

# CONSPIRACY

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

### Act Two: Uphcaval

This is the second part of Conspiracy, the first of which was published last issue.

#### Act Two: A Summary

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

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

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

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

#### The Raven's Message

No matter what the PCs do next, one of

the PCs has a strange dream that very night. Should there be any followers of Mórr among the PCs, they will have the following dream (if not then randomly select a PC):

The dreamer finds himself (or herself) on a Suiddock street following a man and a woman arm in arm. The couple are evidently familiar with each other. As they turn the corner, a mist rises and the dreamer is filled with a sense of foreboding. Within moments, the mist gathers itself into a distinctive nebulous mass behind the couple. The dreamer quickly seeks the weapon they surely have at their side, but it is not there. Attempting to warn the couple, the dreamer instead looks dumbfounded as the horror engulfs the blond-haired woman. Her piercing screams are quickly muffled as the mist enters through her nose and mouth. In a blink of an eye, the mist is entirely within the woman and she begins to convulse. Her lover shrieks as his mind snaps and he runs away screaming. The dreamer is transfixed as the sight of the woman's changing form entrances, as well as repulses, the dreamer. Once her transformation is complete, the taller, slimmer, black-haired woman looks towards the dreamer and smiles a grin both alluring and suggestive of something menacing. With that, she turns towards the in which the man fled and strides away with purpose. Suddenly a large raven caws from the top of a nearby building then flies over to the Westenpoort Gate near the Doodkanaal where it lands facing the dreamer. The raven then turns towards the direction of the woman who confidently strides into the filthy streets of that district. As soon as she disappears, the raven takes flight and the dreamer follows until the

bird reaches an old dilapidated building. The sign on the building shows a pig on a spit over a fire. Inside the window, the dreamer can see several sides of beef hanging from the meathooks as well as the naked body of a Human.

The dreamer wakes covered in sweat. A successful **Cool** test means they are momentarily shaken, while failure gains them 1 Insanity Point and a -10 **Cool** for the next 24 hours. If the PC does not recognise the man in the street, then a second successful **Cool** test reveals him as the poor fellow encountered outside the Crimson Claw.

#### On the Hunt

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

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

Sensible PCs will conclude that the identity of the mysterious woman is integral to their understanding. To this end they may go to the University or the Temple of Mórr. They may also choose to try to find out what lies near the Westenpoort Gate.

#### The University Revisited

Should the PCs go to the University before late on the night of Aubentag, they will be able to see their old acquaintance Doktor



Lucas Grafzoekener. Once he learns of the use of the stolen fetish, Lucas begins delving deeper into those circumstances. He is anxious to find out what the PCs know and will question them. After a while alone with his references on ancient Araby Lucas knows the following:

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

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

Should the PCs seek Doktor Lucas Grafzoekener after Aubentag, University officials will inform them that Grafzoekener's mutilated body was found in his office early Marktag morning. His throat had been ripped and his eyes gouged out by some unknown assailant. Moreover, no blood was found anywhere. Any request by the PCs to search Lucas' locked office will be denied unless they can convince the officials that they were working for him (a successful **Bluff** test (+10 for *Etiquette*)). Upon entering, the PCs find that nothing

seems to have been disturbed. On Lucas' desk is a large book entitled, *The Halfing Guide to Herbs and their Curative and Culinary Properties*. Allow the PCs an **Int** test to realise that this book is out of place in this office. Anyone examining the book will find a note under the chapter on garlic, near the portion of the text describing its reputed effects on the Undead. It reads (Player Handout 4):

*My friends,*

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

*Your friend,  
Lucas*

### The House of the Dead

At the Temple of Mórr, the PCs find it in a state of heightened alertness since the events at the Crimson Claw Cabaret. Lodewijck Raffleugel has been closeted with his books and has learned:

- ◆ The coat of arms found on the coffin bore the heraldic device of the notorious von Teufelheim family of Sylvania.
- ◆ The von Teufelheim family came to power in 1168 IC during the Imperial Age of Wars and ruled until 1232 IC.
- ◆ The patriarch of the family, Bela "the Serpent" von Teufelheim was murdered in his sleep in 1199 IC. Speculation was that his son, Manfred "the Wicked", hacked Bela forty times with an axe, but no magistrate had the nerve to arrest the homicidal fiend. Shortly after, Manfred poisoned his first wife, Etelka (who bore him five children), so he could wed his young stepmother, Beatrix.
- ◆ In 1213 IC, it was Manfred's turn to be murdered. The perpetrators were his youngest son, Adelbert, and eldest daughter, Sophia. The incestuous siblings paralysed their entire family by poisoning their supper during the Geheimnstag celebrations. Then each was sacrificed in turn to consummate Adelbert's and Sophia's unholy pact with Kháine. It was said that the couple's eldest daughter, Klara, was conceived amidst the blood and gore shed that

night. Thus began a reign of blood and terror previously unseen in The Empire.

- ◆ In 1232 IC, the peasants in Waldenhof and the surrounding countryside rose in rebellion against the von Teufelheims. Tired of that family's depredations and the rise of the Cult of Kháine, the peasants stormed the castle and slew the family. Only Klara was unaccounted for in the slaughter.
- ◆ During the summer of 1276 IC, the Order of the Raven Knights uncovered the still active Cult of Kháine in Sylvania. Attacking one night, they succeeded in killing the High Priestess Klara von Teufelheim and burned her body. Unfortunately, her followers counterattacked and, in the ensuing confusion, escaped into the night with her ashes.
- ◆ At the time of her death, Klara still looked as she did at the time of the Peasants' Revolt of 1232 IC. No doubt, her eternal youth was maintained through nefarious means. Some say she regularly bathed in the blood of virgins, while others maintain that she was made ever youthful through her service to Kháine.

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

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

If the Witch-Hunter Rutger Nachtrabe fought and survived the Crimson Claw incident, Lodewijck informs the PCs that he believes Rutger is searching the Doodkanaal area led by his vision. The sad truth of the matter is that many disappear from that area with nary a concern from the authorities. Lodewijck will admit that he cannot be certain that is



## PART TWO TIMELINE

Adv. Day	Week Day	Event	Section
4	Festag	One PC visited by a dream.	What's Next
5	Wellentag	Shallyan priestess Eveline Goedhart slaughtered in the Doodkanaal district. Shipload of mercenaries arrives.	Along the Doodkanaal
6	Aubentag	Demagogue Walewijn Droomer speaks to the assembled crowd in the Suiddock. Many Watchmen die in the ensuing riot. During late night, Doktor Lucas Grafzockener murdered and his body mutilated.	Riot!  The University Revisited
7	Marktag	Morning riot in the Handelaarmarkt district. Watch patrols actively search for ORDESA members. Watch Sergeant Kuilstier murdered.	Search and Destroy  Entrapment
8	Backertag	PCs' place of lodging burned down. PCs encounter suspicious people on the streets. ORDESA meeting during the night on Luydenhoek. Suiddock set on fire.	Something's Burning Search and Destroy Rebels with a Cause  Where Are They?

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

### Along the Doodkanaal

The Doodkanaal is the worst of Marienburg's slums, named for the sluggish waterway that runs along the southern edge of the city. For the most part, the water here carries an unhealthy odour (and the occasional waterborne plague), especially since several grated openings in the base of the city wall enable water to flow from the fens beyond. Except for the Westenpoort Gate, the Black Caps only occasionally patrol the Vloedmuur along the Doodkanaal.

Murderous cutthroats prey upon the poor, even in broad daylight. Arrogant and

strutting youths travel in gangs to battle over turf in the vain attempt to prove their worth to the more worldly criminal gangs in other districts like the Suiddock. Deranged killers also seem to gravitate to the Doodkanaal. There are many hidden places in this slum for danger to lurk, made worse by the deteriorating conditions of the grates to the fens.

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

Since the incident at the Crimson Claw, a number of Outcasts have fallen prey to some horror that leaves the corpse of the victims mutilated and bloodless. The killings generally occur at night, although a few have taken place during the day (in shadowy areas such as alleys). The killings

will become less frequent in the nights that follow the Aubentag riot.

PCs entering this area will be shunned by the Outcasts. The only hope they have of talking to an Outcast (initially) is if there is a Shallyan cleric in their number (Fel-20). The PCs will have to make their way to the local chapel of Shallya. The chapel is easily recognisable, as it is the cleanest building by far. As evident by the number of Outcasts here; the doors are always open for the needy.

Most likely, the PCs will find the two Shallyan priestesses here in mourning. One of their number was savagely killed by an unknown assailant during Wellentag night. The older of the two, Sister Marie Serenite, is the only one able to contain her grief and talk to the PCs. Initially, she will be reluctant to answer any of their questions unless the PCs can convince her that their intentions in solving this crime are in line with Shallyan beliefs. This will be tricky (and doomed to failure) due to Shallyans' loathing of killing. This is even extended to the execution of murderers. Thus, any hint that the PCs intend to make the killer

pay in kind will result in the lack of co-operation of the Shallyans.

If the PCs inquire about a building with a sign of a pig on a spit with a window with meat, the Shallyans will ask if they mean the Butcher Shop. The last butcher left the Doodkanaal some years past and his shop has been deserted even since. The sign outside the building is still there, but very weatherworn. The windows have been boarded up since the shop closed. The Shallyans will provide directions so long as the PCs don't mention that they intend to kill whatever is resting there.

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

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

- ◆ Many of the slain Outcasts lived in these buildings.
- ◆ A large male outsider wearing black was poking about these buildings on Wellentag. He hasn't been seen since the early evening hours. [Only true if Rutger Nachtrabe survived the Crimson Claw incident].
- ◆ The mutilated and bloodless corpses were mainly young males.
- ◆ Many of the dark, draughty rooms are falling apart. There are many holes in

the rotten ceilings, walls, and floors.

- ◆ There are cellars in each of the three buildings. The entryways are covered by debris, leaving only crawl spaces. Since the killings began, no one dare's enter.

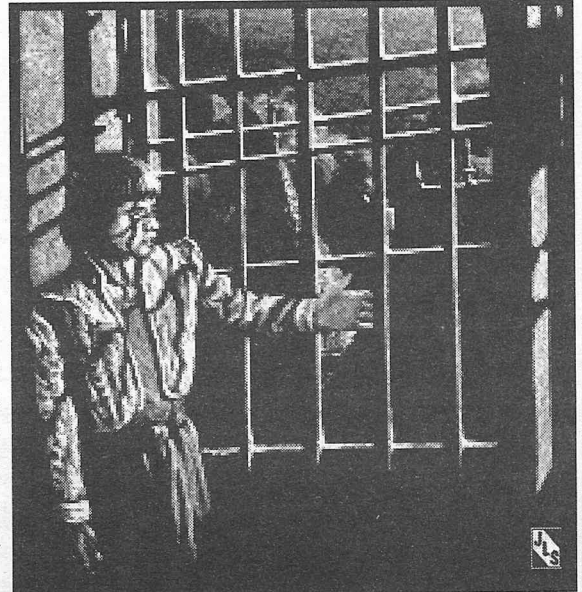
If they are offered substantial incentives (at least two Guilders), a few Outcasts (d3+1) escort the PCs to the cellar entryway in each of the three tenement buildings. Under no circumstances will they enter the cellars. PCs who try to coerce one will find themselves faced with a mob of angry Outcasts.

No matter the time of day, the PCs will need illumination when they enter the tenements. The atmosphere of the place is creepy with a feeling of foreboding. Odd noises and squeaky sounds periodically cause the PCs some nervous moments. For PCs not inclined to crawl on their hands and knees, the debris about the cellar entrances requires d6+3 man-hours to clear. Otherwise, the crawl space is large enough not to cause too many problems for even heavily armoured PCs.

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

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

Anyone searching the room further must successfully pass an I test (+10 for *Excellent Vision*) to spot a partially concealed pamphlet (see Player Handout 2).



### Riot!

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

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

Assuming the PCs arrive early, they will see people gathering at the Sikkeleiland end of the Draaienbrug Swing Bridge minutes before the time stated on the pamphlets. These are mostly curious locals who have come to see a show of sorts. At one end of the open area stands a platform with a podium. As the crowd grows, a number of young men and women surround



the podium. Looking about the crowd, PCs will notice a sizeable contingent of Suiddock Watch (twenty-one in all) posted on the outside fringes. Each is equipped in the manner of the Suiddock Watch: mail shirts, swords, and clubs. Closer examination reveals that every third Watchman has a crossbow.

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

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

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

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

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

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

"We must use our strongest assets: our number and collective voice. It is *we* who

should exercise the Power, not *them*! Not the *few*!

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

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

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

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

There is an opportunity for the PCs to ingratiate themselves with the Watch. They see two wounded Watchmen (Sergeant Matthias Scherp and Norbert Groen) beset by a group of thugs bent upon murdering them. It doesn't matter whether the assailants are killed or driven off, any PC rescuing the two besieged men will earn the gratitude of the Suiddock Watch. This gratitude will enable the PCs to continue their activities (for the duration of the adventure) without the Watch's

interference, unless they subsequently commit a serious crime or harm a member of the Watch. In some instances, the Watch may even offer limited assistance.

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

PCs with the Read/Write skill notice that the title of the booklet is *Completing the Marienburg Revolution* and is written by H. Markvalt (M:SDtR, page 99). Thumbing through its pages, the PCs learn that the author views the independence of Marienburg as the first step in the process of freeing the masses from the depravity of the nobles. The author denounces The Ten for usurping the power that rightfully belongs to the people. He also advocates the use of violent means to assert the rights of the masses if all other means are exhausted. The rest of the booklet is nothing more than a recipe for revolt. PCs will also notice that 'Harmitage Printing' published the booklet. PCs inquiring about such a print shop will have no success. There is, however, a 20% chance of finding someone who is familiar with Armitage Books on Luydenhoek Isle. Perhaps the print shop is related? For several Guilders, the PCs can obtain directions.

### Armitage Books

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

are haphazardly stacked on tabletops. Anyone browsing the shop will find some of the most unusual, and obviously nonsense, books conceivable. Titles like *Theories on the Medicinal Value of Fimir Blood*, *Poetry of the Slann*, and *Tsu Ling's Guide to Karmic Equilibrium* can be found alongside such ancient texts as *Ibn Amin's Exploration of Nehekhara*, *Land of the Walking Dead* (translated circa 1000 IC), *Chronicles of the Estalian Crusade* by Esteban Nuno de Ávila (1562 IC), and *Alchemical Properties of Water and Earth* (circa 750 IC). Rummaging through the store looking for a specific book can easily take days, even weeks.

If the PCs decide to look through the books, there's a 5% cumulative chance per hour (+10 for the *Luck* skill) of finding a thin book entitled *De Las Rattas y Los Hombres: Una Estudia de la Plaga Negra* by Julio Sanchez de Barboza (circa 1200 IC). Despite the language of its title, the book is actually written in Classical. The topic deals with the Black Plague that swept across the Old World during 1111-1115 IC and has a small section that details a subterranean race of black-clad 'Ratmen'. Several "packs" are identified with their symbols, including the Hand of Death pack, which uses a hand holding a serrated knife dripping with blood.

Henri Armitage inherited the shop and his love of books from his grandfather who had to leave Bretonnia in haste amid controversy over some of his books. The fact that Couronne nobles were the ones who sent Witch-Hunters after his grandfather is not lost on Henri. Henri has these forbidden books locked in a closet in the back room. Armitage Books has one further surprise; stairs lead from the back room down to a locked cellar where Henri keeps his secret printing press. Through connections at Baron Hendryk's, Henri Armitage has become the printer of choice for budding authors and demagogues whose views are not quite in line with the ruling class of Marienburg. A rebel at heart, Henri prefers to work in the background and naively believes that he has avoided putting himself, or his shop, in jeopardy.

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

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

Should the PCs arrive at Armitage Books in daylight before Marktag, they will find Jean-Paul Mainsoyeux [from *Old Man Houlder's Bordering House - Warpstone 23*] looking for a rare book, *Les Habitudes Sexuel du Dépravé et Athlétique*. Some obscure Slaaneshi cultist, who was also known for his "prophesies", wrote the book in 18th century Parravon. Not finding the book in the shop, Jean-Paul will ask Henri about it in whispered Breton. Henri will get the book if he thinks the risk is low; otherwise he'll deny any knowledge of it. Any denial will upset Jean-Paul as he needs the book. In an increasingly louder voice, Jean-Paul insists that Henri has the book and *must* sell it to him. Torn between exposing himself by fetching the book or having Jean-Paul expose him, Henri makes some feeble excuse to leave for a moment loud enough for other patrons to hear. Moments later, Henri returns with a book and quietly completes the transaction.

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

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

PCs may attempt a **Listen** test for soft noises (+10 for *Acute Hearing*, +10 for *Lip Reading*) to eavesdrop on the conversation. Should they make the connection, bold PCs may approach Jolanda in the hope of obtaining some

information. The situation is delicate, as the young woman does not know them and she is under some duress. A failed **Fel** test makes Jolanda suspicious and she will either brush them off or give them some wild story and misinformation. Success gives Jolanda the confidence to confide her "concerns" for her mentor Walewijn, especially where the Imperial harlot with the odd accent is involved. If asked, Jolanda says that the raven-haired woman met Walewijn sometime during the night after the Aubentag speech. All Jolanda knows is that the tart has not left his side since. Jolanda will accept any PC offer to kill the woman on the condition that they do not harm Walewijn. If the PCs cannot give her that assurance, Jolanda will thank them tersely and take her leave. Should they then follow her, Jolanda calls the Watch and accuses them of accosting her with the intent of robbery or something worse. In the event that the PCs promise to not harm Walewijn, Jolanda tells them details of the meeting.

### Entrapment

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

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

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





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

The note, reads as follows (Player Handout 5):

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

*Kuilstier*

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

PCs inquiring at the Barracks for

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

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

PCs scouting the area in hope of uncovering an ambush find nothing.

Checking the premises, the PCs find that Kuilstier’s flat is located on the uppermost floor of a small tenement with families occupying the flats on either side. During this whole time scouting, PCs with *Sixth Sense* will realise they are being watched but no amount of effort will pinpoint the watcher.

Should the PCs try to enter Kuilstier’s flat early, they will find the door locked (CR 10). Beyond this is a one bedroom, sparsely furnished home. The living room consists of a large chair and oil lamp on a small table by the window; another table with two chairs across the room; a large rug on the floor; and cupboards containing the usual. Inside the bedroom is a small bed, another rug, a small closet containing the Sergeant’s limited wardrobe, and a candleholder with a partially burned





candle. There will be an obvious temptation for the PCs to trash the place in pursuit of any sort of clue. Remind them that the Watch Sergeant would be most displeased when he found out that it was the PCs who were trying to spy on him. If the PCs stay and wait without taking precautions they will be spotted by neighbours who will discuss calling the Watch.

At the appointed time (or near that), the PCs arrive to find the door to Kuilstier's flat slightly ajar. Neither knocking on the door nor calling out yields any response. Entering the dimly lit room, the PCs find (the deceased) Kuilstier apparently sleeping in the chair next to the slightly opened window. Clearly, the only way they will get any response - though not one to their liking - is by trying to shake the Watch Sergeant awake. As soon as they touch him his head rolls off his body. Examining the Sergeant's head will show it was neatly severed and that there is no trace of blood on his clothing or within view. PCs concluding that Kuilstier was killed elsewhere and returned to his flat for a purpose are correct.

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

In the event that the PCs did not

extinguish the light in Kuilstier's flat, someone in the tenement across the street shouts, "Murderers!" PCs should realise that the last thing they need is for the Watch to find them with Kuilstier's corpse, even if they are working for the Watch. They are outsiders to the Watch, after all. If they decide to flee, they hear the whistle of the Watch sound from the street, as they reach the foot of the stairs. The exit towards the back alley is the only one that'll allow the PCs to escape without being seen.

### Something's Burning

Wherever the PCs hole-up after the Aubentag riot, they will receive a rude awakening in the middle of the night. Someone has decided to burn down the building where they are residing.

If any of the PCs are actively on watch during the night - e.g. constantly looking out the window - allow them an **Observe** test (+10 for *Excellent Vision*, +10 for *Night Vision*, +10 for *Sixth Sense*). If the PC succeeds, he will notice hunched figures in heavy cloaks moving in the shadows outside their window. These are Skaven Gutter Runners. They have been given the task of burning down the PCs' lodging. Unbeknownst to the PCs, Reiner Derschakal has decided that their earlier interaction with Thijs Boekarts has marked them as a group that should be removed just to be safe. After all, what are a few more dead people in Suiddock going to matter? Implicating ORDESA in this action serves the purpose of making the radical group even more feared, thereby advancing the anarchy van Rugkil seeks.

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

If the PC on watch fails to see the Skaven, allow that PC an **I** test to smell smoke coming from the hallway some time after the ratmen have left. Initial success means they will have twelve rounds to awaken their fellows and sound an alarm before the raging fire reaches them. Test each round until success is achieved (cumulative +5 modifier to **I** per round). Each round of failure gives the PCs less time to escape unscathed. Once the fire reaches their room, the building will be totally destroyed

in another fifteen rounds. There is only a small chance that the building can be saved if the alarm is sounded within the first two rounds.

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

Other occupants could possibly be trapped and may be in need of rescue. Such situations may provide moments of anxiety and grim humour if they are lodging at the bordering house. The artiste and Slaaneshi cultist, Jean-Paul Mainsoyeux, could well be wearing some night-time attire that most men would find unseemly, shrieking for help while clutching the book he obtained from Henri Armitage. GMs could also allow PCs an **Observe** test (+10 for *Excellent Vision*) to notice that Jean-Paul has the small left breast of a woman.

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

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

PCs may decide to question the other residents of the boarding house. Of these, only Ingrid Houder has heard something. As she didn't think much of it at the time, she will not recall anything without some coaxing (stern questioning will frighten her into silence). Ingrid awoke to the sounds of rats sniffing and scratching outside her bedroom. Since they are frequent in the



Suiddock and she was still sleepy, Ingrid didn't give it much thought. With that, she rolled over and fell asleep until the shouting alerted her to the fire. Now she thinks the rats were trying to escape the fire.

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

### Search and Destroy

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

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

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

Suiddockers have also reacted to the changed environment. Many are openly wearing pieces of armour (mail shirt here, leggings there) when they venture from the safety of their homes. Foot traffic has clearly diminished with hostilities directed towards outsiders and, behind their backs

at least, the Watch. To make matters worse, a number of agitators have tried to follow Droomer's lead. Some of these have had the misfortune of being caught by the Watch.

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

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

Rijkskamer members are barricading their mansions. You'd think someone was coming after them."

- ◆ "I was on the docks when a shipload of mercenaries arrived Marktag morning bound for one of the merchant houses."
- ◆ "Don't let the stories fool you. I have it on good authority that ORDESA agitators are muscling in on The League's territory and rackets."
- ◆ "I'm going home to pack up my wife and kids and get out of here. I heard that ORDESA is employing assassins to bump off their opponents. I'm not going to stick around for that and I suggest that you consider doing the same."

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

Whether they're acting as agents of the Watch or on their own, the next encounter takes place early on Backertag evening. In a narrow side alley, one of the PCs notices several people arguing with obvious emotion and overhears one of them uttering the names "ORDESA" and "Droomer". The PCs have 1D3 rounds to act before the people in the alley become aware of them and flee. Letting them escape, though attractive to the cowardly, will deny the PCs an opportunity to learn critical information about ORDESA.

Should the PCs give chase use the rules (*Warpstone* 23 page 32) to determine how the action turns out. Captured individuals will not freely talk without some persuasion. Those who met in the alley are:

**Karel Hardnekkig (M 5, I 40):** Student radical, hard-line supporter, and lieutenant of Walewijn Droomer. Karel is willing to be a martyr for the cause, but only if others



learn from his example. He is more than able to hold firm, even if tortured, in front of potential followers. If isolated, Karel will be (comparatively) easy to persuade to talk. This is mainly due to his concern that his death will be meaningless without an audience. He knows that Walewijn's main thrust is to use the masses to overthrow and execute the current leaders of Marienburg. More uprisings are planned with the next one likely to be in front of the Staadtholder's Mansion.

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

**Gustaaf Wafeler (M 3, I 41):** Student from the University who tends to join movements as a means of finding acceptance. Basically a wimp looking for someone to lead him and define his life. Any suggestion of violence (e.g. torture) will reduce Gustaaf into a whiner pleading for mercy. He thinks Droomer has some strong points in giving power to the people, but doesn't really believe Walewijn intends violence. However, he hasn't been to any meetings, but is looking forward to being invited. Gustaaf thought he heard Karel say that there was one tonight. (He was too taken by Yvette to pay attention.) He believes the Watch started the rioting.

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

**Carlos Rodriguez Guzman Santana (M 4, I 47):** Thug from the Estalian gang, Los Muchachos Grandes who is posing (rather poorly) as someone interested in the movement. The fact is Carlos likes the looting potential and the violence. He does not really give a hoot about the group's ideals and will sell them out for money. He will not fold to threats or torture (unless the latter is heavily applied) as to do so is not in keeping with Carlos' macho image of himself.

Carlos says there are many lovely ladies

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

**Yvette Remuiste (M 4, I 54):** A Bretonnian spy from Gisoreux masquerading as a radical University student (though not as radical as Karel). Yvette fancies herself as a seductress who can sweet talk any male in the group to avoid any physical unpleasantness the PCs might contemplate. Failing that, she will bargain any information she has on ORDESA for leniency (or a healthy bribe).

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

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

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

In most cases, the above individuals will exchange information for their lives (the only exception is Karel who wants to be a martyr with an audience). If the PCs found the flat beneath Watch Sergeant Kuilstier's, they'll probably want to question them about his murder. None of the four above know of the murder though Karel and Carlos would both express their approval. Only Karel and Yvette know with certainty that ORDESA never planned on killing the Watch Sergeant. There was nothing to gain by such a deed.

PCs may wish to interrogate any captive member of ORDESA about the burning of various buildings in the Suiddock (including their boarding house). Again, only Karel and Yvette know for certain that

setting fire to buildings in the Suiddock was not part of any plan. If asked who would perpetrate such an action, neither really knows. Karel will blame the upper class merchant families while Yvette speculates that it is Imperial agents.

### **Rebels with a Cause**

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

During daylight hours, there is activity on the waterfront and surrounding warehouses. The PCs will notice that the Stevedores are, unusually, armed with hand weapons. Approaching them can best be accomplished if they avoid using whatever authority they believe they have. If the PCs foolishly put forth such authority, then the 2d6+8 Stevedores in the immediate vicinity ignore the pompous fools or a fight will break out with a further d10+4 Stevedores joining from nearby within d6+2 rounds. Defeating the Stevedores (wounding or killing a quarter) will drive them off and whatever information they have.

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

The area surrounding 10 Kleinvinger Steeg is deserted. Thirty minutes before the meeting is to begin, several armed students arrive to check the warehouse and immediate vicinity. This is the ORDESA vanguard whose role is to ensure that the location is secured for their meeting. The degree to which they're concerned is predicated upon who (if anyone) the PCs captured earlier. Should the vanguard find that the location is compromised, they will flee in order to bring word to Walewijn Droomer. Luckily, ORDESA's vanguard is not experienced. As students, their thoroughness in searching an area leaves



much to be desired. Unless they're totally inept, the hiding PCs should escape detection. Once satisfied, the vanguard moves to the back of the warehouse, and forces open the door.

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

Minutes before the commencement of the meeting, the rest of ORDESA arrive in several small groups. Some of the other, important members of ORDESA arrive on their own or with another person. The first large group to arrive is Walewijn Droomer with an entourage of five. About five minutes later, another group arrives led by a tall, slender, black-haired woman, surrounded by five people. The PC who had the dream will recognise her.

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

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

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

Should the battle go against ORDESA, Klara will use the confusion to slip away. Under no circumstances will the Priestess endanger herself to save ORDESA. They have served their purpose as unwitting

pawns. In the event that it is the PCs who are disadvantaged, they may well flee into the night. Klara will mark them for future reckoning. At this time, ORDESA declines to chase down the routed PCs.

If the PCs wait until the meeting is well under way to launch an attack, they'll have to figure out how to sneak into the warehouse without being seen or heard. Normally, two guards at the door would be enough for Walewijn. If either Karel or Yvette were captured earlier, one of Klara's entourage will augment the normal detail. Also, the entire group will be alert to possible attacks.

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

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

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

Walewijn turns towards the woman who introduced him to the crowd at the Aubentag rally. She answers, "Kuilstier." Walewijn continues:

"...Kuilstier. We are also blamed for the fires that raged across the Suiddock early this morning. I'm not sure who framed us. Nor do I care. Why? For the simple reason that these acts put fear into the Ruling

Class. They are now cowering behind the walls of their estates. We could not have hoped for anything better. We must now accelerate our timetable.

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

"Stefan, you will return to the University and your charges. Lead them to the Stadtholder's Palace at dawn and surround it. I'll be there in the morning to rally support from the People to ensure no

### Withering Hand of Kháine

Spell Level: Third Divine (Kháine)

Magic Points: 15

Range: Touch

Duration: Instantaneous

Ingredients: Skeletal Hand

This spell allows a Cleric of Kháine the ability to siphon the life force of a target by simply touching them with the skeletal hand. The Kháinite Cleric rolls to hit as normal, ignoring unarmed combat modifiers. Any hit automatically causes d6 wounds (irrespective of Toughness and non-magical armour) to the victim each round and gives the Cleric an equal number of Magic Points (not to exceed their maximum).

This spell takes effect immediately and will continue to wound the victim each round so long as the Cleric of Kháine maintains physical contact with the victim. Either wounding the Cleric or otherwise breaking their hold may break contact. The corpses of victims who have their entire life force siphoned by this spell are left as skin and bones. All muscle and other tissues dissolve and the victim's face takes on a reddish hue leaving the appearance of a grimacing red skull. Anyone (outside the priesthood of Kháine) witnessing the death of the victim must make a **CI** test or gain 1 Insanity Point.

Only Witch-Hunters and Clerics of Mórr are allowed a **WP**-10 test to resist the power of this spell.



interference from the Watch. Not that I expect much as they'll be too busy dealing with the fire and panic caused.

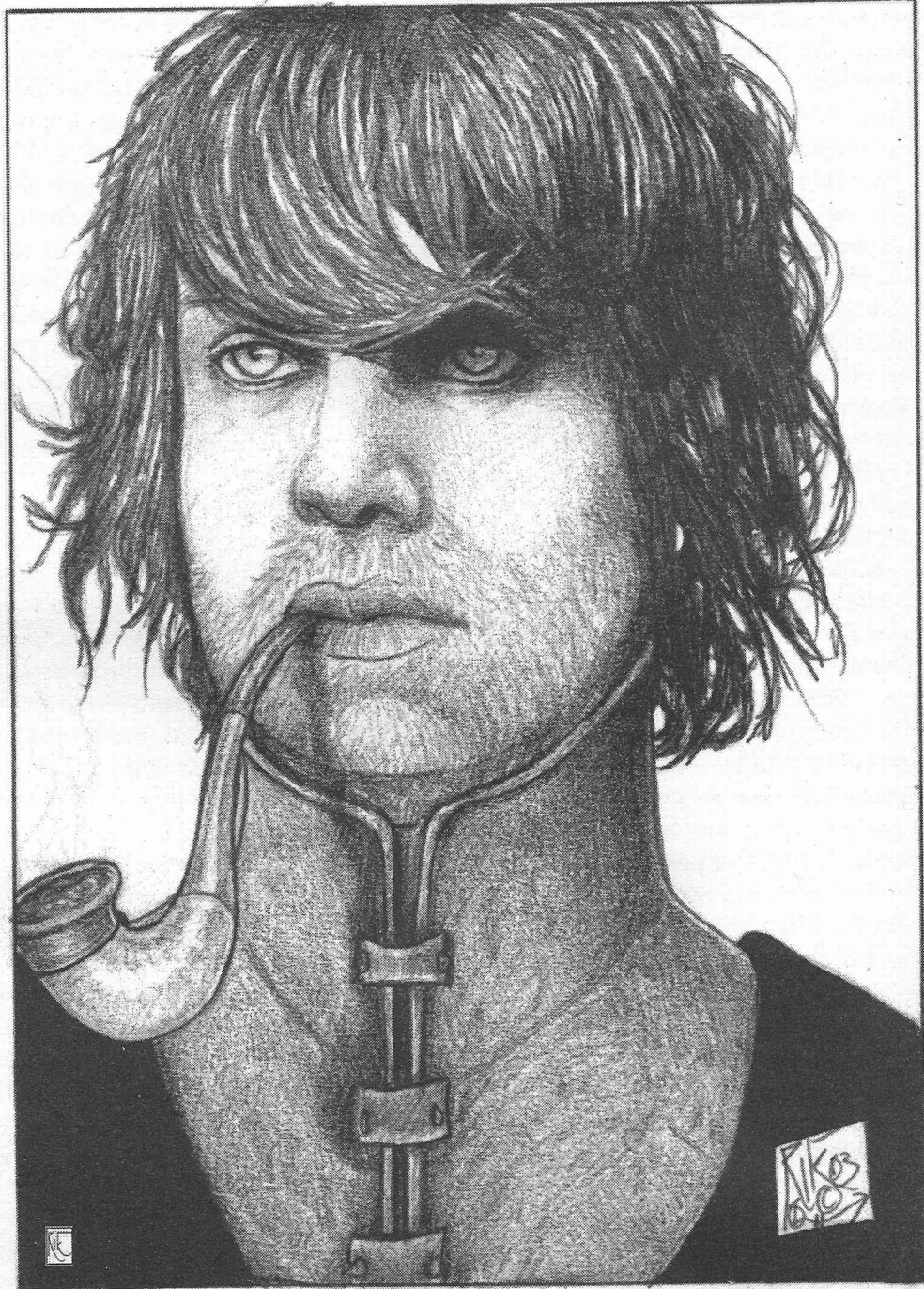
"Jolanda and Karel, you'll gather our Suiddocker followers and set additional fires throughout the district. Remember, there are others with us who will wait for the fires to signal them to fulfil their roles. [GMs Note: If Karel did not escape the PCs earlier, then Walewijn will name Yvette instead. If neither is available, then he names Vladimir.]

"Klara and her people will act as my escort. They are capable of handling the unexpected. Once we accomplish our initial tasks, the rest will fall into place. The People will see the Ruling Class for what they are: cowardly leeches that hide behind walls when they are faced with what the People have to deal with in their daily lives. Immediately upon consolidating power, we will rid ourselves of these parasites. The streets of Marienburg will run red with their blood as we purge their ilk from this city. Only then will we, who are the true representative of the People, take over the government. This is our destiny, even if all who oppose me must be put to the sword!"

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

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

If the PCs leave the area and did not bother to alert the Watch, ORDESA's plan proceeds, resulting in property damage, deaths, injuries, and a violent suppression



of the rebels after a day of rioting and mayhem. Investigations may soon follow and someone may have noticed PCs lurking about when ORDESA had their meeting. Perhaps the PCs were on the fringes of the seditious organisation?

Another possibility is that the PCs do attack and are driven off. They could simply run away or they could then resort to laying an ambush to waylay certain ORDESA members. This approach will have some initial success if the PCs launch their attack near the warehouse. If not, they may well miss the different route that ORDESA members take (each their own).

If the PCs ambush Walewijn, all

members of ORDESA and the cultists will come to his aid. At this point, Klara will watch to see where this fight goes before committing herself.

Searching Walewijn (dead or alive), the PCs will find a note in his pocket, which states (Player Handout 6):

*Droomer,*

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

*AvR*



## Where Are They?

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

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

### Walewijn Droomer

**Demagogue, ex-Student, ex-Scholar, ex-Agitator**

**Height:** 6 ft 0 in

**Weight:** 180 lbs.

**Hair:** Brown

**Eyes:** Pale Blue

**Age:** 36

**Alignment:** Neutral with Evil tendencies (None)

**Trait:** Charismatic eyes

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

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

**Possessions:** Mail Shirt under tunic, Sword, Pamphlets, Purse (12 Gu, 14/7).

Once Walewijn was a man with a mission to learn all he could of the Classical Old World. Many were the days he could be

### Clan Eshin Skaven Gutter Runners

**Alignment:** Chaos (Horned Rat)

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

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

**Possessions:** Leather Jack, Sword with serrated edge (+1 W) coated with poison (+d3 additional W unless **Poison** test successful), Garrote, 4 Throwing Knives, Dark Clothing

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



found in the libraries of the University and Temple of Verena. Time after time, however, Walewijn had to suspend his scholarly pursuit to teach basic Old World history courses to fulfil whatever obligations the University deemed necessary. One day Haam Markvalt (**M:SDtR**, page 99) gave Walewijn an old text describing an experiment by an ancient city-state near Tilea with a concept called democracy (demokratia in the classical tongue). Intrigued, Walewijn shared this knowledge with his class. As expected, the University was less than pleased that Walewijn introduced such a revolutionary idea to impressionable students. Sensing that his life's mission was to see this concept become a reality, Walewijn refused to stop. The University then expelled him along with several of his most ardent supporters. Walewijn left, threatening that

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

### Irina Dopplezunge

**Demagogue, ex-Student, ex-Agitator**

**Height:** 5 ft 6 in

**Weight:** 135 lbs.

**Hair:** Light Brown

**Eyes:** Green

**Age:** 30

**Alignment:** Neutral with anarchist tendencies (None)





**Trait:** Cool demeanour

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

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

**Insanities:** Pyromania

**Possessions:** Leather Jack, Sword, Tinderbox, 4 Incendiaries, Purse (15/19)  
An Imperial demagogue sentenced to death for inciting violent riots in Talabheim and firebombing several buildings, Irina fled to Marienburg fifteen months ago. At first, she kept a low profile in order to remain unnoticed by bounty hunters and Imperial agents. Unfortunately, Irina's anarchist leanings forced her to search for a cause worthy of her talents. Eventually, she heard and saw an opportunity to strike back against the oppressive ruling class. It didn't take Irina long to find Walewijn and join his cause; not that she thinks he'll succeed. Irina enjoys anarchy and believes Walewijn's movement will provide her with the means to enjoy herself.

**Klara von Teufelheim**

**Vampiric Cleric-Lvl 3, ex-Initiate**

**Height:** 5 ft 8 in

**Weight:** 130 lbs.

**Hair:** Black

**Eyes:** Dark Brown

**Age:** 1300 years, appears to be early 20s

**Alignment:** Evil (Khaine)

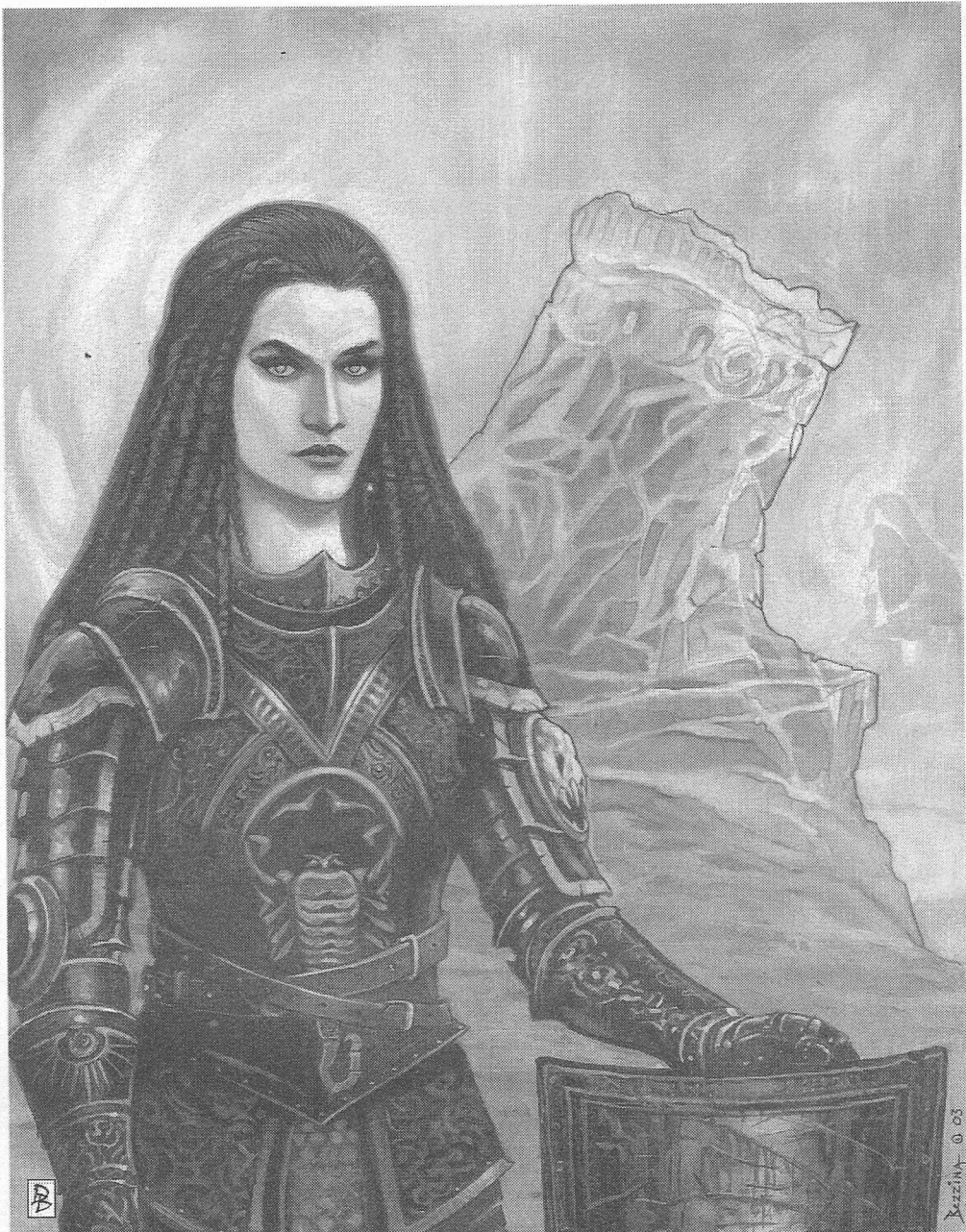
**Trait:** Very white skin, penetrating eyes

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

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

**Magic Points:** 48

**Spells:** Petty: Gift of Tongues, Magic Alarm, Magic Flame, Reinforce Door



**1st Level:** (Battle) Fire Ball, Steal Mind; (Daemonic) Bind Daemon, Summon Guardian; (Necromancy) Hand of Death, Summon Skeletons

**2nd Level:** (Battle) Aura of Protection, Lightning Bolt; (Daemonic) Stop Daemonic Instability, Summon Lesser Daemons of Khaine; (Necromancy) Control Undead, Hand of Dust, Stop Instability

**3rd Level:** (Battle) Animate Sword; (Necromancy) Life in Death, Raise Dead, Summon Skeleton Horde

**Disabilities:** Animal Aversion (Stage 2)

**Insanities:** Hatred (Followers of Mórr), Phobia (Dwarfs)

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

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

As a Vampire of Khaine she does not need to expend 10 Magic Points in order to survive. This is because she is powered by Khaine's hatred for all things living. Klara may recover Magic Points by meditation or draining the life force from



living Humanoid creatures. Each Wound or Strength loss on the victim's part gives her 1 Magic Point (she cannot exceed her MP total). Klara can use Magic Points to change from one form to another as well as casting spells. Each change costs 2 Magic Points and takes a full round to complete. She may travel abroad on cloudy days, but is unable to use her vampiric abilities until nightfall. In physical form, if slain by normal weapons, she will be instantly turned ethereal and lose all remaining Magic Points. She will then reform in her coffin where she must stay for three nights. At that time, she can resume her activities. She will be in a weakened state until she is able to refresh herself by either drinking blood or using the Withering Hand of Kháine spell (page 63).

Conceived by incestuous parents on Geheimnstag amid the bloody sacrifice of the other von Teufelheims, Klara was destined to be an instrument of Kháine. Understandably, her childhood was far from normal. Killing and bloodletting were so routine that it became second nature to Klara and was her only joy. At sixteen Klara became a High Priestess of Kháine, succeeding her mother. Sensing the rebellious mood of the peasantry in 1232 IC, she relocated the Temple of Kháine from the castle to a hidden cave in the nearby mountains. It was during this process that the peasantry put an end to the von Teufelheims and their reign of terror. Although now secured in her mountain base, Klara was always concerned that Dwarf scouts would uncover her. In 1276 IC, the Dwarfs tired of her depredations on their Human neighbours and led a band of Mórr Witch-Hunters to her mountain base. Despite the power of Kháine she wielded, Klara was killed by her foes and her body burnt. Before her collected ashes could be further sanctified, Klara's fanatical followers counterattacked and captured them.

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

Player Handout 5

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

*Kuilstier*

Player Handout 6

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

*AvR*

Player Handout 4

*My friends,*

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

*Your friend,  
Lucas*

