provisions and supplies (each has their own men-at-arms). However, none of the other mansions send their boats as often as van Rugkil's. By mid-afternoon of Guilstag, van Rugkil's boat is secured in the boathouse while the other boats continue their activity.

Unless the PCs have access to a boat, following the van Rugkil boat will be difficult. There are too many winding, narrow streets crossing canals laid out in the same haphazard fashion to make following on foot a practical matter. Searching the Handelaarmarkt is also difficult, although not impossible, as it is extremely busy during daylight hours. If they so choose, the GM may allow the PCs to encounter some of van Rugkil's men purchasing food and other provisions.

Stealthily entering the Rijksbodem enclosure is difficult due to the number of mercenaries within. The PCs may resort to sneaking up to the enclosure wall to eavesdrop on the guards' conversations. Most conversations are about mundane things such as complaining about the rain during the night of Bezahltag, who heard

what of whom, the boredom of guard duty, complaints about officers (which will reveal their names) etc. The only worthwhile information the PCs will overhear does not occur until dusk on Guilstag. At that time, orders are issued to all the guards "to be prepared. We're moving out at midnight." PCs successfully passing a **Listen** test for a soft noise (+10 for *Acute Hearing*) will overhear the guards talking about the orders and speculating who the opponent will be. Most will expect a raid on some of the other merchant households as most have heard of the Directorate's opposition to van Rugkil's attempts at obtaining membership.

By late afternoon on Guilstag, a mist begins to rise. Native Marienburgers recognise the signs that fog will cover the city throughout the night. An hour before midnight, activity greatly increases in the Rijksbodem enclosure. The gates open and scores of armed mercenaries enter the streets and muster into fighting units. As these manoeuvres are nearing completion, shouts and the clash of arms can be heard from other parts of the city. A tall man with medium-length dark brown hair and trimmed beard, wearing blue robes appears on the balcony overlooking the grounds. This is Alfons van Rugkil.

He addresses the mercenaries arrayed before him. "The hour of need is upon us. What you hear from the surrounding islands are the sounds of battle; a battle between our fellows and an evil, enslaving force of Ratmen. These Skaven are not just the stuff of scary bedtime stories told to the young. No, they are flesh and blood creatures that can fall to the sword and axe just as easily as marauding Goblins.

"How do I know they're Skaven? I, Alfons van Rugkil, came upon a secret plan months ago that called for an alliance between the corrupt Directorate and these spawn of Chaos. It seems that taxing the people to pay for their excesses wasn't enough and they feared that plots were afoot to expose them to the people. Thus, an evil plan was hatched to use the Skaven to remove those who would seek to bring the Directorate to justice."

"I could not permit this plan to go unchallenged. I did, however, have to wait until they showed their hand so that all could see how deep their corruption ran. In anticipation of this day, I assembled all of you, the best mercenary companies in Bretonnia and The Empire, to be the



vanguard to save the city, stop the Skaven horde, and topple the corrupt Directorate. Your leaders have your orders. Once the Skaven and the Directorate are defeated, you will be richly rewarded! You have my word on that! Now go forward and prove your prowess against the enemy!"

With that, the mercenaries let out a cheer and then move towards the western bridges and the sounds of fighting now issuing from the Paleisbuurt district. Even the guards have departed with the other mercenaries. Alfons von Rugkil slyly smiles at the backs of those marching to battle before he winces with obvious pain. He then returns into the mansion. The gates remain open. Looking about, the PCs now find the garden eerily quiet.

If the PCs look through the ground floor windows they will see a large empty kitchen and empty rooms, converted into sleeping quarters. Doors exiting these rooms are closed limiting any view into the mansion. A back door leading into the kitchen is locked (CR 5) with an iron bar on the other side, placed to prevent the mercenaries from breaking into the kitchens and stealing provisions.

When the PCs open the unlocked front door, the PCs see a large entry hall with a vaulted ceiling. Single doors appear on each adjacent wall near the entryway. Stairs to the right lead to a balcony, which covers the entire length of the far wall with three doors evenly spaced and an alcove in the left corner. There is an unseen door on the near side of the alcove leading to stairs ascending to the upper floor. Below the balcony are two doors on the adjacent walls and two doors at opposite corners on the far wall. The one on the left leads to the kitchen. A large chandelier and wall candle lantern lights the entire hall.

Once the PCs have all entered the mansion, the middle door on the balcony opens and out steps three armed men with loaded crossbows (two, if Oldrick Sterkarm perished earlier). The first one – either Oldrick or Manfred states, "Whether you realise it or not, you have been most annoying turning up at the most inconvenient times. You probably thought you could end this game by having 'a word' with Mijnheer van Rugkil. You perhaps had at least a smattering of hope that he'd be alone so your 'conversation' would be private. Alas, that is not meant to be. You see, in order to have an 'audience' with Mijnheer van Rugkil, you will have to go through us. Quite frankly, I don't believe you're skilled enough to do so. I'll make you an offer. Leave and we'll let you live. Should you decide otherwise, well, let's just say that you need not worry about what happens this night. So, what are you waiting for?"

If the PCs hesitate, the men on the balcony fire their crossbows. If possible, they target wizards. Oldrick (or Manfred) intends to meet the first PC at the top of the stairs and keep the advantage of higher ground while the others continue attacking with missile fire. François



will fire his pistols at any subsequent PC on the stairs once they come into short range. The battle will be fierce, as those in the employ of Alfons van Rugkil give no quarter, but only Oldrick fights to the death. The other two are primarily concerned with surviving to fight another day.

Within moments of the fight ending, the PCs hear the sounds of items breaking and something thumping above them. It takes little to realise that something, like a fight, is happening on the floor above them. Should they decide they'd rather check behind the doors on this floor, they find nothing other than large bedrooms. The noise continues above them until a woman's screams are followed by a thud, then silence. Looking behind the door in the alcove, the PCs find an ascending stairway. At the top is an unlit hallway that heads off to the right. Four doors, two on each side, exit from the hall. Three are closed, but the furthest on the right is slightly ajar with a light coming from the room. Assuming the PCs approach the room quietly, they hear the following in a hoarse, rather hissing, voice:

"...lovely to ssee you again. Dear sssssster, how long hasss it been? Lassst time I ssaw your delicate and sssmooth featursss, it wasss on your way to that sssship bound for Araby. I don't know how you essscaped, but I'm sssso thrilled to behold your beauty again. You don't realissee how much I have dreamed of you in my..."

There is a pause and a sniffing sound before the voice continues:

"How thoughtful of you, my darling sssssster. You've brought your friendsss. Were thesss the onesss that sssaved you, or are they just sssome hirelingsss? Come in, come in. It isss time for you to pay homage to your new king. Come and kneel before me."

As the PCs enter the room (Alfons is not so stupid as to come out to them), they see a huge man covered in long blue robes hunched over an unconscious Elisabeth van Rugkil in the middle of the room. His face is hidden in the darkness created by a cowl and the lamp on the desk behind him. On the adjacent left wall is an unlit fireplace with mantel and there is a large window on the far wall. An orange glow radiates in the fog outside. The rest of the room has been trashed.

Manfred Eigilswert & François Richard Vaniteux du Parravon Mercenary Captains

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	62	5	5	11	54	3	41	75	42	64	46	50

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle Tongue, Specialist Weapon-Flail, Specialist Weapon-Lance, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Possessions: Helm, Mail Coif, Mail Shirt, Mail Leggings, Shield, Sword, Crossbow and Ammunition, and Purse.

Alfons van Rugkil, Merchant, ex-Student, ex-Trader

Height: Originally 5 ft 11 in, now 7 ft 2 in

Weight: Originally 165 lbs., now 315 lbs.

Hair: Medium Brown

Eyes: Originally Blue, now Red

Age: 32

Alignment: Evil, with increasing Chaos tendencies (none)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	51	22	5	5	15	44	2	22	44	37	43	45	18

Chaos Mutations: Blood Substitution-Maggots (T+1¹, stream of maggots shoot out from each wound, 50% chance of landing on attacker and causing one S1 wound. Wounds continue with 20% chance per round that the maggots are sated and stop attacking), Halfbreed (take on some characteristics of a Rat Ogre [included below]: M+1, WS+10, BS-20, S+1, T+1, W+6, I-10, A+1, Dex-20, Ld-20, Int-20, Cl-10, WP-10, Fel-20), Huge Fists (negates penalties for unarmed combat)

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

Insanities: Frenzy, Hatred (towards attractive, personable people, i.e., those with Fel scores of 45+), Megalomania

Possessions: Heavy blue robes with hooded cowl, tattered clothing underneath.

Alfons is an overly ambitious man whose talents do not measure up to his conceit. He allied himself with the Skaven to remove his family and inherit his father's wealth and position. His petition to join the Directorate rejected, Alfons initiated a plan to use his Skaven allies to drive Marienburg to the edge of ruin. In the ensuing chaos, Alfons would unleash his mercenaries to save Marienburg and restore order. In his megalomaniac state, Alfons truly believes that his deliverance of the city would propel the people to throw out the corrupt and ineffectual Directorate and proclaim him King. Unfortunately, Alfons never suspected that dealing with the Skaven carried such a heavy price. As his plan reached its climax, Alfons began to mutate into a creature as foul as his soul.



The woman is bruised and battered with her clothes torn and in disarray. Her attire is not the dark green dress they last saw her in, but a charcoal grey tunic (with a mail shirt underneath), black trousers and black boots. A rapier lies behind the large man, near the desk. Elisabeth had the foresight to hide her "assassin" gear in a safe location, the late Johann van der Groot's home, in case she was forced to flee the Ravenwing Inn. (If Elisabeth did not escape her captors, then she will be wearing the same green dress – though far more shredded than before.)

If the PCs are expecting a measly merchant they are in for a shock. With his plans reaching fruition, Alfons' extensive dealings with the Skaven finally took their toll. He began to quickly mutate and what was left of his sanity disappeared. Before the PCs can act, Alfons pulls back his cowl and reveals his ruined face: nose elongating into a muzzle and skin crawling in different directions (resulting from his blood congealing into living maggots). Each PC must take an immediate **Fear** test.

Should Alfons survive two rounds of combat with the PCs, he will let out a cry of agony and stoop over. Before the PCs' very eyes, Alfons' back will ripple, shudder, and then split as a scorpion's tail sprouts from his body. PCs witnessing this transformation must take a **CI** test immediately. Failure results in the PC gaining 1 Insanity Point. The quickly recovered Alfons now has an additional, poisoned attack.

Assuming the PCs are victorious, the PCs can turn their attention to Elisabeth (or Emma as they will believe her name is). Any PC with the *Heal Wounds* skill can determine Elisabeth has several broken ribs, a dislocated right wrist, and a swollen, severely sprained left ankle. It does not take much to conclude that whatever her intentions, Elisabeth will be unable to fend for herself for some time. Reviving Elisabeth is an easy task and, after a few moments to clear her head, she will be able to answer questions.

Depending upon what is asked, Elisabeth can reveal her real name is Elisabeth van Rugkil, younger sister of Alfons. The Duc du l'Anguille rescued her from enslavement and he arranged for her to learn certain skills to avenge herself. She had only recently (six months ago) returned to Marienburg to stop her brother.

She knows that Alfons was in league with

the Skaven to murder her parents and remove all obstacles to inheriting the family fortune. He was a greedy, power driven individual who had not the talent nor instincts of their father.

It was she who had been leading the PCs to a final reckoning with Alfons in hope of stopping his mad scheme. The attack on the Ravenswing Inn was not her doing, however, though it did serve to bring the PCs to this place.

Elisabeth had intended that the PCs occupy Alfons' personal guards' attention while she dispatched her brother. The change in Alfons caught her by surprise. By the time she regained her wits, Elisabeth was injured and the battle lost.

Elisabeth also surmised that the Skaven attack was imminent, but thought it was one day away at the very least. Her assumption that Alfons' removal would unravel the Skaven plan was without merit. The only avenue left is the removal of the Skaven leaders. Elisabeth tells the PCs to look for a scrawny Skaven with greyish-brown fur and rather crazed looking eyes (Rantok) who is usually accompanying a larger, dark brown furred Warlord. She does warn the PCs that the smaller Skaven carries a strange looking pistol. If asked how she came to know about the Skaven leaders, Elisabeth forces a smile and simply says that she has been reconnoitring the situation for quite some time.

Elisabeth tells the PCs that the Skaven probably entered the mansion through one of their tunnels into the basement. In this manner, they were able to enter and leave without detection by the Goudberg Watch. She also tells them that a staircase hidden within the walls is the only way to reach the cellar. One of the two entries is a secret door behind the fireplace in this room (the whole fireplace pivots open). A loose flagstone just above the mantel hides the opening mechanism. The other secret door is found in Alfons' old bedroom (the door nearest the top of the stairs leading to the ground floor).

The orange glow coming from the window indicates fire in the Paleisbuurt district. Elisabeth urges the PCs to use the secret stairway to reach the Skaven tunnels. "The Skaven will surely not expect an attack from that quarter," Elisabeth advises. Acknowledging the PCs' condition (no doubt, a number will be injured from all the fighting they have recently endured),

Elisabeth tells them that she left three potions of healing in the room across the hall. These were a reserve in the unlikely event that Alfons' thugs defeated the PCs and she had to deal with them in addition to her brother. Now that she is in no condition to continue, Elisabeth offers this aid to the PCs so that they can accomplish what she can no longer do.

Into the Breach

One might assume that the PCs, eager to end this affair, would leap at the opportunity to deal with the Skaven once and for all. Unfortunately, there are those who may decide that they have had enough and are willing to take their chances either on the streets or on the road out of Marienburg. This and the following section will detail the consequences of the two choices.

Deciding to carry on in the hope of saving Marienburg, the PCs must prepare themselves for the final assault. They have limited time as they have no information regarding the bloodshed on the streets. Fires raging across the city and the periodic din of battle give some indication, but not much.

Opening the secret door is easy. As the fireplace pivots, the PCs find the stairs descending to the left into the darkness. Heading down, they soon come to a landing that marks the second secret door. From there the stairs continues in a downward, counter-clockwise spiral. In time, the PCs reach a cellar, empty save for the table in its centre and an eight-foot high, six-foot wide opening in the far wall leading to a tunnel beyond. Anyone with *Mining* skill can also determine that the tunnel is solidly built, though the workmanship is shoddy, and that it descends at a slight angle. A character with the *Follow Trail* skill has an **I+10** chance of picking up indications that several creatures passed through here earlier in the day (about 10-12 hours earlier). PCs without the skill have only a 10% chance of finding any sign.

The passage is by no means constructed in a straight line. It twists and turns, thereby making accurate mapping next to impossible. After some thirty yards, the slope of the tunnel becomes very steep. Characters will need to free one hand to help with the descent. Any PC who does not must make an **I** test to avoid sliding down the passage. After twenty feet, the tunnel levels off and soon there is an intersection where

Continued on page 66

Warlord Skweech, Skaven Warlord
Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	55	5	5	13	60	3	34	64	34	48	39	34

Skills: Dodge Blow, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Possessions: Warpstone armour shirt, helm, vambraces, leggings, shield, sword with serrated blade (35% chance of infection).

A formidable warrior in his own right, Skweech clawed, scratched, and murdered his way up the rungs of power in Clan Scruten until he reached the top. He could not rest on his laurels, however, as Skaven are duplicitous by nature and there were many who eagerly sought his position. Skweech knew that only battle would divert the attention and schemes of so many would-be successors. One day, the Horned Rat delivered a Manthing with great influence and prestige unto him. The Manthing proposed a ridiculous plot to obtain, then usurp power in the Mancity that included the Skaven as his agents. Seeing an opportunity for paying off a debt to Clan Skryre, Skweech agreed to a pact with the Manthing that the Warlord intended to turn to his own advantage without the Manthing's knowledge. Through contact with Clan Skryre, the Warlock Engineer Rantok arrived on the scene. Mistrusting the Warlock Engineer came naturally to Skweech and the Warlord intends to keep an eye out for any treachery on Rantok's part.

Rantok, Clan Skryre Warlock Engineer, Level 2

Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	35	4	4	10	60	1	34	34	34	28	39	24

Skills: Arcane Language-Dark Magic, Arcane Language- Skaven Magic, Cast Spells-Dark Magic 1, Cast Spells-Skaven Magic 1- 2, Evaluate, Herb Lore, Identify Plants, Magical Awareness, Magic Sense, Scroll Lore, Secret Language- Skaven
Magic Points: 25

Spells: 1st Level: (Dark) Dark Hand of

Destruction ;
 (Skaven) Shadow's Companion, Vermintide, Warp Lightning

2nd Level:
 (Skaven) Scorch, Shrivel Tongue

Possessions: Leather Jerkin, Sword with serrated blade (35% chance of infection), Warpstone Flintlock (R 8/16/50, ES 3, 2 rds to load, 1 to fire) with (refined) warpstone ammunition (see *Realms of Sorcery*, page 128 for details regarding the effects of refined warpstone) for 10 shots, and Pouch (containing nine pieces of refined warpstone).

Rantok was dispatched by Clan Skryre to the lair of Clan Scruten beneath the Mancity called Marienburg. The Clan Leaders divined that some machinations were about to occur there that needed observation, as well as the collection of a debt owed to Clan Skryre. Rantok arrived just as Warlord Skweech reached a pact with a soft manthing. The Warlord was hesitant about Rantok's questions as if the Warlock Engineer intended to take over the operation (an attractive prospect on one paw, but too risky on the other). There was some potential in the Warlord's plan, so Rantok limited his role. Of course, the presence of Gutter and Night Runners from Clan Eshin were of some concern.

One night many moons ago, a manthing breeder surprised Rantok as he lurked about the city devising possible escape routes should Warlord Skweech's plans go awry. Fearing that he was about to be exposed, Rantok began to conjure a spell

when the breeder's sharp knife touched his throat. The manthing had a proposition for him: tell what he knew of Skweech's manthing's plans and she would let him live. Rantok only needed a moment to agree, realising that Skweech's failure might be the opportunity the Warlock Engineer needed to show his mettle and gain admittance into the company of Grey Seers. With this in mind, Rantok revealed what he knew.

Skaven Clanrats

Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

Skills: None

Possessions: Sword with serrated blade (35% chance of infection), 50% chance of Mail Shirt, 50 % chance of Shield.



their passage ends. PCs with *Acute Hearing* may take a **Listen** test for normal noise to hear a Skaven patrol approaching from the left. Failure means that both sides surprise one another, while success gives the PCs surprise. Not expecting intruders, the Skaven unit commander is leading his unit of five clanrats on a patrol so as to avoid the fighting on the streets above. Unless the Skaven can overcome their surprise and seize the advantage, they will seek to escape by retreating.

Checking all three sides of the intersection, PCs with *Follow Trail* skill can determine that the direction from which the Skaven patrol came was the more heavily travelled. Should they go in the opposite direction, they will follow a meandering passage that eventually rises and enters into an abandoned sewer line. Both ends are blocked by rubble that fell long ago and the bottom is knee deep in sewage that has somehow seeped into here.

If any Skaven escaped from the earlier confrontation, the noise will be minimal as the Skaven are preparing a reception for the PCs. Otherwise, the PCs hear chattering noise that can be safely assumed to be Skaven. Unless they blunder badly, the PCs should be able to achieve surprise as they enter a large cavern. Unfortunately, the Skaven are not located near the entrance, so charging into the cavern gives the PCs no advantage. Creeping ahead will allow the PCs to survey the layout for d6+4 rounds without being noticed.

The size of the lit damp cavern is around fifteen feet high, eighty feet wide, and ninety feet deep. Although now encrusted with slime, engravings on the wall can be seen suggesting this may once have been a hall. There are three other exits from this cavern; two are in the corners at one end on an upward slope. The remaining is across at a third corner and leads to deeper levels. Near the centre of the cavern is a large, well-armoured black-furred Skaven (the Warlord Skweech) and a robed, greyish-brown furred Skaven with a rather strange-looking firearm (the Warlock Engineer Rantok). Six other armed and armoured Skaven accompany the two. The leaders are addressing two units of Skaven troops (2d6+6 per unit) armed with serrated blades. Each unit is escorting d10+6 Humans in chains. The prisoners are in pretty bad shape and hardly in a state to put up any resistance.

If the PCs attack, they will be facing

NEW SPELLS

Summon Children of the Horned Rat

Spell Level: First Skaven

Magic Points: 4

Range: Nearby

Duration: 1 hour

Ingredients: Rat pelt

This spell grants the caster the ability to summon and control a pack of either Giant Rats (2d6+4) or swarm of normal rats (100) to attack his enemies. They appear within 6 yards of the caster and will follow simple instructions (like "Kill" or "Maim").

Spread Plague

Spell Level: Second Skaven

Magic Points: 8

Range: Touch

Duration: Instantaneous

Ingredients: Diseased slice of meat

The form in which the disease manifests can be either Black Plague or Red Pox (WFRP, pg 82-83), at the caster's choice. The victim is allowed a **T** test to resist the effects of the disease. If infected, the victim will feel weak and queasy (-10 to **WS**, **BS**, **Dex**, and **Int**; -1 to **S** and **T**) until the next day when they succumb to the full effects of the disease. There is also a 10% chance that the victim will pass the disease to anyone in contact with them in the first 24 hours of being infected.

SKAVEN WEAPONS

Warpstone Flintlock

Similar to Human pistols, the Skaven weapon uses an alloy of refined warpstone and lead as its ammunition. In most cases, warpstone bullets cause the same amount of damage as normal bullets. Unfortunately for the victim, there is a d6+6% chance that the Warpstone will cause d2 mutations to rapidly manifest in addition to the damage.

Refined Warpstone

Though not as powerful as raw warpstone, refined warpstone is still very potent. Both Grey Seers and Warlock Engineers consume it in order to fuel their foul sorceries. There is a danger even to these warpstone-attuned creatures, however. Consumption may cause the Grey Seer (d6% chance) and/or Warlock Engineer (2d6% chance) to rapidly manifest d6+2 mutations (which may reduce them to Chaos Spawn).

Mutations

These can be found in *The Enemy Within*, among other sources. There is also a suitable table contained within the supplementary material for this scenario on the Warpstone website.

difficult odds as all Skaven, save a few to guard the captives, will attack. There is a chance that these Skaven may even slaughter the battered captives so as to free themselves to assist their Warlord against the interloping Manthings.

Should the PCs continue to wait for their opportunity, the unit leaders bark out some order after several moments and each unit then departs through the third tunnel forcing the Human captives ahead of them. At this point, the PCs will have 2d6+8 rounds to act before the Skaven senses their presence (unless their actions dictate otherwise). Attacking with missile weapons gives the PCs three rounds before the Skaven warriors can close on them. The Warlock Engineer, unfortunately, needs only two rounds to recover from the surprise attack.

So long as the Skaven believe that they are stronger than the PCs, the Ratmen will press the attack. As the PCs gain the upper hand, the Skaven leaders (especially if the Warlord is killed) will try to escape down the tunnel that delves deeper into the earth

with each Skaven blaming the other for the failure of the enterprise. Once the Skaven leaders have fled or been slain, the rest of the Skaven will scatter. Those already on the surface will soon retreat (d3+1 hours) in panic when it becomes apparent that their leaders have disappeared. How quickly this happens also depends on the PCs. Parading the leader's head through the street will get a quicker response.

Should the PCs survive the battle with the Skaven leaders, they will need to leave the cavern. They are, after all, in the way of any retreating Skaven. The exit on the left eventually leads (after twenty to thirty minutes of travelling) to a sewer on Luydenhoek Isle in the Suiddock. The other tunnel is shorter (ten to fifteen minutes of walking) and leads to a sewer outlet in the Guilderveld district near Paleisbuurt.

Should the PCs opt to flee, neither Skaven leader will bother with the craven PCs. The cowards have clearly confirmed each Skaven's perception of the spinelessness of Manthings.

Epilogue

By dawn, the fog lifts to reveal that a significant portion of Marienburg is in ruins. Large areas of the Paleisbuurt and Suiddock districts are smouldering and many people wander about aimlessly. Few signs of the Skaven presence remain and those that do are dismissed as Fen Loonies or mutants from the surrounding swamps. The retreating Skaven try to remove their own dead to cover their tracks.

The ugly job of cleaning up has begun. Members of the Carpenters' and Stonemasons' Guilds begin to negotiate contracts with merchants and landlords in the damaged areas. Rumours spread that the Directorate has convened to determine the parties responsible for the disaster. Other rumours say that remnants of renegade mercenary bands are being blamed for the destruction. Their leaders have not yet been uncovered. Indeed, a number of people have disappeared without a trace.

Crafty (and greedy) PCs may realise that there is an opportunity to extort money from Elisabeth van Rugkil. There is no sign of Elisabeth at the van Rijksbodem mansion but the corpses of those they've slain remain in the house. The PCs have little real evidence, other than the body of the mutated van Rugkil to support their story. Should they get caught red-handed, the PCs may need to get some help from the Temple of Mórr or Suiddock Watch.

With nothing but wounds to show for their effort, the PCs may return to their old haunts in the Suiddock. The Shipwrecked Tavern is still standing and a jolly Olaf welcomes the PCs. With little prompting, Olaf will recount his and Sergei's efforts to keep the rampaging fire away from his tavern. Last he saw of Manuel, the little Estalian ran screaming into the night as if he saw something in the shadows. No great loss, after all.

Olaf also says that a pretty young woman gave into his care a chest for the PCs. Olaf was well paid to deliver it intact. Using the key that Elisabeth gave them earlier (the one that also opened the side gate at the mansion), the PCs can open the chest, which contains five hundred Guilders and a sealed envelope with no insignia. Inside is an unsigned letter that reads:

Respected Associates,

Given your resourcefulness and skills over the past week, I have little doubt that you've survived last night's events. These

same events have made it impossible for us to meet in person. Please accept the pittance I've included as a token of my appreciation for your efforts (whether intentional or not) on my behalf.

No need to search for me. For reasons upon which you may speculate, I no longer feel at liberty to make Marienburg my home. Instead, I seek a new start in a new land. Once my affairs are in order, I may send for you. Without any doubt, I am sure that I can put your considerable gifts to good use.

With their role in recent events largely unknown, the PCs may believe that their task is over. But, is it? Any Skaven who escaped - especially the Warlord or Warlock Engineer - will identify the PCs to those who may secretly seek revenge. If the Mercenary Captains survived the encounter at the van Rijksbodem mansion, they will

want to extract their own brand of revenge as they lost a very rich patron and many men.

Other possibilities may include Elisabeth van Rugkil informing her patron, the Duc du l'Anguille, of the PCs' exploits. One might want to consider whether the PCs leave any evidence of their involvement that any agent of the Directorate might misconstrue as proof that the PCs were conspirators. Perhaps, one of the Great Merchant Houses might learn of them and seek to employ such resourceful and scheming operatives.

Experience Points

As the GM see fits. Award a Fate Point for successfully stopping van Rugkil and the Skaven.

Player Handout 8

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

Player Handout 7

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

Player Handout 9

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

