

Fan Material for Warhammer Fantasy Roleplay : This Old House



THIS OLD HOUSE

**A WFRP Adventure of Greed and Revenge
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INTRODUCTION

This adventure is designed for characters on their first or second career, but all types and power levels of characters would be suitable. The only exceptions are if the characters have become high-level fugitives or highly ranked nobles: such characters would have trouble with or no interest in claiming their inheritance, respectively. The adventure can take place anywhere and any time in a campaign. No great changes befall the characters, they need only travel a short distance, and little combat is needed to complete the adventure, so fatalities should be low.

SUMMARY

Ten years ago, the fortunes of the small town of Pfeffering reached their lowest ebb, when the plague arrived on top of their long years of poverty. This bad fortune changed, however, when Father Corrotto, a humble priest of Sigmar, had a vision of the comet, rising up out of the nearby lake. He knew this was a blessing, and urged the townsfolk to bathe in the lake, and the next day, the plague was gone. Of course, that was not the end of evil in Pfeffering. A young woman named Lindel – who was known to keep a pet cat, talk to herself and offer herbal remedies – declared that some of the patients she ministered to still complained of symptoms of the plague. In the face of this heresy, Corrotto had her and her entire family burned for witchcraft. Few noticed or cared that Lindel was the only challenge to Corrotto's authority over the village, or that his burning of Lindel cemented his image as its great protector.

Ten years passed, and Pfeffering's fortunes have reversed entirely. The Storm of Chaos has sent refugees in from the north, and the new signal tower nearby has brought in money and labour. The lace industry has revived. The legend of the Lake of the Comet spread as well, and Pfeffering has become a centre of Sigmarite revival, especially for the weary refugees. Church money has rushed into the town, and the town's small chapel has been greatly renovated. Yet Corrotto has even greater plans for the town. He wants to build a cathedral in honour of the miracle, and to increase his chances of being named a bishop. However, to build his cathedral, his church needs more land, so Corrotto has been

bleeding the town dry with his evangelical preaching in order to raise the funds to buy the land and the materials, and hire the craftsmen. The last house remaining to be bought is an old manor house owned by an elderly and wealthy member of the lace-maker's guild.

The house is now very run-down, and hasn't been lived in for ten years, since the owner moved to Carroburg to escape the plague. That owner is a PC's great Aunt Inge, twice removed, and with no closer relatives, the endowment goes to him. News of this reaches the character, and he is invited to come to Pfeffering to receive his inheritance.

When they arrive, the characters are informed there is already a sizeable offer on the house from a mysterious buyer. Despite appearances, this buyer is not Corrotto, but a second player in all this. Lector Hal Rachesucher, Anointed Priest of Verena was just an initiate when his secret lover Lindel was murdered to suit Corrotto's political aspirations. Over the last decade, Rachesucher has watched Corrotto take control of his town and grow fat from the profits bought with Lindel's blood, and planned his revenge. Rachesucher has been getting his revenge by buying the land around the church and selling it on at inflated prices. He has been using the profits to pay skaven sappers to dig tunnels under the land, and lace it with flecks of warpstone. Corrotto will get his cathedral, but it will collapse into the hollow ground and be tainted with Chaos long before it is finished, bringing doom upon Corrotto and all his servants. Meanwhile, Rachesucher can pass the money he makes onto the community he loves.

Unfortunately, the last house he wants to buy has gone to the PCs, and they are unexpectedly curious. He thus arranges for the town clerk who shows them their house to be murdered, soon after the PCs arrive. Blame falls upon them, and both Corrotto and Rachesucher indicate to the PCs they should probably leave quickly. The clerk's replacement will re-iterate the huge offer on the house from a "buyer in Altdorf" (actually Rachesucher, through a relative) while Corrotto will promise the PCs a stained-glass window in their honour if they donate the decrepit money-pit to his cause.

Investigating the murder will uncover some hints of the skaven, but the body will be buried by the church very quickly, to remove any chance of a scandal. Investigating the church will lead them to uncover Corrotto's meteoric rise to power. Investigating the town will uncover something of

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the price of that rise, and Corrotto's drive to raise money. The Temple of Verena will reveal that it has been the sole haven against this, and also has a memorial to Lindel, to establish motive. Exploring underneath their new house, the grounds around it or the woods nearby leads them to discover underground tunnels and plenty of signs of the Skaven.

Two events that night will bring things to a head. First, Rachesucher will pay his rodent associates to burn down the house, although he will ask the PCs to dine with him first, not wanting them hurt. In the aftermath of the fire, they will spy skaven tracks, or observe Rachesucher going to meet with them, or find them in the underground tunnels. Whether they battle or parley, they will discover the Skaven are being paid by Rachesucher to taint the land with Chaos.

If they return and search the town, they'll find their culprit missing. Gripped with insanity and despair, Rachesucher goes to confront Corrotto directly. Anyone joining them in the church will be told about Lindel and Corrotto's evil grip on his town. He'll then order his few supporters to fight with steel and magic, while he drags Corrotto up into the spire of the chapel to beat a confession out of him. Rachesucher is clearly mad and dangerous and needs to be put down (although this can be softened if the GM wants a more morally ambiguous campaign), but stopping him leaves the town in the hands of Corrotto, who will continue to manipulate it for his own aspirations. Bringing down this corrupt (but not Chaotic) priest is left as an exercise for a longer campaign, or simply a reminder of the harsh realities of the Old World. Complicating both issues is what to do about the warpstone flecks already placed in the soil – again, dealing with this can form a longer campaign. With the house destroyed, however, the PCs have no specific reason to remain, and can turn to other adventures.

PFEFFERING: A VISITOR'S GUIDE

The town of Pfeffering is oriented north-south. On the west side, the town nestles against a line of tree-covered hills, which slowly flatten out into thick forest as they run north. A stream flows down from the hills and through the town, effectively dividing it in two. All the richer houses and businesses are situated on the northern side of the river, including the Temples of Sigmar, Verena, Shallya and Morr, and the refined Bog

Octopus Tavern. The more popular inn, The Drunken Duck, and the Goods Store sit just on the southern side of the stream. These buildings, the bridge crossings and the nearby wells are the site of daily gossip. Near to this is a small rise of land which has wooden planks laid across it to form a platform; this is used for making speeches, holding the band at dances or by travelling salesmen on market day. Father Corrotto has taken to using it to preach his sermons as well, as the Temple of Sigmar is now too small. At the southern end of town are the stables and smithy, and the newly-constructed shanty town of houses and tents for the refugees and seasonal workers.

The town has a population of around 300 people, of which about fifty arrived with the new prosperity over the last two years, and another fifty are refugees from the northern Storm. Wool is the primary industry of the town, and sheep farms border the eastern and southern sides of town. Most townsfolk are involved in producing wool products, particularly lace, embroidery and woven cloth. These goods are shipped off to Altdorf, Carroburg and other larger towns. Due to this thriving industry, all clothes and cloth goods may be bought for half the price listed in the rulebook. Both ends of town have benefited from the recent return of the wool industry, but most of the new building has occurred in the south. The northern buildings retain their centuries-old stylings and materials, as a measure of status and pride.

The town is ruled over by a council of five, made up from the richer guild masters and the prominent priests. This council levies annual taxes from the people, most of which goes to the landowner, Grand Duke Leopold of Middenland. The rest helps maintain public works and support the ten-man volunteer Town Watch. Both the Watch and the council are housed in the small Town Hall. Currently, Josef Gettel is the chairman of this council, which earns him the title of Burgomaster. A map of Pfeffering is included at the end of the adventure.

INSPECTING THE PROPERTY

The adventure proper begins once the PCs have been told of their inheritance and have made their way to the town. Whether they travel by horse, coach or foot, the PCs will arrive in Pfeffering in the late afternoon. The coach will stop at the main inn, the Drunken Duck, and if they ask there

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or anywhere else about their Aunt Inge or the inheritance, they'll be immediately directed to the Burgomaster in the Town Hall. If they ask more about Inge, they don't get very much information – only that she owned the house but left after her husband died, and hasn't lived there for more than ten years, so nobody really remembers her. The PCs can also find the house themselves, in which case refer to the description of the property below.

If they go to the town hall, they will be greeted by Gerta Ironhelmsdotr, a pretty young dwarf who is the assistant to the Burgomaster. Gettel is a fat, lazy man who leaves as much work as possible to his clever and diligent subordinate. Gerta knows the PCs are coming (it was she who sent them the letter) and if they don't call on her, she will come and find them as soon as words get around of their arrival.

Gerta is welcoming, friendly, and enthusiastic about everything. As she leads them to the house, she will explain the situation: she has been placed in charge of disposing with the house, and can also deal with its sale should they wish to sell it. She has already had an offer, which she describes as "tantalising". She also describe the house in vivid detail as she walks.

"This 24th century two-story manor house is a real find for those with a fancy for neo-Tilean styles. Although requiring minor repairs and maintenance, the frame remains sturdy and complete, and the dwelling could easily be converted into a larger house, a guildhall, or a fine goods store. The ground floor is raised to permit indoor heating, and there is a water pump on both levels. Note also the attractive gabling of the roof, in the style of the Temple of Myrmidia in Altdorf"

Naturally, this presents a false picture. The house is a ruin, a hovel with delusions of grandeur. Although the two-story central frame does in fact remain sturdy, the rest of the wood is weatherworn to paper thinness, and whole walls are missing, inside and out. The gabled roof has lost more than half its slate, which, in falling, has smashed the stone path and steps below, now buried beneath knee-high weeds at the front. Cobwebs and dust cover everything, neither of the pumps work and the parlour has become a home for a cete of noisy, enterprising badgers. What few shutters are left hang tenaciously from one remaining hinge, and every few minutes that the PCs spend investigating, another one drops off. Any idea the PCs had of becoming rich should be dashed in an instant – although the land must be worth something.

Gerta however, still manages to find selling points, such as the sturdy kitchen bench, perfect for a shop counter, the real brass wash tubs, the ornate spiral staircase and the magnificent view of the lake. If they bring up the expense of fixing it, she will remind them of the offer already in place. Gerta doesn't push a hard sell, however – she is simply cheerful and wants the PCs to enjoy their inheritance, whether they keep it or sell it.

Gerta can't tell them who made the offer, because she simply doesn't know. It was made by a lace-maker's consortium in Altdorf, working through their lawyer. She can tell them, however, that the offer is five hundred crowns. Anyone of a wealthy background will know that this is a fair price for a good house in this location, but quite excessive for this ruin.

Let the PCs have a poke around their new place for a while. Anyone who walks around the back and makes a Challenging (-10%) Perception Test will spot the sign of the Horned Rat carved on a tree (although they must make a Very Hard (-30%) Common Knowledge (The Empire) Test to know what it signifies). Those venturing upstairs must make an Agility Test or put their foot through a weak floorboard (no damage, but roll some dice behind your screen to worry them); up here is more closed in and two bedrooms have survived the weather well enough to be dry and warm. The PCs thus have the option of staying in their new house, or returning to the Drunken Duck for lodgings. Gerta will suggest the latter, as dusk is now falling and she will also invite the PCs to dine with her there beforehand, wherever they choose to sleep.

If the PCs choose to stay in their new house, they won't get much sleep, however: the badgers mating downstairs are loud enough to wake the dead. They'll have to be chased off or killed (use the stats for Dogs in the WFRP Rulebook, p232) if the party want to get any rest, or hear anyone coming.

MURDER BY NIGHT

Wherever the PCs spend their first night, Gerta will return to her offices. Here she reads a letter she has just received from her sister Gelda in Altdorf. Curious that all the recent land purchases were being organised by the same law firm (Messers Hocksters, Hocksters and Grubb) she asked Gelda to investigate them. The letter lists information on all the staff of Messers Hocksters, Hocksters and Grubb and their

families, including that the younger Hocksters is married to a Lise Rachesucher – Hal's cousin. She then leaves this letter locked in her hidden desk drawer, where the PCs may find it later.

Suspicious, Gerta goes to the Temple of Verena, intending to research the town records, to try and see why Rachesucher would want to buy this land. However, after finding some books, she stumbles upon the man in question having a meeting with his skaven associates. Rachesucher panics, orders the ratmen to kill her, and (seeing an opportunity) has her body dumped near wherever the PCs are sleeping. If this is the house, the PCs will find the body in the morning, and so will two wandering lads if they do not quickly destroy or hide it. Herfl and Piet can be bribed for silence with a few pennies, but within a few hours they will forget and tell their parents what they have seen, who will then summon the Watch.

If the players stayed at the Drunken Duck, the body will be found by the tavern staff, who will also summon the Watch immediately. There is a strong case against the PCs: they are strangers, everyone saw them having dinner with Gerta last night, and there is a suggestion from the crowd that she resisted the advances of a handsome male in the party. The Watch will ask the PCs to accompany them back to the Watch House to answer some questions. Running or resisting will confirm their guilt (see "Wanted!" below for how to proceed then), going with them will indeed involve questioning, but from inside a jail cell. Their best option is to stall for time by appealing to the crowd or demanding actual evidence. However, the Watch don't actually have any real evidence, or much authority (only what Corrotto gives them) and the GM should try to present them as a complication, rather than a serious threat.

If the PCs don't run or fight, then it isn't long before Lector Rachesucher finds them and offers them his services as a lawyer. He immediately gets the Watch to let them go, and will cast Words of Truth (successfully, do not roll) if necessary to convince anyone. This should do much to make the PCs see him as a friend, just as he wishes. When he's established his good intentions, Rachesucher will invite them to dine with him that evening at the Bog Octopus tavern, in the northern end of town. If he has a chance as they talk, and they are particularly friendly to him, he will confide in them that Corrotto's rule over the town means trouble for any outsiders, for they make the perfect scapegoats. He also suggests that if they can, they sell their house quickly and move on. Hopefully, the PCs will be too curious to follow this advice.

DETECT AND DEDUCT

By now, the characters will be aware that someone wants their house, and someone wants them in trouble. There are many ways they can investigate the situation, and the information they can find from each are listed here. Following these are some encounters that may cross the characters' paths as they investigate.

1. Examine the Body

Corrotto has heard the rumour about the Dwarf girl being murdered by her suitor, and in order to prevent a scandal in his town, has ordered the Church of Morr to bury the body as quickly as possible. The players have less than an hour to get away from the Watch and get to the Temple of Morr before she is interred. Once the body is buried, the Initiates will not dig it up for any amount of money or force, as such a thing is an affront to Morr. Enterprising PCs can dig it up themselves, but this immediately gets them labelled as Chaos worshippers and necromancers, and the usual consequences follow.

If they do get to the body, a Hard (-20%) Heal or Outdoor Survival test will inform them that the wounds on the body were made with claws and teeth in a wild frenzy, rather than a blade. Anyone they mention this to will immediately conclude that the girl was attacked by wolves, as the town has a pack not far out that has been menacing the sheep herds. Case closed. The PCs can also guess from the same roll that she was likely killed indoors, not outdoors (not dirty enough), but nobody will believe that.

2. Search the Office

Gerta lives in a small room attached to her office at the back of the town hall. Her room is quite bare, as she lived a very simple life. Her office reveals a pile of notes on recent property deals. It will take a total of two man hours to go through it all, half that if any character has Academic Knowledge (Law). At the end of this time, having the player with highest Intelligence make a test, with the following results:

Failure: The town has gone through a property boom in the last five years as the population has increased and the industry revived. A lot of plots have been bought and sold, particularly by the church.

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Too Much Information?

Player-characters are naturally suspicious, and as such, they may go straight to Gerta's office and not rest until they have found a smoking gun. There are, of course, a lot of clues in Gerta's office, particularly the letter, which is the smoking gun that points to Rachesucher. Hence your adventure may last all of five minutes. Therefore, if the players go to Gerta's office first, you might want to consider that she took the letter with her last night, and it fell under a book shelf in the Temple of Verena, or (perhaps best of all) is still sitting in her jacket pocket, with her jacket now being worn by one of the skaven who killed her. In other words, choose the best dramatic moment to drop this final clue. The longer you keep them guessing over who is their true enemy, the more fun they'll have trying to figure it out.

Straight Success: As above, but also noting that the church has bought up large amounts of land surrounding it, all of which would be owned by wealthy merchants, at a level of expense beyond the usual capacity of a church of its size.

One degree of success: Both of the above, but also spotting that although a few houses were bought outright from the owners, most of them were bought from the same guild of lawyers in Altdorf: Hocksters, Hocksters and Grubb. The notes in the margins suggest that Gerta suspected the church was doing something shifty.

Two or more degrees: All the above, and the discovery that Gerta of success was investigating the church's finances, and the law firm in Altdorf. They find a copy of the letter she sent to her sister in the capital, asking her to look into it.

A successful Challenging (-10%) Search Test finds the hidden drawer, and a successful Pick Locks will get it open. If the players get all this information, they will be able to conclude that Rachesucher has been buying the land and selling it on, but they will still need to work out why. Also, all this research will take time, the Town Hall is busy and Gerta's office has a window facing the street. Even with the Burgomaster's approval (see The Offer Stands, below) people will be suspicious of these supposedly innocent outsiders ransacking the desk of the woman they didn't kill. The Watch may be summoned again, and Rachesucher will once again bail them out.

3. Investigate the Scene of the Crime

Whether poor Gerta was found near the Drunken Duck or near the PC's new house, a successful

Perception Test will reveal that she probably wasn't killed there – there isn't enough blood, for starters. The same Perception test will also turn up coarse grey hairs, like those of an animal. Searching the area further (a Search Test) will find traces of footprints as if from a giant rat. A Challenging (-10%) Common Knowledge (the Empire) test will confirm that there are skaven about. Other than this, the site can tell them nothing. If they explore around the grounds of the house, see Into the Woods, below.

4. Go to the Temple of Sigmar

Since they keep hearing about Corrotto, they may want to check out the Father and his church. Corrotto will come and see them as soon as possible after their release, (see Father Knows Best, below) but if they get here before he sees them, simply move that encounter to when they first enter the church. If they have already met Corrotto, he will greet them warmly again and offer to show them around. He is immensely proud of all the work done on the church's interior, and will talk at length of his plans for the Great Cathedral By The Lake. Astute PCs may have spotted the piles of lumber and tiles outside on their way in – clearly there is a lot of money tied up in this already, money that perhaps Corrotto doesn't quite have access to right now. If they voice financial concerns to the priest, he simply says that "Sigmar stands by the courageous" and moves on.

The church is notably tiny: perhaps only fifteen yards long, with eight pews a side and only two side-chapels. With six deacons, two vergers, a scribe and twelve page boys, the chapel is bursting even without its ever-growing congregation. This is why Corrotto has taken to preaching outside (see A Midday Blessing, below). The church's recent coat of paint and nice new tapestries do not hide its need for stone repairs, and anyone with Knowledge (History) can estimate it was built more than six hundred years ago.

Corrotto will point out all its strengths, however – its cosy feel, its rustic charm, and be slightly regretful that a new cathedral is needed. He is very glib, but will not be pressed on any issue. Nor will his deacons be particularly forthcoming – if anyone starts questioning them, they simply offer to get Father Corrotto, who knows about such things. If the PCs want to find out more, they will have to search the place, requiring a lot of Silent Move rolls, and/or distracting the Father with Charm or Blather. Alternatively, the Sneaking could occur during the religious

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ceremony mentioned below.

The place to silently move to is Father Corrotto's study, which he will point out in his tour (he will complain that it is too small, and he is forced to share it with the vergers, another reason he needs a cathedral). PCs who manage to get inside it and make a successful Search check will find the church's financial ledger. Finding this takes half an hour, subtract ten minutes for each success level on the Search check (minimum ten minutes). Finally, an Intelligence test must be made to interpret the ledger entries.

Failure: The cathedral is costing a lot of money, and all of the church's savings are going towards it – money that should be going to the poor. Many things have already been purchased.

Straight Success: As above, but also noting that the last piece of land outstanding is the PC's new house. What's more, the church has no money left to pay for this land, having already spent everything, despite the cathedral not being approved.

One degree of success: Both of the above, but the reader also realises that much of the raw materials purchased have been bought on loan, to be paid for when the cathedral is finished. Corrotto has also borrowed money from the church to pay for the temple.

Two or more degrees: All the above, and the calculation that if the temple is not built, or delayed a year, Corrotto would be in debt for around a thousand crowns, and his superiors might remove him from his post for such a loss. What is more, since many townfolk have been paid on credit, this loss would also hurt the town greatly.

In the study the PCs will also find (no Search check needed) the church records. If they look into the history of the town, they will read about Corrotto's arrival from Tilea, the coming of the plague, the Vision of the Comet and the Miracle of the Lake, and following that an entry on the burning of the witch Lindel and her coven. Although the church doesn't advertise that last event very much (they'd rather focus on the miracles) they are also not ashamed of it, and have no sense of it possibly causing ill-will. Thus if the PCs ask Corrotto or any of the deacons about the burning, they will discuss it freely, albeit with regret that such a young woman was taken by Chaos and that such extreme measures had to be used.

5. Go to the Temple of Verena

The town's temple to Taal and Rhya is in the woods nearby, and the Temple of Morr on the outskirts, so the central streets are dominated by three temples between the city hall and the guildhalls: the church of Sigmar, the hospice which forms the Temple of Shallya, and the Temple of Verena. The last is a single story building that was once ornate but has fallen into disrepair over the years. The colonnade in front features a wooden statue of the goddess. Inside is one long hallway, with four rooms coming off either side. The last two are Rachesucher's study and bedroom respectively, while the other six make up the library. Rachesucher is typically the only one here: he has never found the will to recruit any more faithful, and the few who sought the wisdom of the temple have been slowly driven away by his poor temper. In contrast to the bustling and progressive church of Sigmar not fifty yards away, this place is empty, still and fading in strength.

Rachesucher will warmly welcome the PCs if he is in, and will assist any of their enquiries, even offering them some warm gluckwein while they're reading. He will tell them, even if they don't ask, that the poor girl Gerta came to the library last night very agitated, and left in an equal hurry not much later after looking at some books on church law. He takes little prompting to offer his theory that Corrotto is making some shady deals and Gerta found out about it, although he is loathe to accuse the Father out of hand. Yet, he will add, a lot of goodly folk were burned to get rid of the plague, and a man so injured to death could give way to cold-blooded murder, if it suited his cause.

PCs can research the town's history, which will provide much the same information as the church records. There are also records from before Corrotto's time, but there is nothing sinister in these or in his background. He has stated that he was a Tilean merchant who saw the light of Sigmar's blessing, and when he came out of his seminary years, was posted to Pfeffering. The town records will paint a less miraculous view of

Too Little Information?

If the characters don't ever go to the Temple of Verena, they'll need some other way to find out about Lindel's death, to help establish motive. Some options include having Lena van Hoek or another townsfolk tell them about it, finding the remains of her burnt cottage in the woods (the shrine may even be placed there), or reading about it in the church records. Obviously, where they find out will reflect what they find out, and how it is presented – adjust accordingly.

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the plague, and those combing through them for a few hours will realise that there were victims after the miracle, which could throw a spanner in Corrotto's aspirations.

Most importantly, the PCs will find between the shelves a small, personal shrine, containing a lock of hair in a bronze clip, some incense, a single candle, and a few flowers. If they ask Rachesucher about it, he will tell them about it in general terms: that it is a memorial to an innocent person burned by Corrotto's fanaticism. He keeps the candle burning to remind him that whatever prosperity Corrotto may bring to the town in the future, his past deeds cannot be forgotten.

If the players make a hard search of the library – crawling under stacks and such – Rachesucher will be curious but will not stop them. On a successful Challenging (-10%) Search roll, they will find some spots of blood under a shelf. If asked, Rachesucher will say he cut himself fixing a shelf a few days ago, but a Hard (-20%) Heal check will indicate the blood is fresher than that. The PCs may also find the letter mentioned above while searching, if you feel the time is right. Rachesucher will conclude the jig is up, suggest Gerta dropped it, and then make an excuse and leave. As soon as he is out of sight, he'll rush off to give the skaven their marching orders, and things move towards their climax – see Rachesucher Pays a Call, below.

6. Talk to the Townsfolk

The PCs may want to get a view of things from someone besides Corrotto and Rachesucher. If they are staying at the Drunken Duck, they can talk to the landlady, Lena van Hoek. She has lived in town all her life and knows the whole history of the town: the harshness of the plague, Corrotto's arrival, the time of the vision, and the rise in fortune since. She is not, however, a gossip and won't theorise or hypothesise: if she is asked what she thinks about someone, she will simply shrug her shoulders and say "who knows?"

If you want someone else to throw into the story, one of the many people staying in the inn is a tall, muscular halfling, whose demeanour and weapons mark him out to be an adventuring type. If approached, he introduces himself as Fassbinder the Strong, circus strongman, and may show off his skills with a friendly arm-wrestle for a few shillings, or betting them he can lift a full barrel of wine above his head (he can). This is in fact a cover identity: Fassbinder is actually a

Wanted?

If the players ran from or fought the Watch after Gerta's death, they may find themselves thrown in prison for good, or hiding out in the woods nearby. As criminals, their house will likely be declared public property and handed over to Father Corrotto by default, leaving the players with no reason at all to remain in town. In which case, let them leave and perhaps bring them back for a dungeon crawl when the city's been destroyed by the skaven. If they remain, they won't be able to appear in town during daylight, but they will be able to sneak into the Temples of Verena, and Sigmar and their property without much difficulty. Rachesucher will help them if he can, but everyone else will turn hostile and summon the Watch the moment they spot the PCs. Only finding proof of the skaven's presence or Rachesucher's guilt will clear their names.

skaven hunter, following up on a lead. If the players find a way to convince Fassbinder they are trustworthy and not going to call the witchhunters on him, he may reveal his real mission and join up with them. He knows nothing about what's going on in town, but he knows everything about skaven, and could be handy if the group get into more trouble than they can handle underground.

Lena and Fassbinder's stats are at the end of the adventure. If the characters talk to the man or woman on the street, they can provide various slices of information on Corrotto, Rachesucher, Gerta and recent history, intercut with their own particular brand of prejudice or ignorance. In general, newcomers and younger people will be in favour of Corrotto, the cathedral and the new economy, while the older locals are resistant to the new-fangled changes and Corrotto's singular vision. If in doubt, simply roll 1d10 and provide one of the following responses:

1 – "We owe everything to Father Corrotto, really. He has brought great prosperity to our town, and all the blessings of Sigmar. Clearly, the Gods are with him, and Lector Rachesucher, and Sister Dunkel. I hope they will be so kind as to bless our little Tilda at her Naming Day."

2 – "I don't trust that Father Corrotto. Keeps blessing all these newcomers and refugees, he does. If they're so blessed, why don't they go back where they came from? I preferred the quieter life. We may not have been as rich, but we had our pride."

3 – "The Lake of the Comet ain't nothing to do with Our Lord Sigmar. My granpappy used to bathe in it to cure his warts, long before any vision. He said that old wise woman told him it

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was blessed by the pixies, and I reckon that sounds right! Everyone knows that's the kind of thing pixies do."

4 – "This huge cathedral of his? Crazy! We should spend that money on witchhunters, and soldiers. Chaos never sleeps, you know. When Father Corrotto came here, he was all for the cleansing fires, but now – I think he's gone soft"

5 – "I went to church last week and got a blessing but it didn't do anything for my dropsy, that's for sure as mutton. In the old days we used to go to the wise woman, but then – well, you know. Course, half the time her remedies wouldn't do nothing neither!"

6 – "They say that Sigmar is with us, but if he is, then why are there so many bad omens? The east well has dried up, and the Dortmunder's boy is dying, and there are strange lights in the night in the north woods. Plague's coming back, I reckon. We'll all be dead come winter."

7 – "All I know is we better get this new church the Father keeps talking about right soon. I've got the lumber cut already and it ain't gonna last over the winter!"

8 – "I remember a time when Verena and Shallya and Rhya were praised properly. Now it is all only to the name of Sigmar - bless his hammer, and those that serve him - and the only voice at festivals is the Fathers'. It isn't right, I say, and I feel sorry for poor Master Rachesucher in particular – he works so hard, and tries to be heard, but the Father's voice is always stronger."

9 – "Silver and gold, laddies, silver and gold! Things have been well good for me these last five years, Ranald's luck (he spits over his shoulder), and I hope to see more growth to this town, and I praise the day Corrotto came to town and cut out whatever canker was lurking. Turned things right around he did, with the help of Sigmar."

10 – "I've seen them, you know, though they think I don't. In the churchyard, even! Wearing animal skins, and baying at the moon, and more besides. Disgusting. DIS-gusting."

7. Into the Woods

Whether they suspect Skaven or wolves, the characters may want to search the woods. The western side of town nestles at the bottom of a rise, and the trees come right down to the houses, so that much of the town backs onto

these woods, although it only becomes thick much further up the slope. Walking upwards they will discover some children playing hide and seek, the small shrine to Taal and Rhya and the cottage of the Dortmunder family. If they make successful Follow Trail tests, they can track both wolves and skaven following along the faint paths. When they get deeper into the woods (after an hour of walking and searching) have them make a Perception check. Whomever fails the most suddenly disappears from view as they fall into an unseen pit.

They aren't hurt from the three foot fall, although they may look a little foolish. Examining the pit shows that it is a tunnel entrance, and that the tunnel heads off both towards and away from the town. If the characters lack torches, they will not be able to see anything after going a few feet in either direction. Night Vision won't work either. The tunnel also narrows in both directions, and the earth is soft. Generally, you want the players to feel really uncomfortable going down these without some information or precautions. On the other hand, PCs are heroic (ie stupid) types, so they will mostly likely charge down them anyway.

If they do, refer to Rats in a Maze below. However, if you don't want your game to enter its end phase yet, or the players need to gather more information, feel free to have both tunnels end in a cave in. Alternatively, for more fun, have the tunnels lead into an incredibly complicated maze, and unless the leader makes a Very Hard (-30%) Intelligence check, the group will simply keep ending up back at the way they came in. Don't cross the line between funny and frustrating however, and be sure to reward clever or courageous solutions or good rolls with the success they deserve. In such cases, the players will find their way to the skaven camp, and may simply have to discover their enemy's motives after they discover his identity.

8. Return to Altdorf

After discovering evidence that either the church or a lace-makers' guild may be making crooked deals, the party may be keen to follow this up by heading to the capital, where both organisations are centred. They may also want to expose Corrotto to his superiors. This is certainly possible, and there is evidence to be found in Altdorf. The problem with the idea is that it is two days' fast ride to the capital and two days' back again. In their absence, the skaven will complete their sapper work, causing much of the north end of town to collapse into their warren, and most of the town will be eaten. The PCs will return to find

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a ghost-town, with only the blood trails and claw marks to speak of what happened. Even without knowledge of this, intelligent characters will know that the longer the murder of Gerta goes unsolved, the colder the trail will become, and there is likely more evidence in Pfeffering than in the far-off capital.

The Watch are also unkeen for them to leave, and will move to stop them if they are observed doing so. They can be bribed to let them leave, at ten crowns for each of the five –man squad, but it still looks very suspicious and they may be declared guilty by association and made into outlaws. Neither Corrotto nor Rachesucher want them to leave without settling the matter of the property, and each will counsel against it. Both parties will suggest, however, if the characters are adamant, that they instead send a message boy with their questions or instructions. Finally, mercenary characters should be reminded that the extra hundred crowns on offer (see The Offer Stands) are conditional on a fast sale, and going to Altdorf and back will lose that, if not the buyer's interest completely.

On the other hand, if you want the players to go to Altdorf and still keep the adventure on track, there's no great reason why Rachesucher's plan can't take a week longer to finish. In Altdorf, they will discover that Hockster, Hockster and Grubb are affiliated with Rachesucher, and that despite his mercantile background, Carrotto is generally well respected in the church, and despite his worries, the cathedral has already been rubber-stamped. Then they can ride back to town for the final confrontation.

EVENTS IN TOWN

Father Knows Best

This encounter should be run as soon as possible after the characters are released by Rachesucher. Wherever they are, they will be approached by Father Corrotto, flanked by his deacons. He strides wide and fast for an aging man. He shakes their hands warmly, blesses them with the Sign of the Hammer, commiserates them for the death of their aunt and congratulates them on their good fortune. He then takes them a few steps away from his staff for a more personal chat, man to man.

He tells them that he knows that their land is not quite what they were expecting, and he explains his dreams for a cathedral – dreams that depend

on him acquiring that last, vital piece of land. He knows they may have other offers (although he knows nothing of the other interested party), and he can only offer a meagre fifty crowns for their trouble, but he will instead emphasise how close they are to completion, how great this will be for the town and its inhabitants and most of all, what great honour and blessing in the sight of Sigmar they will have for such a donation. He promises them a stained-glass window with their image, and a chapel named after them, perhaps a bust or a fresco even. And, he intimates, the church does not forget those whom they owe favours.

The PCs will probably look this particular gift horse in the mouth, and Corrotto is expecting that. He will therefore not push too hard, saying that they must have time to consider making such a large donation, and leave them. As he leaves, however, he will tell them to watch their backs, for he believes there are those in town who do not want the cathedral built, and may be working against the PCs as well. With this cryptic message, he will bid them good-day and return to his church.

The Offer Stands

Burgomaster Josef Gettel is not happy that his best assistant is dead and he now has to do all his work himself again, but he finds time to represent the rich Altdorf lawyers of Hocksters, Hocksters and Grubb to the best of his ability. He will send a small boy to give the characters a letter. This states – with a lot of legalese – that with the passing of Gerta, he is now acting as the agent adjudicating any sale of the house, and he would like to inform them that the interested party has raised their offer from five hundred crowns to six hundred crowns, conditional on a quick sale. If the PCs go and question Gettel about this, they find him swamped in work and too angry to talk to anyone, and then later, drunk and asleep. If pressed, he can show them the letter he got this morning with the increased offer, signed by Hocksters, Hocksters and Grubb. He'll then tell them that he's got no idea about anything else to do with property, that was all Gerta's affair and he'll be months sorting it all out. If they ask him if they could look into her files, he'll acquiesce – he's fine with anything that gets the PCs away from him as fast as possible. However, if the Watch later query him about this permission, he'll deny he said anything of the sort.

A Midday Blessing

Near the centre of town there is a small rise of earth with some planks laid across it; anyone

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passing through or near the area around the middle of the day will realise a crowd is slowly gathering around it. Some come eagerly, others are just curious or (in the case of refugees) unoccupied, but anyone can tell the PCs that it is time for Corrotto's midday blessing, which he offers every day before the midday meal. Within moments of the PCs arriving, Father Corrotto strides out from his church and stomps up onto the "stage".

His speech takes just a few minutes. He talks first of the horrible death of Gerta, assuring the populace that he grieves with them, and will help them deal with this horrible event. But, he says, Sigmar has blessed them with courage to endure, and endure they shall. And the new cathedral will be built, for they are now but one step away from beginning work. If he's got a good sense from the PCs, he will then put them on the spot by announcing that the only thing remaining is whether the new visitors will sign over their land to their holy cause, as they had promised. The audience turns expectantly, all eyes on their answer. Any response that isn't a resounding yes, and may it please Sigmar to see this great temple raised, will result in a lot of mumbling from the assembled, and the PCs will now be considered by many to be money-grubbing misers. Others, particularly local business owners, will see what really happened and commiserate with them.

With that done, Corrotto will bless them all and the fruits of their labour, and then stride back to the church. If the PCs manage to catch him afterwards and complain about the speech, he will say he simply hoped to show them what such a gift would mean to the good and faithful people of the town, and to prove that it is not for himself that he wants this building. He apologises glibly and then moves on to other things.

The Sickly Child

As they walk through the street, the characters will be passed by a woodcutter family, the father bearing his son in his arms. The child is clearly very ill – as pale as death and bleeding from a dozen open sores on his face, arms and legs. The family are rushing the boy to the temple of Shallya and have no time to stop. If they ask the townsfolk about it, they will say that the Dortmund family have clearly been cursed, for their other boy was taken ill recently as well. They will then make the Sign of the Hammer and wonder about the plague returning. The truth, however, is that both boys were choirboys and, thanks to Rachesucher's work, have become

Chaos-tainted. In a few weeks, five inch tentacles will sprout from each wound.

If the PCs go to the Temple of Shallya, the Dortmund parents are too grief-stricken to see anyone right now. The sisters will not prevent a physician from examining the boy, but otherwise will prefer the characters to go away so they can do their jobs. A successful Hard (-20%) Heal roll will reveal to any examining the boy that he doesn't have the usual signs of plague, and in fact the symptoms do not match any of the common diseases encountered.

Rachesucher Pays A Call

Late in the afternoon, when nobody is in his Temple, Rachesucher will slip quietly out the back, circle around the back streets and head up into the woods. Anyone watching the Temple will see him leave, and a successful Shadowing test will keep him in sight all the way into the woods, whereupon he will disappear from sight, dropping down into a pit. He's off to tell the skaven to burn down the character's house that night, and following him will trigger the events in Rats in a Maze.

Dinner and a Show

If they see him during the day, Rachesucher reminds them about joining him for dinner. He is very keen on the idea, and the cuisine and wine at the Bog Octopus is quite excellent. If asked why he wants to have dinner, he says he wants to show them that not everyone in town is so judgemental. It is also clear that he wants an ally against Corrotto. If questioned about that, he will admit he does not like the man, disagreeing with his plans for the town and the way he conducts his faith, which is very much burn first, ask questions later. He does not apologise for his strong opinions, he sees them as just for a man like Corrotto.

Of course, the real purpose of the dinner is to let Rachesucher pry into their investigations, find out what they know and make sure he isn't close to being implicated. Moreover, he keeps them out of the way while the skaven burn down their house, and establishes an alibi for himself for this crime.

Whether they go to dinner at the Octopus or not, within ten minutes of nightfall, skaven warriors will throw incendiaries into the ground floor of the PC's house. PCs that are in it at the time will be able to get out quickly (one advantage of having no walls). If they are very quick, they can even

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pursue the firebugs into the forest.

If they are not in the house the first they know about it is when they smell smoke and hear the outcry. By the time they get there, a bucket chain is forming but half the house is already in flames. This is a good chance, incidentally, to remove the PCs equipment if you want to. And for those with softer dispositions, rest assured that all the badgers got out fine.

Any PC watching the fire can make a Challenging (-10%) Perception check – success means they spot some figures running away into the woods. Giving chase will lead them to the cave entrance (see Rats in a Maze). If they don't spot them or look for the perpetrators, Rachesucher will point them out, and may even summon the Watch to help. The truth is that he is guilt-ridden over what happened to Gerta, and seeing his fellow townsfolk band together to stop the fire has made him decide to cut all ties with the skaven and deal with Corrotto himself. Such events will make up the dramatic conclusion of this story, see The Truth Will Out, below.

Rachesucher may have had his guilt attack previously, and already tried to call off the skaven, but he still asks them to light the fire, because as well as getting rid of the ratmen, he also needs to get the PCs to leave, as they are the people most likely to expose him and ruin his last chance for personal revenge.

RATS IN A MAZE

Whether they have their house burned down or not, the PCs should end the day with a sense that someone really wants their house badly, and that person hired the skaven to help them get it. And before too long, they should find themselves in a skaven tunnel, looking for trouble.

If they're tracking or shadowing Rachesucher, and have adequate light, it will not take them long to move towards the centre of the maze, where they will be able to see greenish lights burning. If they have only skaven tracks to follow, they must make a Follow Trail test (or a Hard (-20%) Intelligence check if they lack that skill) to find their way into the centre. Every time they fail, they spend another hour blundering in the dark.

In the centre of this particular maze is the skaven's makeshift camp. They are not expecting discovery and unless the PCs make a lot of noise, have only one skaven on guard. He is standing near the two tunnel entrances into the

cavern, sword drawn. The others are typically sitting around a charnel pit, eating sheep carcasses and plotting their next strike. If a player makes a Silent Move check they can get close enough to see all of the cave. There are six Clan Skryre skirmishers, led by Clanmaster Abrak. He is easily recognisable as he is adorned with many of the inventions of his clan: he wears a gas-mask and carries a host of bombs, warp-pistols and Poisoned Wind Globes. His second-in-command proudly wears Gerta's overcoat, despite it being too small for him.

If Rachesucher is here when the PCs arrive, they will arrive in the middle of an argument between him and Abrak. Rachesucher is saying he doesn't want their help any more, and Abrak is pointing out that he doesn't really care. If the PCs reveal themselves, Rachesucher won't try to bluff his way out of it – he will panic, order the skaven to kill them and run down another tunnel, back to the church.

If the PCs arrive when Rachesucher is not present, the skaven are making a map of the area, marking out the length of the trenches they have dug under the town. They do nothing interesting for a long time, until either Rachesucher comes to tell them to light the fire, or, if the fire has already happened, they bed down to sleep. All the PCs will need to make four Concealment or Silent Move (Concealment if they are watching the cavern, Silent Move otherwise) checks, one for each hour, to last until the skaven go to sleep, or just two checks if they are waiting for Rachesucher. One guard remains on duty while the others sleep.

If they attack when the skaven are sleeping, they get a surprise round and the sleepy skaven can only defend for the next round as well. The skaven will only fight if they appear to be winning; as soon as possible Abrak will throw his globes and the skaven will vanish into their tunnels. Pursuit is impossible, or at least impossibly dangerous. The fleeing skaven will leave Gerta's coat behind with the incriminating letter, however. Also in the cavern are some ancient spell books recognisably from the Temple of Verena, and Rachesucher's golden owl medallion, a symbol of his holy office, a down payment for services rendered. There should be no doubt what has been going on.

Finally, PCs will also find Abrak's work area, complete with maps of their excavations and many shards of warpstone. Anyone who touches one of these with their bare hands must make an immediate Easy (+20%) Toughness test or acquire a mutation (roll on Table 11-1, p229 in

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the rulebook). The maps indicate that much of the northern side of town is undermined, particularly the church, which is ready to collapse. Symbols of the Horned Rat mark certain intersections of the tunnels: if players check it out, each of these symbols corresponds to a piece of warpstone stuck into the tunnel ceiling. Most of them are under the church.

Skaven, as mentioned, are not stupid and if the PCs don't immediately rush in to kill them, they are perfectly open to making another deal, especially since Rachesucher is outliving his usefulness. Abrak is even clever enough to play innocent, putting all the blame on "the evil book man" who told them to dig, dig, dig. They are very happy to go away without a fight, although they may ask for money for providing their information before they do so. Again, pursuit is impossible – the skaven know the tunnels too well and cannot be tracked fast enough to catch them.

If the characters are still keen to pursue, remind them that Rachesucher probably suspects they are on to him and may do something drastic. A man crazy enough to hire skaven sappers is not someone they want on the loose. Statistics for Abrak and his clanbrothers are included at the end of the adventure.

THE TRUTH WILL OUT

Guilt-ridden for his part in Gerta's death and in framing the PCs for it, Lector Rachesucher has finally come to terms with the extent of suffering his plan will bring about, and has gone mad at the thought of it. He has decided that the real person to blame is the man who drove him to such deeds – the priest Corrotto, who burned his lover a decade ago. Rachesucher drinks a sizeable amount of whisky, and sets out to end his quest for revenge.

As the fire that consumed the PC's inheritance is finally extinguished by the newly arrived rain, Father Corrotto holds an impromptu thanksgiving service, giving praise that no-one was hurt (Father Corrotto would hold a thanksgiving service for the sun coming up if he had time). This takes place in the church, due to the night cold and the heavy downpour. In the middle of the service, Rachesucher storms in with a sword and takes Father Corrotto prisoner. He forces him to kneel before the statue of Sigmar and then orders him to confess his crimes. If he confesses nothing, Rachesucher will explain to the crowd how Corrotto burned an innocent family, and who

knows how many more, for no reason but to secure his own position as the town's saviour. He will then cast Words of Truth on Corrotto and demand another confession. However, Corrotto is convinced that Lindel was a witch, and is not lying when he says so.

This enrages Rachesucher further, and he attempts to cast Trial By Fire on the Father. At this point, however, Verena decides that these actions are about revenge, not justice, and Rachesucher's spell fails. Running out of options, Rachesucher will haul Corrotto up the church's belltower and threaten to throw him off unless he confesses. The rain turns into a storm, and if no-one intervenes, Rachesucher and Corrotto will likely both fall to their deaths. Or maybe Trial By Fire kicks in and they both burn to ashes.

However, the PCs should arrive sometime in the middle of all this, and will no doubt intervene like crazy. Rachesucher is not about to stop for anyone, however: he will cast Shackles of Verena on anyone who comes close to him. He is also a well-trained swordsman, and has already cast Sword of Justice on his blade. If the players are very proficient at combat, it's likely that Rachesucher has recruited a few townsfolk to his cause – such as Herr Dortmunder, or some of Lindel's extended family. They, along with the shackles, might slow the characters down long enough for Rachesucher to make it to the spire. If he does so, only one character can attack him at once as the stairway is very narrow. Also, the tight curve of the stairs makes more than one attack per round impossible. Once in the belfry, characters must make Easy (+20%) Agility tests every round or be blown off balance by the storm. This is treated as being knocked down. Characters who fail by one or more success levels must make another Agility test or find themselves hanging over the edge! A Strength test and a full round is needed to pull themselves back up. Failing that, and they'll need to spend a Fate point, or take damage from the six yard fall (Damage 5).

Rachesucher's allies will surrender as soon as they are Heavily Wounded, but Rachesucher will fight to the death if he can. He is suffering as if under the Venemous Thoughts insanity, and as such, attempts to talk him down will inevitably be seen as plans for further propagating the cover-up. He's determined to either kill Corrotto or make him confess, and the PCs will almost certainly have to kill Rachesucher to save Corrotto's life.

If the characters manage to incapacitate or

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restrain Rachesucher, he is not totally beyond reason. He can be made to realise the game is up, and he will go quietly to his punishment, lost in defeat. As he is taken away, he will remind all around that Corrotto killed an innocent woman, and not to believe his lies. Corrotto shakes his head to see a man so young so debilitated by dementia.

SIFTING THROUGH THE ASHES

If Corrotto lives, the PCs will find him a different man. Humbled by his brush with death, he loses his glib exterior, and does admit he was a zealous man in his youth, and may have done wrong. He pledges himself to redeeming himself through word and deed, for Sigmär and for the townsfolk. He will make sure first of all that the skaven tunnels are all blocked up, sanctified and the cathedral built on solid, holier ground, further up the hill. Corrotto will eventually get his cathedral, and a fine study for himself, and his humility lasts a good six weeks before he goes back to glibness and graft. How seriously he takes the removal of the warpstone depends on what you want to do with the campaign. Good-hearted or Chaos-fearing characters should want to stay around and help out.

The new cathedral site removes any need he has for the PC's land, and with Rachesucher dead, nobody wants it any more. The PCs are left with a burned out shell on a yard full of weeds that may be seeded with warpstone. Their inheritance is worthless, and the town has no need for adventurers. They could use a new priest of Verena, however, if any characters have such leanings.

If they head for the open road, there are two new connections that could lead to adventure. Having seen them fight, Fassbinder is impressed, and could enlist them in dealing with a far greater skaven problem further south. Also, Gerta's sister in Altdorf should be told of her sister's death and given her personal belongings. Gelda Ironhelmsdotr is a scribe for some of the biggest guilds in the capital, and may have uncovered more dark secrets that she alone cannot deal with.

The characters receive 150 XP for completing this adventure, plus another 50 XP each if they saved Corrotto's life or stayed to help with repairs (100 XP if they did both). A further 50 XP may be

awarded for good roleplaying.

NPC PROFILES

These are the major players in the story. For assorted townsfolk, farmhands, shopkeepers, merchants, priests, watchmen, thugs and beasts of the land and birds of the air, see pages 232-235 of the WFRP rulebook.

Gerta Ironhelmsdotr, Property Lawyer

Gerta lost her parents at a young age, and she and her sister Gelda were raised by the Sisters of Shallya. Gerta entered the civil service as a way of giving back to the community that raised her. She is friendly, positive, vivacious and enjoys providing a service. She is also a hundred times smarter than her boss, Josef Gettel, which gives him another reason to detest her. She would have been destined for great things.

Career: Burgher

Race: Dwarf

WS	BS	S	T	AG	INT	WP	FEL
41	33	26	40	34	48	33	41
A	W	SB	TB	M	Mag	IP	FP
1	12	2	4	3	-	-	1

Skills: Common Knowledge (Dwarfs), Common Knowledge (the Empire) +10, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Khalizad), Speak Language (Tilean), Speak Language (Reikspiel +10), Trade (Smith)

Talents: Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy, Suave*

Armour: None

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

Weapons: Hand weapon (Axe)

Trappings: Ledgers, Town Charter, Writing Kit

Hal Rachesucher, Vengeful Lover

Hal Rachesucher was born a lover of books, and took to the Order of Verena instantly. A quiet, thoughtful and careful man, he never travelled greatly nor married, and thought his whole life would be an uneventful one, among scrolls and vellum. Then he fell in love, and a few months later, watched his secret beau be burned alive at the stake. Rachesucher blamed himself for not acting quick enough, or speaking out in some way, and over the next ten years, his guilt and

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grief have matured into hatred and obsession. His plan took a great deal of arranging, and two years to play out, suiting his calculating mind. Now, in its final moments, he fears both its failure and its success. Now in his fifties, the wear and tear all this angst has worked upon his soul also shows in his face and body: always plagued by expressions of weariness, worry and internal conflict.

Career: Anointed Priest (Ex-Priest, Ex-Initiate)

Race: Human

WS	BS	S	T	AG	INT	WP	FEL
51	38	43	37	52	48	56	55
A	W	SB	TB	M	Mag	IP	FP
2	16	4	3	4	2	5	1

Skills: Academic Knowledge (Astronomy, History, Theology), Channelling, Charm, Common Knowledge (The Empire, Religion), Gossip, Heal, Magical Sense, Perception, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Breton, Classical, Reikspiel, Tilean)

Talents: Aethyric Attunement, Armoured Caster, Cool-headed*, Divine Lore (Verena), Fast Hands, Lesser Magic (Aethyric Armour, Dispel), Lightning Reflexes, Petty Magic (Divine), Public Speaking, Strike to Stun, Suave*, Very Strong*

Armour: None

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

Weapons: Hand weapon (Sword)

Trappings: Fine but simple robes, historical books, burning drive for revenge

Father Arno Corrotto, Silver-Fingered Patriarch

Father Corrotto was born to a wealthy merchant family in northern Tilea, but spent most of his time around soldiers from the Empire who were barracked in town. He found their ways and religion inspiring, and when the troops marched out, he went with them. Soldiering didn't quite take, however, so he left to pursue his faith at a higher level. He is now a well-respected priest of Sigmar, but unfortunately, being a merchant runs in his blood. He was grafting as a soldier, and he cannot help but improve his own finances as he does his church – without even really noticing that he is doing it. He is quite able, in his eyes, to serve God and himself at all times. Yes, Corrotto is bleeding the town dry and making shady deals they can't afford. Yes, he was far too hasty to burn an innocent woman at the stake to ensure his own prominence. But in both cases, he also firmly believed what he was doing was the will of Lord Sigmar, and nothing can shake him from

that conviction. Corrotto's iron will, and his military background, are evident in his wide-legged stance and the way he strides everywhere he goes, as if all the world is his own personal victory parade.

Career: Priest (Ex-Initiate, Ex-Soldier)

Race: Human

WS	BS	S	T	AG	INT	WP	FEL
43	44	34	52	43	32	52	55
A	W	SB	TB	M	Mag	IP	FP
1	16	3	5	4	1	1	1

Skills: Academic Knowledge (History), Academic Knowledge (Theology) +10, Animal Care, Channelling, Charm +10, Common Knowledge (The Empire), Dodge Blow, Drive, Gamble, Gossip +10, Heal, Intimidate, Perception, Read/Write, Ride, Speak Language (Classical, Reikspiel)

Talents: Armoured Caster, Disarm, Lightning Reflexes, Master Orator, Petty Magic (Divine), Public Speaking, Sixth Sense, Specialist Weapon Group (Two-Handed) Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave*, Very Resilient*

Armour: None

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

Weapons: Great weapon (Two-handed Warhammer)

Trappings: Ornate robes, Book of Sigmar, Fat purse

Lena van Hoek, Font of Information

A Wastelander, Lena came to the Empire to set up her own business, and she runs it well. After raising five strapping lads and running an inn for twenty years, Lena is a sceptical woman who takes nothing at face value, and makes sure she gets paid in advance. She is as wary, however, of condemning people without proof as she is of trusting their good intentions. She has no time for gossip, nor in any strong believers. She leaves such troubles for everyone else, and focuses only on running a good inn, with clean sheets and strong beer.

Career: Innkeeper (ex-Servant)

Race: Human

WS	BS	S	T	AG	INT	WP	FEL
38	31	41	45*	30	38	33	42
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	1	-	2

Skills: Blather, Common Knowledge (Pfeffering,

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the Wasteland), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip, Haggle, Lip Reading, Perception, Read/Write, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Dealmaker, Hardy, Street Fighting, Streetwise, Strike to Stun, Very Resilient*

Armour: None

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

Weapons: Hand weapon (chair leg)

Trappings: The Drunken Duck Inn, five strapping sons who are terrified of her.

Fassbinder the Strong, Non-Local Colour

Fassbinder was part of a mining crew in the Black Mountains until the Skaven arrived. Most of the miners were slaughtered but the strongest men were taken into the Under-Empire to work in the warpstone mines. Fassbinder watched all his friends die around him from the backbreaking treatment, but he was spared. He grew strong from the work, stronger than most humans. Strong enough to break his chains, and crawl out through a narrow rock shaft, and back to the surface. Now he roams the Empire as a skaven hunter for hire, cleansing towns of ratmen and their kin, under the cover of being a travelling strongman. In between his work he likes to carouse, always trying to drown out his nightmares in wine, woman and gambling.

Career: Mercenary (Ex-Miner, Ex-Charcoal Burner)

Race: Halfling

WS	BS	S	T	AG	INT	WP	FEL
34	43	48	31	53	34	33	46
A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	-	2	2

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (the Empire), Common Knowledge (Halflings), Concealment, Dodge Blow, Drive, Evaluate, Gossip, Haggle, Outdoor Survival, Perception, Search, Secret Signs (Ranger), Scale Sheer Surface +10%, Speak Language (Halfling, Reikspiel, Tilean), Trade (Farmer), Trade (Miner)

Talents: Night Vision, Orientation, Resistance to Chaos, Sixth Sense, Specialist Weapon Group (Sling), Specialist Weapon Group (Two-Handed), Strike Mighty Blow, Very Strong*, Very Resilient*

Armour: Medium Armour (Mail Shirt, Leather Jack)

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

Weapons: Great Weapon (Two-handed Pick)

Trappings: Crossbow with 10 bolts, Shield, Healing Draught, Symbol of Myrmidia, Copy of

"Barley and Bayem's Travelling Follies" poster

Clanmaster Abrak, Duplicitous Digger

Abrak is quite smart for a skaven, and has risen in the ranks to the point of being in charge of his own tunnelling crew. Their job is to scout ahead new warren sites for Clan Skryre, but when Abrak met Rachsucher, he saw a chance to make some extra cash and come to the attention of his supervisors. Abrak has disobeyed his orders to only dig around the church, and will not stop his actions when Rachesucher tries to call it off. He is not at all prepared to risk his life for his goal, however, and if the PCs present any hostile action, he will throw his poisoned globes and run like hell.

Career: Sneak

Race: Skaven

WS	BS	S	T	AG	INT	WP	FEL
40	55	46	41	54	39	15	15
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	5	-	-	-

Skills: Academic Knowledge (Engineering), Common Knowledge (Skaven) +10%, Command, Concealment, Follow Trail, Navigation, Outdoor Survival, Perception, Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move, Speak Language (Queekish, Reikspiel), Swim

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

Armour: Medium Armour (Leather Jack, Mail Shirt)

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

Weapons: 2 Warplock Pistols (treat as a Pistol with Damage 5 and Range 10/20), 2 Poisoned Wind Globes (the burning gas inside has the effect of the Blinding Light spell, using the small template, while anyone hit directly by the globe takes a Damage 4 flame attack)

Trappings: Gas-mask, purse with 30 gold crowns, five shards of warpstone

Clan Skryre Skirmishers, Abrak's Loyal Brood

These troops are fairly stupid and obedient, which suits Abrak's purposes very well: they dig where they are told and don't ask questions. They are also unlikely to flee until he tells them to do so.

Career: None

Race: Skaven

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WS	BS	S	T	AG	INT	WP	FEL
30	35	36	31	44	24	28	15
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	-	-	-

Skills: Academic Knowledge (Engineering), Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

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

Armour: Light Armour (Leather Jack)

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

Weapons: Sword, Warplock Pistol (treat as a Pistol with Damage 5 and Range 10/20)

Trappings: Ground-in dirt

Map of Pfeffering and Surrounds

