

WARHAMMER®

FANTASY ROLEPLAY™



THE WITCH'S SONG™

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

WARHAMMER FANTASY ROLEPLAY

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THE WITCH'S SONG

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

TABLE OF CONTENTS

INTRODUCTION	4	The Black Barge	27
A Murky Past	5	The Witch Hunt	29
Recent Events	6	Perils of the Marsh	30
Getting to Fauligmere	7	The Witch at Bay	31
Dramatis Personae	8	CHAPTER FOUR: THE MOUTH OF MORR	33
Tracking Favour	9	Trouble in Fauligmere	33
CHAPTER ONE: FAULIGMERE	10	The Interrogations	34
The Village	10	Are You With Me or Against Me?	34
Geography	10	Events	35
Locations & NPCs	11	Once More Into the Swamp	38
So, Tell Me About Ulthuan...	16	Lenko Sepp Speaks	39
Gossip	17	CHAPTER FIVE: THE WITCH'S SONG	41
As I Recall	18	Through the Mouth of Morr	41
CHAPTER TWO: THE BRINK OF FEAR	19	The Underground River	42
A Grand Entrance	19	The Final Battle	44
Exploring the Town	20	Return to Fauligmere	46
Dining in Style with the Von Stauffers	20	RULES APPENDICES	48
The Missing Innkeeper	22	Witchcraft	48
CHAPTER THREE: BLACK SAILS, WHITE LIES	26	Creature Cards	49
Matthias Krieger	26	Corruption & Mutation	50

FAVOUR & KEY FACTIONS

Over the course of their adventure, the PCs will encounter and interact with a variety of non-player characters. Most of the NPCs featured in *The Witch's Song* fall into one of three main factions: Nobility, Commonfolk, or Zealots. To more easily identify sections of the text that discuss these factions, or indicate how the PCs may gain or lose favour with a faction, the following icons are used:



Nobility. The von Stauffers, their staff, and related NPCs and information are identified by Lord Eldred's beloved pigeon, von Schnell.



Commonfolk. Being devout and proud members of the Empire despite their impoverishment, the hard-working villagers of Fauligmere, and related events, are identified by a skull with laurels.



Zealots. The fanatic, zealous characters and events in the story are identified by the witch hunter Krieger's blessed round shot, bearing the twin-tailed comet of Sigmar.

NEW RULES

In addition to an exciting adventure filled with suspicion, superstition and background material on the town of Fauligmere, *The Witch's Song* includes some rules for Chaos and corruption that appear in *Winds of Magic* and *The Game Master's Guide*. The GM should become familiar with these rules, as the adventure features some elements that can corrupt the player characters.

HEDGE MAGIC

Unlicensed mages or spellcasters—often called witches—tend to lack the training and discipline generally associated with a properly apprenticed and tested wizard who has attended the Colleges of Magic. These individuals are generally considered rather dangerous, and are ruthlessly hunted down by witch hunters, wizards, and those who seek to limit the potential damage a witch can cause if left unchecked. *The Witch's Song* includes new rules, spells, and careers for using hedge magic and playing witch characters.

SET ICON

The cards and sheets included with *The Witch's Song* are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game experience

USING THE MATERIALS INCLUDED WITH THE WITCH'S SONG

In addition to this book, *The Witch's Song* includes a variety of new cards, sheets, and components for the Game Master and his players. Some of these resources supplement the content found in the *Warhammer Fantasy Roleplay* Core Set.

NEW CARDS

The new location, insanity, item, miscast, career ability, action, talent, condition and wound cards can be set aside specifically for use in this adventure, or added to the other cards of those types and used as needed.

CREATURE CARDS

Many threats lurk in Fauligmere and the surrounding Cursed Marshes. The included creature cards can be used for easy reference and tracking of these NPCs and creatures. Creature cards are explained in more detail on page 49.



PUNCHBOARD

The punchboard components should be carefully removed from the frames. Many of these pieces can be added to your existing supply of tokens and standups from *Warhammer Fantasy Roleplay*. Many of the standups will be useful when running either this adventure, or your own scenarios of *Warhammer Fantasy Roleplay*.

MUTATION CARDS

The mutation cards included provide just a small variety of possible mutations the citizens of the Old World may suffer from. Mutation cards are explained in more detail on page 51.



GAME MASTER TOOLS & RESOURCES

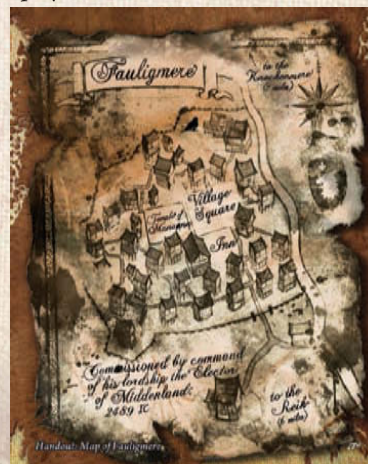
FACTION FAVOUR

Over the course of the adventure, the PCs' favour with the three key factions in Fauligmere may increase or decrease. *The Witch's Song* includes tools to help manage the PCs' favour with the commonfolk, noble family, and zealots they encounter. These tools are explained in greater detail on pages 2 and 9.



MAP

A map of Fauligmere and its key locations is included on a full colour sheet for player reference.





INTRODUCTION

The Witch's Song is a stand alone adventure for *Warhammer Fantasy Roleplay*. This book contains all the information a GM needs to run the adventure. It is for the GM's eyes only, so if you are intending on being a player, do not read any further or you will spoil your enjoyment of the adventure.

Other supplements, such as *The Adventurer's Toolkit* or *Signs of Faith*, are not necessary, but give the players and GM more options. *The Winds of Magic* or *The Game Master's Guide* may be useful if you want to use the full rules for corruption in this adventure.

As GM, you will want to familiarise yourself with the cards, sheets, and tokens provided with this adventure. You can re-use these resources in scenarios of your own devising.

The adventure is designed for a party of three or four Rank 2 characters. You can adjust the difficulty of some sections by adjusting the number, skill, or behaviour of some enemies, or converting some characters between henchmen and standard NPCs.

This book is divided into the following sections:

Introduction. The section you are reading now. It describes the events that have plunged the village of Fauligmere into crisis and provides an overview of the adventure. It also includes rules for tracking the favour of the major factions present in Fauligmere.

Chapter 1—Fauligmere. This chapter describes Fauligmere and details its inhabitants and the surrounding area.

Chapter 2—The Brink of Fear. This chapter covers the arrival of the PCs in Fauligmere, and the events they may participate in or merely observe over the course of the first day, culminating in the night-time rescue of Tomas and Karel de Goede (or their unfortunate fate if the PCs decline to intervene).

Chapter 3—Black Sails, White Lies. With the arrival of the witch hunter Matthias Krieger, Fauligmere rejoices! Surely their troubles with the witch are at an end. This chapter details the arrival of the witch hunter, and provides the PCs with an opportunity to hunt for and encounter the witch in the Cursed Marshes.

Chapter 4—The Mouth of Morr. On their return from the swamp, the PCs find that Krieger has seized control of Fauligmere and has turned his zealous persecution on innocent and guilty alike. This chapter details the plight of the village and the steps the PCs can take to put it right—or join the witch hunter.

Chapter 5—The Witch's Song. In the dramatic finale, secrets are revealed and the final confrontation with the witch occurs.

Appendix— This section contains rules for witchcraft and playing a witch, creature cards, corruption and mutation.

A MURKY PAST

The fishing village of Fauligmere lies at the very edge of the Empire, beside a distributary of the Reik that flows into the Cursed Marshes. Despite Marienburg being a relatively short distance upriver, Fauligmere is an inconsequential place, but has become central to events that might affect the Empire.

A TRAGIC AFFAIR

Almost two decades ago, Baron Edrik von Stauffer, lord of Fauligmere, died battling against Norse marauders. He left a single heir, Eldred. This impetuous youth fell for a pretty peasant girl, Heidrun, enchanted by the beauty of her singing voice and her flowing golden locks. They met in tryst, and soon she was with his child. The lovers let Fauligmere's priest of Manann, Marbad, in on the secret and he presided over their clandestine wedding.

Eldred's arrogant mother, Theodora, learned of Eldred's forbidden marriage from her thuggish spy, Lenko Sepp. In disgrace, Theodora sent Eldred to relatives in Altdorf. Fearing that her family name would be besmirched should the scandal be made public, Theodora ordered Sepp to poison Father Marbad and to drown the girl in the Cursed Marshes. However, Heidrun was heavy with Eldred's child, and Sepp could not carry out her murder. He left her weeping in the swamp, and she was never seen again. Then, Sepp disappeared.

When Eldred reached 21, he reluctantly returned from Altdorf to inherit his title, and his mother forced him to marry the daughter of a Marienburg merchant, telling him to forget Heidrun, who she claimed ran off with her servant Lenko Sepp. Today Baron Eldred governs this lonely region. He can be alternatively indifferent or cruel to his wife, for he has never stopped loving Heidrun.

Since Father Marbad's mysterious death, Manann has seemingly abandoned Fauligmere – the fishing nets are empty, the villagers go hungry, and the von Stauffers grow poor. The locals blame the dearth on a witch said to inhabit the marshes, but in reality, it is Manann's punishment for Theodora's crimes.

HEIDRUN & THE WITCH CHILD

After being abandoned in the marshes, Heidrun floundered through the mire, lost and terrified. She gave birth to a boy that night and named him Krijn (pronounced Kri-yen). The swamp beasts left mother and child alone, seemingly fearful of the child. Heidrun built a crude shelter of peat and rushes in a long forgotten, crumbling ruin deep in the heart of the marsh and hid there, safe from her persecutors.

Krijn was born exposed to the dark magic that tainted the Cursed Marshes. Though he showed no outward mutation, he developed powers that he could control using the captivating voice he had inherited from his mother.

Mother and son survived in the marshes for years, but eventually Heidrun died of fever. Krijn was only a lad, and mourned his mother to the pit of his soul. He dragged her body into the mire and watched it sink into its swampy grave. Krijn could scarcely bear the passing of his mother, and over the next few months began wasting away. One night, when Morrslieb was full, the Chaos moon touched him with feverish dreams.

Inspired by his visions, he engraved a fist-sized stone with eldritch runes and wrapped around it the only relic he had from his mother—a slender silver chain adorned with a signet ring. He dropped this talisman in the mire where his mother's corpse lay. With an offering of his own blood, he bound his mother's soul with the power of the marsh, channelling his magic with an eerie song.

A claw-like branch broke the surface of the mire, followed by a head of dripping marshweed and rotting vegetation. The swamp took on the form of a great beast. Within the monster's heart pulsed the runestone that entrapped his mother's spirit—and Eldred's signet ring on the silver chain. Bound by the love of her son, Heidrun, in the form of this fenbeast, continues to protect her son. The monster slept below the marsh until the witch-boy needed its protection. Krijn was no longer alone, and his grief and sickness passed.

A year later, Krijn still lacked human company. One day a woman staggered half-dead through the nearby marsh. Struck with pity and eager for contact with another human, Krijn took her in and nursed her to health. That woman was Saskia van Oort, a peasant from Fauligmere. She had become lost in the marshes, searching for a missing goat. After escaping from a voracious river troll, she had stumbled toward Krijn's hideaway.

Saskia was amazed that the boy dwelled in the marshes alone, and tried in vain to persuade Krijn to return with her to Fauligmere. Instead, the lad told her to visit him whenever she wanted, though swore her to secrecy about his existence—he had learned from his mother to beware the outside world. Krijn created a talisman to protect Saskia from the perils of the marsh. With its protection, Saskia has visited Krijn often and watched him grow from boy to man. Whenever someone in the village is ill, she seeks Krijn's help—he creates curative potions that Saskia uses to aid the villagers. Saskia has a reputation as a healer in Fauligmere, but the source of her abilities remains a mystery to her fellow villagers.

Now a full grown man, Krijn regards himself the master of the marshlands. Until recently, he was sheltered from the world. That, however, is about to change.

DEADLY NIGHT SHADE

For the past week, fog has enveloped the Reik estuary, shrouding a vessel moored in an inlet a mere day's journey upstream from Marienburg. The vessel is crewed by dark elf corsairs led by the Death Hag, Nemain Feagh, and her witch elves. They have been sent on a vital mission by the Hag Queen, Cruor Maraigh, whose Black Ark sails the Sea of Claws.

A blemish marks Cruor Maraigh's otherwise perfect skin. Praying to Khaine, god of murder, she has learned that only the blood of heroes will revitalise her pristine beauty. She has led an expedition from Naggaroth across the Great Ocean to kidnap the folk of Reikland, in whose veins runs the blood of the ultimate hero: Sigmar.

The city of Marienburg protects the Reik from hostile intruders, and no enemy ships can pass through uncontested. To overcome this obstacle to her raiding parties, Cruor Maraigh used a daemonic pendulum to divine whether there was any way to bypass Marienburg. She envisioned an ancient, long-forgotten tunnel beneath the marshes, presenting the opportunity she sought. Cruor only

NOTHING IS AS IT FIRST SEEMS

The themes pervading *The Witch's Song* are misperception and mistrust.

- ✦ The witch Krijn bears no ill-will towards the villagers. In fact, he seeks to warn them of the dark elf menace! However, fear has turned the superstitious villagers against him, and the witch manifested his powers in self-defence.
- ✦ The witch hunter is not a force for good, but a crazed maniac who will cause great suffering to the villagers he is supposed to protect.
- ✦ The von Stauffers are not as noble as they like to think they are. Lady Theodora is ready to sacrifice innocent lives to preserve the illusion of her family's honour
- ✦ Voluria is not a high elf from Ulthuan, as she pretends, but a dark elf shade. If she completes her secret mission, the Reikland will be in great danger.

vaguely gleaned its exact location, though she repeatedly scried the name Fauligmere. She soon learned that Fauligmere was the nearest village to the southern entrance of the tunnel.

With her dark magicks, Cruor summoned a mighty beast from the depths of the sea, and unleashed it upon the poor town. However, after travelling for some distance, the beast has become mired in the heavy marsh surrounding Fauligmere, and cannot draw close enough to attack the town outright. The beast lurks beyond Fauligmere itself, content to feast upon the succulent trolls, bog octopi, and occasional bog hunter who dares tread too far from the safety of the village, no longer subject to Cruor's control.

Frustrated with the beast's failure, Cruor Maraigh then sent her shades across the marshes to locate this village and find the entrance. The scouts soon split up to search the marshland more effectively. Voluria, a devious dark elf, made sure she was the only shade who survived the dangerous journey through the marsh—the glory for discovering the tunnel foretold in Cruor's vision would be hers alone!

By chance, Voluria encountered Krijn's lair near the cursed ruins in the heart of the swamp. She overpowered the witch and tortured him to find out whether he knew the location of the tunnel's entrance. Krijn is ignorant of the tunnel, and had no answer to Voluria's demands. She increased his agony, boasting how her kindred would overrun the Reikland and seize its people as sacrifices.

Krijn's screams echoed from the ruins. The fenbeast rose from a nearby pool and lumbered to the rescue. As it attacked Voluria, Krijn wriggled free of his bonds and fled.

THE CRUELTY OF STRANGERS

Krijn stumbled through the swamp. He had to warn Saskia of the danger Voluria presented to her people. After hours splashing through the night, he saw the lights of Fauligmere. Hidden by darkness, he approached the village. The sights, smells, and sounds of the settlement bewildered him. He silently climbed the palisade,

but a hound caught his scent and began to bay. Soon other dogs joined in, and folk tottered from their houses, carrying weapons and flaming brands, alert for danger.

The howling dogs and the shouts of alarmed villagers frightened Krijn. He was soon surrounded by suspicious villagefolk, their firebrands hurting his eyes. One jabbed at him with a staff, and in panic, Krijn broke into song.

The villagers were awed by the beautiful voice of this strange, mud-spattered, wild-eyed young man. Then lights began to dance around his hands, and his eyes glowed with purple fire. The crowd moaned. The trespasser had witch-powers!

With a sweep of one hand, Krijn scattered the villagers. Energy crackled from his hand, and the thatch of a nearby house erupted into flame. A villager lunged at the witch with a spear, but a blast of magical flame jetting from the witch's fingertips hurled him aside. The folk of Fauligmere ran screaming, and the witch fled.

BY SIGMAR'S GRACE

Father Anders was in Fauligmere that night. The itinerant priest of Sigmar rallied the villagers and helped them extinguish the flames of the burning building. The next day, he set off by barge to Altdorf to alert his superiors. Although Marienburg was the closest city, as a patriotic citizen of the Empire, the priest balked at the idea of begging its perfidious citizens for aid. The priest is destined to meet a band of adventurers at the town of Eilhart, who might be able to help protect the village. A few days later, he encounters a witch hunter, Matthias Krieger. When Krieger hears Father Anders's story, he gathers his retinue and sets off to Fauligmere to bring Sigmar's cleansing flame to that forsaken place.

RECENT EVENTS

The villagers wait for help, terrified that the witch will return. Meanwhile, Lady Theodora fears that her past will soon return to haunt her. Krijn hides in the marshes. Confused and angry at the villagers, he knows he must warn them, if only for Saskia's sake.

Voluria escaped the fenbeast and fled from the ruins. She followed Krijn's tracks to Fauligmere, arriving there the day after he had thrown the village into turmoil. She has infiltrated the village in the guise of a high elf. Meanwhile, death approaches Fauligmere in the form of Matthias Krieger. The witch hunter sees Chaos everywhere—if he finds any shred of impurity among the villagers while searching for the witch, he will punish them.

THE MOUTH OF MORR

Several of the events in this story revolve around a secret tunnel near Fauligmere that bypasses Marienburg. The entrance to this secret tunnel is known to the locals as the Mouth of Morr. Built long ago by dwarf smugglers, the tunnel was used to bypass the taxes and tariffs imposed by the elf colony that once stood where Marienburg does today. A number of old maps of the region, some dating back to when Marienburg was still an elf colony, suggest a series of connected routes through the area. It's not unreasonable to think a skilled sailor or boatman armed with knowledge of such maps and the smuggler's tunnel might be able to navigate from the Reik, along the River Bäch, through the Mouth of Morr, and straight out to sea—and back—without needing to portage, traverse sandbars, or indeed stop for any reason.

The tunnel bores through the hilly country northwest of Fauligmere known as the Hohlenhügel, and is some eight or ten miles in length, before opening back into the brackish swamp called the Cursed Marshes and following a nameless river to the ocean. The caves on either end of the tunnel are cleverly concealed by scrub and the folds of the land, and their precise location is not widely known. The Mouth of Morr has a grim reputation that the local smugglers do nothing to dispel. The tunnel itself is a closely-guarded secret, known only to a few smugglers.

Lenko Sepp, Lady Theodora's hired killer, was once such a smuggler. He makes his home in the Mouth of Morr, where he quietly ignores the activities of current smugglers (who feed him), and silently weeps when the villagers perform their Knochenpfütze ritual, believing that it was his crime that cursed the village.

Should Voluria succeed in learning the nature of this tunnel, then the dark elf slavers will be able to strike at the heart of the Reikland with impunity. Entire villages will vanish, and given time a dark elf fleet might sail to lay siege to Altdorf itself!

GETTING TO FAULIGMERE

Fauligmere is an insignificant settlement in an obscure corner of the Empire. Marienburg is about two or three days' journey along the Reik, although the nearest Imperial settlement of note is the market town of Eilhart, four days' leisurely travel in the other direction. Eilhart will be the first town Father Anders reaches on his mission for help. The GM can present the PCs with a reason for visiting the same town. Any similar town can work as well.

Several possible character hooks are provided. When the PCs meet the priest, Father Anders tries to persuade them to protect the people of Fauligmere against the witch until he can notify his superiors and send reinforcements.

The GM should use the party's goals and motivations to nudge them gently in the right direction, or use NPCs from past scenarios to lead them to Fauligmere. Detailed below are various plot hooks to motivate the PCs to travel to Fauligmere. Following each hook are a series of traits in italics. Characters in a party or career with matching traits may be a better match for that particular hook.

THE FESTIVAL

Devoted, Idealistic, Religious, Social. The adventurers hear of a great religious festival occurring in town. If there is a particularly religious PC in the party, the festival is dedicated to that PC's patron deity. Great miracles are supposed to occur at this festival, which draws crowds of worshippers. One of the PCs may have a religious oath to fulfil, or penance to pay.

The town is bustling with excited pilgrims, and traders hawk their wares among the crowds. The PCs visit a shrine in the town where a great religious rite takes place, and though they do not witness any miracles, they certainly feel charged by the spiritual atmosphere of the place.

Meeting Father Anders. Father Anders tries to persuade the PCs to help Fauligmere by appealing to their faith, or to their honour and martial spirit, as appropriate. The GM can always change the priest's faith so that he is a devotee of the same god that a religious PC worships, to give him greater empathy with the party.

LIVING RIGHT IN

The journey to Fauligmere, can be as long, involved, and full of adventure as you like! It could be many sessions of travel and exciting encounters, or, alternately, you and your group can skip right over it and get right to the heart of the adventure.

Depending on your group, it may be entirely acceptable to begin your first session of *The Witch's Song* as the party gets off the boat in Fauligmere—in this case, simply consider the journey and the meeting with Father Anders as backstory leading up to their arrival. Being sent by Father Anders gives the PCs a legitimate reason to be in Fauligmere, and gives the villagers cause for hope.

TAX COLLECTION

Academic, Bureaucrat, Infamous, Mercenary. A haughty Imperial bailiff named Gustav Haschke—who has heard of the character's reputation—contacts him with a job on behalf of the Imperial crown. Recent perusal of Eilhart tax ledgers has revealed that the von Stauffer family of Fauligmere has not returned any tithes for over six years. The official compensates the PC 10 silver per day if he investigates the reasons behind the lack of revenue and reports back within a month. The official organises any necessary transport and pays travel expenses within reason—such as the cost of hiring bodyguards (i.e. the other PCs) for 10 silver per guard per day.

Meeting Father Anders. The PCs encounter Father Anders on their way to Fauligmere. He appeals to them as loyal officials of the Empire to help the folk of that place.

SMUGGLING

Criminal, Infamous, Menial, Rogue. A crime boss or black market contact with the PCs is interested in tracking down some interesting rumours—that there is a smuggling operation being run outside Marienburg that bypasses the usual tariffs and trade routes. Fauligmere is one of several small, backwater towns the contact has heard associated with the operation, and the PCs are sent to verify these rumours and find out who is involved.

Meeting Father Anders. The PCs encounter Father Anders on their way to Fauligmere. Having seen them in a recent vision from Sigmar, he is oblivious to their illicit dealings, and appeals to them to help the poor folk of Fauligmere, and implies they may earn the baron's favour as a result. This could be the perfect cover to move about Fauligmere without arousing suspicion.

FATHER ANDERS

When the PCs first encounter Father Anders, they see a hawkish man with a shock of grey hair disembarking from a riverbarge or stepping out of a hostel. The man is clad in the robes of a priest of Sigmar. He seems highly agitated. Looking around purposefully, he spots the party, a look of recognition on his face. He mutters a quick prayer to Sigmar, and hurries over to them. He offers to buy the PCs a meal at a nearby hostelry if they hear his story. Seated within the tavern, as food arrives, he tells them his woeful tale (the events of the witch's 'attack' are summarised on page 6). Father Anders pleads with the PCs to go to Fauligmere to help protect it against further witchery, until he can summon help from his supe-

riors. He mentions he had a vision from Sigmar, where he saw the PCs, and knows they are destined for great things—surely such greatness starts by aiding Father Anders.

Father Anders advises the PCs to introduce themselves to Baron Eldred upon their arrival. Hopefully, the PCs should be mightily impressed with the priest's story and are more than willing to help. Within the hour, Father Anders secures the party passage by riverbarge up the Reik, paying the skipper of the vessel with a gold ring from one of his holy fingers. The priest blesses the PCs as they depart for Fauligmere—each character can immediately refresh their fortune points to their starting maximum.

If the PCs begin the adventure in the north of the Empire, you can easily make Father Anders a priest of Ulric. He seeks help from his superiors in Middenheim, and sets off north, meeting the PCs just a few days into his journey. Adjust aspects of this chapter to fit the geography of your storyline.

EN ROUTE

Leaving town, the wide River Reik takes the PCs' vessel swiftly downstream. The first day of their journey, dense forest shrouds the banks, dotted here and there by small, fortified settlements. The priest's valuable ring ensures that the skipper travels day and night to get the PCs to Fauligmere. Travelling by night is usually a risky venture, but the priest's blessing has evidently worked, and no trouble is encountered during the journey.

The next morning, featureless flatlands stretch to the horizon either side of the river, with the distant Grey Mountains rising far to the west. By noon, the flatlands have turned into an unending expanse of marshland, and grey mist hangs in the air. After several hours of travel through this dispiriting scenery, the barge veers from the Reik down a small distributary that wends its way north-east into the mire. An hour or so later, the PCs witness Fauligmere itself emerge from the mist. A huddle of thatched roofs clusters around a curious temple whose wooden tower resembles the aft of a galleon. A rambling, half-timbered mansion that has seen better days towers over the far end of the village. A high palisade surrounds the settlement, patrolled by a few wary guards. The barge docks at the jetties.

Note that if the PCs are all mounted, they can choose to take the difficult route through the marshes to reach the village, which takes them two days with minimal rest. However, they may well encounter a peril that lurks in the Cursed Marshes (select one from the list on page 30).

Once the PCs arrive in Fauligmere, no matter their means, you are ready to begin Chapter 1.



DRAMATIS PERSONAE

There are a number of key NPCs who play a major role throughout this adventure - some as villains, some as allies, and some potentially both! These NPCs are described in brief here.

The statistics and game rule information for these characters can be found on the relevant creature card included in this adventure, or in *The Tome of Adventure* where relevant. Some additional game rule information is presented here.

NEMESIS

Several of the characters described below have the Nemesis special rule. Nemesis characters have stance meters, just like PCs, and suffer stress and fatigue just like PCs. This makes these characters a little tougher than the average NPC, but more complex to run. Any of these NPCs can lose their Nemesis status to simplify things.

BARON ELDRED VON STAUFFER

Lord of Fauligmere, an unhappy man with an unhappy past. Likes pigeons. Uses Noble stats. For more information, see page 13.

KRIJN, THE WITCH

Baron Eldred's son by Heidrun. Krijn has a good heart, but his untrained magic is dangerous and destructive. The fact that he has survived this long without becoming completely corrupted is remarkable. Krijn is tall, with an unruly head of golden hair and wild, brilliant blue eyes, but his savage, feral attire hides his good looks and gives him a terrifying aspect.

Hedge Witch: Krijn has access to every *Hedge Magic* spell included in this adventure, as well as any other spells you deem appropriate.

LENKO SEPP

A hermit who lives outside of town, he has taken a vow of silence to atone for his crimes. Lenko Sepp uses Townsfolk stats. For more information, see page 24.

MATTHIAS KRIEGER, THE WITCH HUNTER

Krieger is a grim, merciless spectre of the emperor's justice. He may be the PCs' best ally...or worst enemy. For more information, see page 26.

LADY THEODORA VON STAUFFER

Baron Eldred's overly-pious mother. Despises her social inferiors (which is everyone in Fauligmere) and hides a dark secret. Uses Noble stats. For more information, see page 14.

VOLURIA

A high elf envoy...except that she is really a dark elf spy. Seeks the secret of the Mouth of Morr. For more information, see page 14.

Shade: Voluria has access to Nimble Strike, Improved Dodge, Honeyed Words and any other actions you deem appropriate.

Poison: When Voluria inflicts a critical wound with her poisoned dagger, the target also suffers fatigue equal to that critical's severity.

TRACKING FAVOUR

the various factions within the village: Nobility, Common Folk, and Zealots. At the start of the adventure, place tracking tokens on space 0 of each Favour sheet. The PCs' actions dictate whether Favour for each faction increases or decreases. Detailed below are several ways in which the PCs can gain or lose Favour among the various factions.

This list is not exhaustive—feel free to increase or decrease Favour as you see fit. If a token is in the red section of a Favour sheet, the PCs are in disfavour with that faction. If it is in the green section, they are favoured. When you move a token onto or past a highlighted event space on a Favour sheet, this triggers the relevant effect, as described on that sheet.



THE NOBILITY



- + PCs impress the von Stauffers +1
- + PCs show an interest in pigeons +1
- + A noble or priestly PC sufficiently impresses Lady Theodora +1
- + The PCs promise to protect Fauligmere against the witch +1
- + PCs insult or annoy the von Stauffers -1
- + PCs decline the Baron's dinner invitation -1
- + PCs upset or insult the Baron's pigeons -1
- + PCs show Lady Theodora a lack of respect -1
- + PCs are working for Imperial tax authorities -1
- + PCs demand money for their help -1
- + PCs do nothing to protect Fauligmere against the witch -1
- + PCs accuse Saskia of witchcraft -1
- + PCs openly accuse the villagers of Fauligmere of Chaos worship -1
- + PCs kill any of the Baron's pigeons -2

COMMON FOLK



- + PCs impress or befriend the villagers +1
- + PCs give gifts of food to the villagers, trade fairly with them or bring news of events within the Empire +1
- + PCs show devotion to Manann +1
- + PCs promise to protect Fauligmere against the witch +1
- + PCs show respect to Pirn van Beek +1
- + PCs attempt to rescue Tomas & Karel de Goede from the marsh +1
- + Both Tomas & Karel de Goede survive the marsh and return safely to Fauligmere +1
- + PCs help the village boys catch some of the Baron's pigeons +1
- + PCs insult or annoy the villagers -1
- + PCs accuse Saskia of witchcraft -1
- + PCs do nothing to protect Fauligmere against the witch -1
- + PCs refuse to search for Tomas & Karel de Goede in the marsh -2
- + PCs disrupt the ritual to Manann -2
- + PCs openly accuse any of the villagers of Chaos worship -2

ZEALOTS



- + PCs impress Seth Reizbar with their faith in Sigmar +1
- + PCs accuse Saskia of witchcraft +1
- + PCs disrupt the ritual to Manann +2
- + PCs show proper deference, awe, or respect to Krieger upon his arrival in town +1
- + PCs openly accuse the villagers of Chaos worship +2
- + Seth Reizbar thinks that the PCs lack faith in Sigmar -1
- + PCs do not believe the ritual at the Knochenpfütze is heretical -1
- + PCs have positive Favour with the common folk -1



CHAPTER ONE

FAULIGMERE

This chapter details Fauligmere village and its inhabitants, as well as useful information that the PCs can glean from interacting with the residents. Depending on their actions, the PCs may encounter none, some, or all of these people and events.

THE VILLAGE

Although officially under the jurisdiction of Middenland, Fauligmere is so impoverished and remote that it is all but forgotten. It's so remote, in fact, that several maps show conflicting locations for the town. The village consists of several dozen wattle and daub cottages and wooden huts housing a population of just more than two hundred. Some of the buildings are built on stilts to raise them from the marshy ground, and have platforms and rope bridges connecting them to their neighbours.

Fauligmere was originally a fishing village, but now there are no fish in the immediate vicinity. Hunger forces the inhabitants to venture into the Cursed Marshes to hunt for dangerous bog octopi. Most of the professional bog octopus hunters have been ordered by Baron Eldred to scour the marshlands for signs of the witch—hoping they can find his lair and bring him to justice.

GEOGRAPHY

Fauligmere is surrounded by the Cursed Marshes, which stretch out into the misty distance. Under ideal conditions, it is a four or five days' journey by foot eastwards to the desolate Bitter Moors, and some three days' travel northward to the Wastelands. But with poor weather and rugged terrain, the conditions are rarely ideal. The low-lying mire encircles Marienburg, about two days up the Reik from Fauligmere. This great mercantile city straddles the wide mouth of the River Reik where the flat, featureless land merges into the mudflats of the Reik estuary.

SOMETHING FISHY

The ripe smell of rotting fish pervades Fauligmere (a manifestation of Manann's displeasure). Once per day, newcomers must pass a **Hard (3d) Resilience check** or gain the Queasy condition while in Fauligmere. Each day, the difficulty of this check decreases by one increment. Anyone passing the check gets used to the stench and does not have to check again.



The Great North Road, raised on a low dyke, bisects the marshes and connects Marienburg to distant Middenheim. South-eastwards, after a day's journey, the marsh peters out into low-lying scrubland, with the Drakwald Forest four days beyond this. South, beyond the River Reik, moorland rises to the foothills of the Grey Mountains, which are about ten days away by foot.

THE CURSED MARSHES

The marshes are an expanse of murky pools, stinking, black mud, and clumps of bogmoss and rotting reeds. Only the occasional muddy hillock or clump of stunted trees breaks the dreariness. Grey land merges dismally with grey sky as far as the eye can see, and marsh-mist hangs ghostlike in the foetid air. The marshlands are eerily silent, except for the occasional lonely cry of a waterbird. An unearthly chill pervades the area, for it is steeped with dark magic that wisps unseen to normal eyes. Those with magical sight can perceive its black tendrils and sense its sickening presence.

Dangerous creatures lurk here, including river trolls, giant spiders, and voracious bog octopi. At night, fiery witchlights can lead travelers fatally astray. Some say these ethereal lanterns are evil spirits that feast on the souls of the drowned. Legend speaks of a race of cyclopean daemons that dwells deep in the mire. According to folklore, when the mists hang low and thick, these daemons creep from the marsh to enslave the unwary. The Cursed Marshes are aptly named—those who know their reputation avoid this place all costs.

Use the Desolate Marsh location card for the Cursed Marshes.

THE RIVER BÄCH

The River Bäch flows next to Fauligmere. It is forty feet wide—a mere stream compared to the great Reik—but it is deep and fast-flowing. A tributary of the Reik, it flows north into the Cursed

Marshes where it pours into a still, dark pool two miles from the village, known as the Knochenpfütze. Many of the villagers perform secretive rites to Manann at the Knochenpfütze in a vain attempt to win back the god's favour, for the river has been barren of fish for almost two decades. Nobody realises that the reason for this is due to Lady Theodora's murder of the village's previous priest of Manann.

THE MOUTH OF MORR

Although the River Bäch appears to come to an end at the Knochenpfütze pool, this is not the case. From the northwestern edge of the pool, a navigable channel proceeds a hundred yards or so through rocky land into the Hohlenhügel and then flows through an imposing cave mouth. The channel is habitually blocked off by a dead tree, which the smugglers remove and replace as needed, so it is only noticeable on a **Hard (3d) Observation check** by someone searching the general area. Alternately, if anyone walks the perimeter of the pool or otherwise specifically seeks out the channel, they find it automatically.

This cave mouth is called the Mouth of Morr, and those who know of its existence whisper that it is an entrance to the underworld itself. Only the smugglers dare brave its depths.

For more details on the Mouth of Morr, see page 6.

HOHLENHÜGEL

About two miles north and west of the village of Fauligmere is a patch of scraggly, rocky hills that extends for nearly ten miles towards the sea. The only reliably dry ground for miles around, this area is known locally as the Hohlenhügel. With no good soil, mineral wealth, or indeed any features of interest of any kind, the Hohlenhügel is largely ignored by the citizens of Fauligmere.

Rumours hold that trolls and swamp-daemons make their lairs atop its rocky "summit," but this is not actually the case. The smugglers and militia occasionally use the Hohlenhügel as a lookout post, but the pervasive mists of the Cursed Marshes make it of little use in that regard, either.

LOCATIONS & NPCs

Listed here are some of the key features of the village.

DEFENCES

A timber palisade encircles Fauligmere except along its eastern side, which is protected by the river itself. The palisade is patrolled by several of the dozen militia employed by Baron Eldred. They are equipped with longbows, cudgels, and leather armour. They use the Soldier NPC profile and statistics.

Two small gates are set into the palisade, one to the west, another to the south. These gates are used by hunters venturing into the marshes to hunt for bog octopi.

THE JETTIES

The main mode of transport used by the villagers into and out of Fauligmere is by small boats, often rowboats. A series of rickety jetties jut out into the river, a dozen rowboats moored alongside them. This is usually the first place at which visitors arrive.

TEMPLE OF MANANN

The central feature of the village is the temple of Manann, which is constructed from the wreck of an old galleon. Its inverted oak-beamed forecastle forms the main body of the temple, and a stout wooden belltower rises above the entrance, topped by the ship's aftcastle. A mermaid figurehead looms over the double doors leading into the temple. Within, portholes allow shafts of daylight to illuminate the atrium, the motes dancing in the sunbeams like shoals of tiny fish. The high, arched roof is decorated with nets. Pews face the altar, a block of coral engraved with Manann's crown.

Manann is the most popular god among the villagers, and if a PC shows piety towards the sea god, increase Favour: Common Folk by 1.



FATHER SALZIG

The quarters of the local priest of Manann are at the rear of the temple—a clutter of dirty bed linen and empty wine bottles. Father Jakobus Salzig is a bony, unshaved man with a shock of dirty grey hair, whose blue cassock is stained with wine. Icons of Manann hang at his neck. Stinking of alcohol, he greets visitors to his temple with a befuddled grin of yellow teeth, one hand clutching a half-empty wine bottle.

Worship takes place at least once a week. The villagers pack the temple, hoping their prayers will bring fish back to the river. They have to endure the priest spluttering through his half-forgotten rites. The von Stauffers attend services, but are the last to arrive and the first to leave. They sit bored through the priest's blubberings, except Theodora, who wears an expression of intense and exaggerated rapture at Father Salzig's words.

Secret: It was Theodora who ensured that Jakobus Salzig replaced Father Marbad nearly 20 years ago. She wanted a more pliable priest at the temple, rather than one who almost ruined her family name. Jakobus was a worthless initiate, and the Manannite order of Marienburg was glad to cart him off to this backwater. Theodora supplies him with wine, and he is content to do little except mumble through his services.

VILLAGE SQUARE

In front of the temple is the village square. By day the echo of hammer on metal rings from the village smithy. In the centre of the square rises a granite column topped by the weathered sculpture of a fist clutching a hammer. A well-polished bronze plaque proclaims the mightiness of divine Sigmar.

Each sunrise, **Seth Reizbar** (see page 16) polishes the plaque, mumbling prayers to Sigmar. He does not allow anyone else (apart from a priest of Sigmar) to touch the shrine.

THE THREE HOGS

South of the temple stands a sturdy half-timbered inn with a yard and outhouses. The sign above the door depicts three running boars on a yellow background. The inn is spacious and well furnished. A pleasant aroma of tobacco smoke and beer pervades the common room. A few villagers relax here, taking time out from their daily grind. They usually barter for their drinks with bog octopus tentacles. The proprietor, **Tomas de Goede**, can often be found behind the bar.

Tomas is a man in his forties, with bushy ginger sideburns and laughing eyes. He has the natural ability to put most people at their ease, as does his charming wife, Emma. Their four young daughters, Elise, Ingrid, Linde, and Miriam, and full-grown son, Karel, help their parents run the place and brew beer in the backyard. The family is generous and big-hearted.

All rooms cost only one silver per night, which includes breakfast and usually a plain but satisfying evening meal (though see 'A Meagre Meal', page 20). A mug of beer or wine costs anything from a few brass to a shilling.

If Favour: Common Folk is 2 or more, the de Goedes are so pleased that the PCs are here to protect the village that they insist on lodging and feeding them for free.

LAND DISPUTE

The good nature of the de Goede family does not extend to their neighbour, Claes van Berkel, or his avaricious wife, Nadia. The van Berkels covet land next to the inn, wanting to use it for their goats and chickens. Tomas de Goede insists that the land belonged to his grandfather, and is looking to build an addition to the inn. Normally, their dispute is taken to the Baron. While the Baron seems unwilling to resolve the issue for good, he does try to talk some sense into them and ease the tensions for a while, but the current crisis has kept Eldred pre-occupied. Without the Baron's placations, the feud has started to simmer once more.

THE MANSION

The von Stauffers live in a rundown, rambling half-timbered mansion in the north-east of the village. A flock of pigeons always circles the mansion or rests on the roof.





CATCH THE PIGEONS

A gang of hungry boys is congregating near the mansion lobbing stones at the passing pigeons, with no luck. The PCs can try to help them bring down a pigeon by passing a **Hard (3d) Ballistic Skill (Ag) check**. If the boys bring back a fat bird for the pot, their mothers are extremely grateful—**increase Favour: Common Folk by 1**.



If any PC generates ✱ while shooting down pigeons, the old butler sees what is happening and totters out, shouting at the PCs to desist. **Decrease Favour: Nobility by 2**.



INSIDE THE MANSION

Inside, the mansion is decorated with oak-panelled walls, old portraits and plush furniture, though everything is faded or torn, and a veneer of dust coats the nooks and crannies. Ornate but cobweb-strewn candelabra provide warm light. The opulence is further spoilt by the pigeons flying freely about the place. The ground floor consists of the hall, study, dining room, lounge, and many other private rooms. Only areas relevant to the adventure are detailed here. Private bedchambers and guest rooms are on the first floor. The kitchens and cellars are below the ground floor. Refer to the plan of the mansion provided with this adventure for more details.

The Great Hall: Rapping the gold, pigeon-shaped knocker on the magnificent oak front door summons an aged and drooping butler named Bors, his black frockcoat spotted with bird droppings. He only admits visitors whom Eldred is expecting, or who are favoured by him, ushering them into the hall. A suit of full plate armour stands in one corner, soiled by bird leavings, and a marble bust of

the Emperor glowers in an alcove, a pigeon cooing on his head. Several doors lead off from the hall and a wide flight of stairs sweeps upwards.

Study: This is where the Baron meets any visitors. Portraits of eminent von Stauffer ancestors stare from the walls. On one wall is a small library of books, all devoted to pigeon rearing.

Lounge: Guests can recline on wobbling chaises lounges, and admire the rich but tatty tapestries. A decanter of cheap brandy and cracked crystal glasses sit on a small table. Pigeons flutter about the ceiling.

Dining Room: An oak table that can comfortably seat more than 20 people stretches across this long room. A crystal chandelier hangs precariously from the ceiling, a popular perch for pigeons. A dozen suits of plate armour, clutching various weapons, line the walls. Adjacent to the dining room is a lobby with sets of stairs leading down to the kitchens and up to the household's quarters.

THE VON STAUFFERS

Socially, the von Stauffers are of the Gold tier, although they are impoverished by the standards of the aristocracy. If the PCs confront the Baron concerning taxation, decrease Favour: Nobility by 1. He is not too keen on their presence.



LADY THEODORA

The Baron's mother is a stern matriarch, her dark hair tied in a severe bun. Her black widow's dress is heavily starched, and she wears an anchor of Manann and a hammer sigil of Sigmar around her neck, along with several ancestor icons and skulls. She despises her inferiors, but is polite to her peers and deferent to her betters and priests. Lady Theodora uses the Noble NPC profile, except all her physical statistics are 2. If a noble-born PC impresses her with his good breeding, or if a priestly PC indulges her piety, increase Favour: Nobility by 1. If the PCs show a lack of respect, decrease it by 1.



Secret: Two decades ago, Theodora ordered the murders of Heidrun and Father Marbad to avoid shaming the family name. Deep down, she feels guilt for Marbad's death, but overcompensates with exaggerated displays of piety.

LOP!

Whenever a PC rolls a ✱ while inside the mansion, you may find it amusing to have him spattered by pigeon droppings. Until cleaned up, the PC adds ■ to all Fellowship checks except versus the Baron. A PC insults the Baron if he exhibits any outrage against the offending bird, in which case reduce Favour: Nobility by 1.

PCs who are favoured by the nobility will find themselves miraculously untouched by pigeon droppings. Conversely, PCs who have earned disfavour with the von Stauffer family and their pigeons will find themselves frequent targets.

BARON ELDRED VON STAUFFER

The Baron is tall and thin and in his mid-thirties. His brown hair and beard are neatly trimmed. His piercing blue eyes command authority. He dresses in finery—a red lace shirt with puffed and slashed sleeves, a black moleskin jacket, black breeches worn to the knee, red silk stockings and gold-buckled boots, but his clothes show wear at the knees and elbows. The crown of Manann is stitched into his doublet, and he wears medallions depicting stylised Imperial skulls and iron crosses. A plump grey pigeon, Von Schnell, is usually perched on his right shoulder. Eldred takes his duties seriously, but he much prefers the company of pigeons to that of other people, though is quietly polite to guests at his mansion.

Eldred still secretly pines after Heidrun. Her disappearance unhinged him slightly. His marriage was arranged by his mother, and he thinks little of his wife, who has failed to give him any heirs. Eldred uses the Noble NPC profile, and suffers from the Misanthropy insanity, provided with this adventure.

ELDRED'S OPINIONS

Baron Eldred has firm opinions on several topics, as outlined here.

On The Witch *"By Sigmar, we have enough problems! I sent Father Anders to seek for help, but can't wait forever. Give me a muster of stout-hearted men and I'll soon have the villain captured."*

On Fauligmere's Poverty *"In my youth, this village hauled a fine revenue of fish. Now the river's dead. Mother insists we stay—says we'll dishonour our dead ancestors if we leave, or some such nonsense."*

On Tax Affairs *"Er, look, I can show you the accounts—I have nothing! I've written to the crown detailing the situation... However, there's this elf. She's come here looking for an ancient elf treasure. Promised me most of the treasure to the estate if I help her locate it. Once I've sorted out our little witch problem, I'll find this trove and pay the Emperor what I owe him, by Sigmar's hammer, I will..."*

BARONESS WANDELINA

The Baron's wife is older than Eldred, in her early forties. She has a careworn face, and prematurely grey hair. Her style is elegant and aristocratic, if several years out of fashion. Demure and softly spoken, she bears her husband's cold indifference with quiet grace. A Marienburger by birth, she misses the sea air and city hubbub.

OTHER FAULIGMERE FOLK

Many of the folk in Fauligmere scrape a living as fishermen. At least, they used to. With the dearth of fish, many are forced to scavenge for toads and snails at the edge of the marsh, or dare venture further in to bag a bog octopus. The villagers are generous to strangers, particularly if they have come to help them. Despite being dressed in simple rags, they are a proud people and bear themselves with a proud, rural dignity. They are stoic about their poverty, and good-natured despite their difficulties.

The NPCs described here use the Townsfolk profile, except where noted. All are of the Brass tier. If the PCs do anything to impress the villagers, increase Favour: Common Folk. If they insult them, decrease this Favour.



Because few strangers visit Fauligmere, the villagers are grateful for any scrap of news from the outside world. They are poor and hungry, and PCs can win friends with gifts of food, such as fresh meats and cheeses. Also, if the PCs trade practical goods, such as cloth, needles and thread, leather, and so on, at a fair price, they go up in the villagers' estimation.

VOLURIA

This dark elf has infiltrated Fauligmere to discover whether anyone knows the location of the underground river depicted in Cruor's vision. The day before the PCs' arrival, she presented herself at the Baron's mansion, in the guise of a high elf envoy from Ulthuan. Intrigued, Eldred allowed her an audience. She impressed the Baron with her aristocratic manner and tales of the New World. He ordered his servants to prepare a guestroom for her. Theodora is jealous of the elf-woman's striking looks, and haughtily ignores her.

Voluria is lithe and graceful, six feet tall with long, silvery hair. She has an icy beauty. She currently wears ornate high elven robes in blue and white. Voluria has stored her travelling garments of black leather in her room, and smuggled a long curved blade and repeater crossbow under her bed. She still bears a sacrificial dagger, hidden under the skirts of her robes. Voluria swallows her hatred of other races to maintain her subterfuge, satisfied with the knowledge that if her mission is a success, her kindred will enslave these pathetic humans by the score, and she can bathe in their blood.

PIRN VAN BEEK

This brave young man attacked the witch, then was blasted with magical fire. Bedridden in his hovel near the temple, his face, arms and shoulder are badly burned and wrapped in bandages. Pirn stutters when he relates his experiences (see 'As I Recall...', page 18). He has nothing but praise for Saskia van Oort, who visits him every day to reapply soothing poultices to his wounds.



Pirn swigs constantly from a bottle of medicine Saskia has given him for his pain. To relieve his boredom, he challenges visitors to a game of backgammon, for a few brass in the kitty. The villagers regard Pirn as a hero—**increase Favour: Common Folk by 1** if the PCs show him any sort of companionship. Pirn lives with his wife, Janna, and son, Fritz.



Secret: Poor Pirn has been corrupted by exposure to Krijn's uncontrolled magic, exacerbated by Saskia's medicine (see page 15). Five hairy fingers have begun to slowly push out of his left side. Pirn is as yet unaware of the mutation, being virtually immobile and in pain all over his body. Saskia is ignorant of the effect her medicine has had, for she only tends to the injured upper parts of his body. Janna sleeps apart from her husband while he is recovering from his agonising wounds, so may or may not be aware of the mutation (if she does know, she does not tell a soul – ironically hoping Saskia's medicine will heal the nightmare before it gets any worse).

The mutation will develop into an Extra Limb over time (see page 36). Pirn has also developed the Latent Spawn mutation, which will overcome him when he dies. The cards for both mutations are included with this adventure.

THAT AIN'T NATURAL...

If a PC decides to medically examine Pirn's wounds, any check that generates one or more ✱ results in a hairy hand bursting from Pirn's side to grab at the PC. The hand makes a reckless Melee Strike, using Pirn's stats. It is entirely likely the PCs will want to kill Pirn once they witness his Chaotic abnormality, triggering his Latent Spawn mutation.

The village will be shocked to learn that Pirn was a mutant, but blame the witch's magic. Pirn's wife is inconsolable. The Baron is obliged to dispose of the body by burning it, an event that convinces him that the witch needs to be caught before more villagers

suffer. When Seth Reizbar hears of this event, he concludes that all the villagers must be mutants, and seeks out the PCs to persuade them to burn the village to the ground.

CLAES VAN BERKEL

Claes van Berkel, a fisherman by profession, is of medium build with a prominent chin and receding grey hair. He and his raven-haired wife Nadia, are neighbours of the Three Hogs Inn. Claes has a bitter, long running land dispute with the de Goede family.

INTRODUCING THE VAN BERKELS

While the PCs are crossing the village square, they see Emma de Goede returning from the baker's with a basket of pies. Lost in thought, she bumps into a slim peasant woman (Nadia van Berkel) with raven hair, carrying a basket of snails. Nadia curses at Emma. Emma responds in kind. The two women are soon at each other's throats like spitting cats. When they are dragged apart by the PCs or passers-by, Nadia swishes her skirts, grabs her basket and struts homeward. Emma is embarrassed, but explains to the PCs the feud between her family and the van Berkels (see 'Land Dispute...', page 12) if they have not yet heard about it.

SASKIA VAN OORT

The village healer is a petite woman somewhere in her forties, with fading good looks and long corn-coloured hair. She tends to the sick using potent salves, and is well-respected by the villagers. She attempts to heal any disease or injury in return for a simple meal, but refuses her services to the PCs if they are disfavoured with the common folk. Saskia is a skilled healer. Treat her as a Specialist NPC. She has Medicine and First Aid trained, and a Fellowship of 4. Saskia has access to a supply of healing draughts, brewed from herbs and plants native to the Cursed Marshes.

THAT WHICH DOESN'T KILL US

Secret: Saskia gets her potions from Krijn. Unfortunately, Krijn's source of power is the untamed dark magic of the Cursed Marshes. Krijn does not realise his potions are harmful, and does not worship Chaos directly, but the Chaos Gods use him as a conduit to corrupt others through his acts of goodwill. If you are using the rules for corruption, keep track of how many of Saskia's potions each character drinks. At the end of each session, roll ♦ per potion. Characters suffer 1 corruption per ✱ generated. This will hopefully hide the link between the potions and the corruption, but serve as a cue to the PCs that something is wrong.

An arcane PC examining the potions with magical sight notices the liquid pulsing faintly with dark magic if he passes a **Hard (3d) Magical Sight check**. Saskia throws the potions away if she learns they are corrupted. She presumes that Krijn's medicine has simply gone bad, and never suspects him of tainting it deliberately. She claims that it must have been corrupted by the Cursed Marshes—saying that she uses ingredients from the marshes and swearing by Sigmar that she has no knowledge of dark magic; her only wish is to heal the sick. A PC passing an **Easy (1d) Intuition check** confirms that she is telling the truth on both counts.

The villagers find it inconceivable that their healer has truck with Chaos. They do what they must to prevent the PCs from harming her, using force if necessary. The healer also has the Baron's backing—he never forgets how Saskia once cured his favourite pigeon, Von Schnell, of beakrot. If any PCs openly accuse Saskia of witchcraft, reduce **Favour: Common Folk** and **Nobility** by 1. Seth



SO, TELL ME ABOUT ULTHUAN...

asked about her history and travels, she claims to be born and raised in the rural kingdom of Chrace, before traveling to the court of the Phoenix King in the great port-city of Lothern, where she stayed as a student for many years. Now she travels the Old World as an envoy in service to a minor noble house of Eataine, and in particular has come to Fauligmere in search of a family heirloom believed lost when a riverboat foundered somewhere in the area during the War of the Beard.

Voluria can speak knowledgeably and confidently about the geography of the outer kingdoms, particularly Chrace and the Shadowlands (once the kingdom of Nagarythe), due to her extensive experience scouting that land on behalf of her dark elf masters. She even has a genuine appreciation for the dark beauty of those realms - after all, they are the rightful home of her and all dark elves! She also has genuinely been to the city-state of Lothern, losing herself in the crowds there, although not as a student, and not for as long as she claims.

However, Voluria has no special knowledge of any of the people living in Ulthuan, and has never been to the inner kingdoms. This is only likely to be discovered by someone with extensive first-hand knowledge of Ulthuan - such as a high elf - and even then, Voluria will be quick to explain away any failings or holes in her knowledge with comments such as "Well, I wasn't there for very long," "No, but my kinsman Nyariel mentioned him in passing, I believe - do you know Nyariel?" (no such elf exists), or "How curious that we never met!"

Successful Intuition (Int) checks opposed to Voluria's Guile (Fel) may reveal that she is hiding something, but only PCs with reason to suspect this may make such a check. A boon on such an Intuition check suggests that Voluria is not a simple envoy, but may have some real skill in wilderness lore, exploration, and combat (which is true, but not in itself suspicious). A bane might suggest that she is a criminal or in exile, but not that she is a dark elf. A bane on a failed result suggests that if she's hiding anything, it's merely that she's younger and less experienced than she claims.

If pressed, Voluria will confess that she is not from Chrace. She is from the Shadowlands, the cursed kingdom of Nagarythe, and has been lying about this fact ever since she left home due to the ill reputation such elves have. This is merely another lie, but it is a plausible one and such an admission should deter polite company from pressing further.

Reizbar agrees with such an accusation, and sees it as evidence that the villagers are given to Chaos. Increase Favour: Zealots by 1. If the PCs force the matter and attack or even kill Saskia in public, the whole village will turn against them and the adventure will proceed along very different lines from those proposed in this book!

Saskia and Krijn. Saskia is aware that the witch is Krijn. She believes he acted against the villagers in self-defence. She cannot understand what made him leave his haven in the marshes and sneak into the village, though she feels he was looking for her for some important reason. She is desperate to make contact with him, but with all eyes scouring the marsh in case the witch returns, this is currently impossible.

INTRODUCING SASKIA

The PCs should meet Saskia early in the story, as she is important later. There are a number of options for this. For example:

A peasant is repairing the leaky roof of his hut, teetering on a wobbling ladder. As the PCs pass, the peasant falls, his hammer flying from his hand. Roll ♦ and if ☆ is rolled, one of the PCs is hit by the hammer and suffers one wound. Saskia is passing by and immediately tends to the villager's wounds with her potions. She also offers to cure any wound caused by the flying hammer. Remember the danger of Saskia's potions! The PCs may also meet her if they decide to visit Pirn van Beek, whose injuries she might be tending.



SETH REIZBAR

The shoemaker and tinker is a dour man with narrow eyes, pursed lips, and greasy hair. He seems to be weighed down by the hammers and comets he wears round his scrawny neck. He is cantankerous to anyone who fails to display zealous piety towards Sigmar. He moved here five years ago from Middenheim, following the murder of his family by Chaos cultists. This event unhinged him; Reizbar is zealous to the point of madness.

If the PCs impress Seth with their faith in Sigmar, increase Favour: Zealots by 1. He warms to them and confides his prejudices: *"Everyone in this village are heretics, who've turned their backs on decent ways. I've seen them, gathered at the Knochenpfütze at night, wailing into the water!"*



If the PCs do not demonstrate sufficient devotion to Sigmar in Seth's (extremely bigoted) opinion, or if they are favoured by the 'impious' common folk, decrease Favour: Zealots by 1.

INTRODUCING SETH

The first time anyone goes near the shrine of Sigmar, the cobbler sees them and runs towards the PCs, shouting: *"Get away, heathen! Your filthy hands foul Sigmar's holy shrine!"* Seth can only be placated by ostentatious displays of piety towards Sigmar, otherwise he harangues them for their sinful and un-Sigmarite ways.

STEFFAN VISSER

This short, muscular man with a shock of grey-black hair, a hardened face, and flinty grey eyes is in his fifties and usually as athletic as a youth half his age. However, he has been badly hurt in a recent confrontation with a "bog octopus." He is a veteran bog octopus hunter, and the PCs can go to him seeking his professional expertise if they have to enter the Cursed Marshes.

He is the only octopus hunter in town when the adventure begins, as the others have gone out by order of the Baron to track down the witch. He is terse, but helpful, and PCs talking to him about the dangers of the marshes that pass an **Average (2d) Charm or Nature Lore check** add ☐ for any appropriate checks they make while hunting or tracking in the Cursed Marshes. They also learn details on some of the perils found in the marshes (see page 30). If any PC particularly impresses Steffan, he lends him his hunting net and fishing spear—both of which are of superior quality. His injuries prevent him from joining any expedition into the marsh.

Steffan counts as a Specialist NPC. He specialises in hunting and tracking in the Cursed Marshes. He has Nature Lore and Observation trained. All other bog octopus hunters the PCs might encounter have the same profile. Steffan has three critical wounds, determined randomly or chosen by the GM.

INTRODUCING STEFFAN

Steffan currently spends most of his time hobbling from the bar to his table in the corner of the Three Hogs taproom.

BRAM WIEGERS

The village blacksmith is a terse giant with a shock of blond hair and a forked beard. He can repair any damaged melee weapon or armour, at a cost of one-tenth of the item's original price. He has Strength 4 and Toughness 4. Treat him as a Specialist NPC.

INTRODUCING BRAM

The PCs will hear the clink of hammer on metal as they pass Bram's forge near the village square.

PIET VAN PALING

A pinch-faced grey-haired boatman, Piet owns and pilots a small flat-bottomed skiff suitable for navigating the River Bäch and any waterway connected to it. He doesn't seem too interested in taking anyone out in it, however, and will ask to be paid 3 silver per day, in advance.

INTRODUCING PIET

Piet spends his days drinking in the Three Hogs, or stepping outside to smoke his impressively-engraved ivory pipe. If the PCs ask to hire a boat, anyone in town can direct them to Piet.

Secret: Piet is a member of the gang of smugglers that use the Mouth of Morr, and is the only member of the gang who resides permanently in Fauligmere. If all other leads fail, the GM can use Piet to bring the PCs to the Mouth of Morr, although he will refuse to take them through it—he's afraid of the cave and has never been more than a few dozen feet inside it. Piet can also be a source of cut-rate smuggled goods, especially exotic liquor.

OTHER NPCs

Most days the younger men are away trying to catch fish in the Reik or hunting bog octopi (or currently trying to track the witch), but Fauligmere is still a bustling settlement. Women and older folk go about their daily chores and meet up in the village square to catch up on the gossip. Children play in the streets in small gangs, or if there is the rumour of a rat or other vermin seen about the village, they vie to catch it and take it home for dinner.

OCTOPUS HUNTERS

Nearly two dozen brave and skilled octopus hunters live in Fauligmere. As the adventure begins, they are all out in the marsh at the order of Baron Eldred (with the exception of Steffan Viser), searching for any sign of the witch. Over the course of the adventure, various hunters will return, with or without news.

The GM can use the return of a hunter as a way to begin a new act of his adventure, reveal an important clue the PCs have missed, or highlight a change in the village. Furthermore, a bog octopus hunter returning can be a break in a tense scene or a way to interrupt a scene progressing in a dangerous manner. Tensions running high between the PCs and zealots before you want them to explode into open conflict? Have a hunter return triumphant with some news of the witch!

Common Male Names: Abros, Coenraad, Daaf, Fritz, Godfried, Harrick, Marcus, Nicolaas, Olivier, Rolfe, Tobias, Samuel, Wilm

Common Female Names: Ada, Beatrijs, Diede, Helena, Liesbeth, Martha, Ritske, Sara, Wilma

GOSSIP

To interact with a villager or pick up some local gossip, the PC needs to pass an **Easy (1d) Charm check**. Refer to the relevant topic entry to determine what he finds out. For the purposes of these checks, Chaos Stars and Sigmar's Comets negate each other—so only one of those two results can apply to a gossip check.

TOPIC: THE KNOCHENPFÜTZE RITUAL

Villagers feign ignorance about this, believing it is unlucky to involve outsiders in this tradition. Outsiders, such as Father Salzig or the Baron, know little about it, but regard it as a harmless superstition. Seth Reizbar, however, is convinced it is a Chaos ritual.

TOPIC: THE CURSED MARSHES

♣ *No one dares go far into the marshes—There are terrible things there, one-eyed daemons, and other monsters...*

☠ *The marshes is just marshes—nothing to be scared of.*

☞ *Beware the Beast. Be still if it comes near, or it'll get you.*

✧ *If you meet the Beast in the marshes, run for your life!*

TOPIC: THE UNDERGROUND RIVER

♣ *There's some who say there's a big cave leading deep underground somewhere in these parts. No idea where. Probably full of daemons.*

✧ *That's Morr's Mouth—stay away! It's where the drowned folk dwell.*

TOPIC: THE VON STAUFFERS

♣ The von Stauffers have been lords of Fauligmere for generations. Baron Eldred's father, Edrik, died fighting Norse in the Sea of Claws. Can't imagine his son dying a hero's death, though. Lived in Altdorf for three years. He likes to talk to his pigeons more than human folk...

♣♣ As above, plus: The Baron's been married for 15 years, but don't get on with his wife much. Quarrel all the time, so I hear.

♣♣♣ As entries above, plus: Lady Theodora, the Baron's ma, she's a cold-hearted cow. We're all nothing but dirt as far as she's concerned.

➤ Lady Theodora always acts like she's got something to hide. There's guilt in them icy eyes of hers, mark my words.

✧ Those von Stauffers live like kings while we scrape a living. The Baron cares more about his damned pigeons than common folk.

TOPIC: FAULIGMERE'S POVERTY

♣ The river gave us plenty of fish twenty years ago—nowadays, nothing! We have to scavenge for snails in the mud. We'd leave, but where to? Manann don't hear us, 'cos the priest's never sober!

♣ When Mannslieb's full, we go to the Knochenpfütze and offer sacrifices to Manann. If we don't, things will only get worse.

➤ Times were better before the old priest, Marbad, died.

☠ Praying at the temple gives us no joy, so instead we... er... no, I can't talk to you about that...

✧ This witch cursed the village, no doubt to please his dark masters.

TOPIC: SMUGGLERS

♣ In this town there's hardly any crime like you get up Marienburg way.

♣♣♣ As above, and: Well, you didn't hear it from me, but about, oh, once a month or so? A riverboat comes through and sails off north. Won't come back for days, most times. Who knows where it goes?

♣ Might be some folks dodging taxes in Marienburg come through this way, but where's the harm? Let 'em brave the marsh if they want.

➤ Well, if you're looking to buy something what might've fallen off the back of a barge, like, you might talk to Piet.

☠ Shh! You want to get yourself thrown through the Mouth of Morr?

TOPIC: GENERAL GOSSIP

♣ Choose one of the rumours below that the PCs haven't heard yet:

☞ Tomas de Goede, the innkeeper, and Claes van Berkel have been quarrelling again. Fighting over that patch of land as usual.

☞ Watch out for Seth Reizbar. If you don't know the Hail Sigmar backwards, he'll probably want you burned for blasphemy!

☞ Does Father Salzig ever stop drinking?

☞ Got a nasty cut yesterday. Saskia sorted me in no time—no scar!

☞ That strange elf-woman came here a day before you arrived. Staying at the Baron's place. I hear she's looking for some old shipwreck.

THE BOG OCTOPUS

The bog octopus is a curious creature found near Fauligmere and throughout the Cursed Marshes. It closely resembles a regular octopus, but the ones near Fauligmere sometimes grow to be about the size of a horse, with their spiny, slick tentacles capable of stretching even further. They use their surprising strength to navigate through the mud and muck of the bog with ease, and are also capable of traveling for short distances overland, thereby moving from pool to pool within the swamps.

While not very tasty, bog octopi are edible. However, they are clever, strong, and surprisingly flexible—they're too cunning to be trapped, and must be hunted. The paucity of fish available in the vicinity of the village compels the denizens of Fauligmere to rely largely on octopus for food.

While hunting them is dangerous for the unwary, bog octopi are unlikely to pose a threat to a party of seasoned adventurers as they are more likely to flee than to attack. No statistics for these beasts are included in this adventure. If the GM deems a PC runs afoul of an adult bog octopus, resolve the encounter using the environmental damage rules (see page 21 in the Tome of Adventure). After all, the adventure is not about fighting bog octopi—there are greater, more tangible threats facing the party.

AS I RECALL...

The bare facts of the witch's attack are given below. Exaggerate the event or add spurious details as you see fit. These tidbits can be procured from just about any villager, and some accounts may conflict slightly—after all, not all the villagers witnessed the events firsthand. News of the witch spread like wildfire through town, playing off their superstitions and fuelling their over-active imaginations

☞ The witch attacked a few hours after midnight, about four days before the PCs arrived.

☞ All the dogs started howling in the village. Everyone thought they were under attack from some marsh-monster—many grabbed whatever they could find as a weapon or lit flaming firebrands and ran outside.

☞ The villagers surrounded the intruder in the north-west corner of the village. He was a young looking man, dressed like a savage. He was tall, with a shock of golden hair and clear blue eyes.

☞ A villager jabbed at the witch with a staff. In response, the witch began to sing in an eerie, entrancing voice. Weird lights began to dance around the witch's hands, and his eyes glowed.

☞ His song inspired terror in the villagers. Dark energy crackled from his hand, and the thatch of a nearby house burst into flame. The folk who lived there barely escaped the blaze.

☞ Pirn van Beek lunged at the witch with a spear, but was consumed by fire conjured by the witch. Pirn lies wounded in his home near the temple, where he is cared for by Saskia.

☞ The villagers ran screaming, while the witch ran away. He vaulted the palisade and fled north-west into the marshes.



CHAPTER TWO

THE BRINK OF FEAR

In this chapter, the PCs arrive in Fauligmere and have an opportunity to explore the town and see for themselves how the witch's appearance has upset and frightened the villagers. The various events presented below represent encounters the PCs may have as they explore Fauligmere, and are included in roughly-chronological order assuming the most obvious course of events plays out. Depending on their actions, the PCs may encounter none, some, or all of these events.

The pacing of this chapter is up to you—as soon as the PCs seem to have seen everything they want to see, it's time to end the day and begin Chapter 3. On the other hand, if the PCs are still having fun just exploring the town, there's no reason this chapter can't be expanded (even by adding additional days before the Witch Hunter's arrival, if desired).

This chapter concludes at the end of the PCs' first day in town, either after they have rescued the de Goedes or have decided not to make an attempt.

A GRAND ENTRANCE

If the PCs have met with Father Anders, they will likely arrive in Fauligmere by barge, and this section is written with that assumption. If this is not the case, you may have to adapt the following content to suit your story.

When the PCs arrive, read or paraphrase the following out loud:

As the crew moors the barge on a rickety jetty, a curious crowd gathers around you. The folk wear filthy rags, but their faces light up expectantly when they see that you are from out-of-town. A tall, thin man marches imperiously through the crowd, his neat beard and hair and the fine tailoring of his attire marking him as a nobleman. He carries an air of authority, despite the fat, grey pigeon perched on his right shoulder.

Anyone passing a **Hard (3d) Education, Folklore or Animal Handling check** recognises the bird as a rare breed of pigeon known as the Hagersdorf Blue. The bird has the uncanny ability to



home in on its owner wherever he might be. Whether it achieves this by an amazing sense of smell, or by more extraordinary means is unknown.

The nobleman regards the PCs with piercing blue eyes.

Welcome," he says with a smile of relief. "I was not expecting help so soon. Father Anders was true to his word..."

The tall gentleman is Baron Eldred von Stauffer. He assumes that Father Anders has sent the PCs to help protect Fauligmere, and invites them to his mansion for dinner later that evening. Eldred won't accept even a politely-worded refusal of his invitation—he fully expects the PCs to attend him for dinner. PCs who are rude to Eldred or fail to appear at dinnertime lose 1 Favour with the nobility. PCs who impress Eldred with their manners, on the other hand, gain 1 Favour with the nobility. Dinner with the von Stauffers is covered on pages 21-23.

If the PCs proclaim they have come to help Fauligmere, the villagers raise a hearty cheer – they gain 1 Favour with Common Folk and the Nobility. Otherwise, the villagers return to their homes, disappointment and fear etched on their faces.

If the PCs ask anyone about where to find accommodation they are pointed in the direction of the Three Hogs inn (see page 12). This is where the crew of the boat stays for the night before taking their leave and returning to Eilhart in the morning. If they seem uncertain what to do next, they encounter Karel de Goede on his way back to the Three Hogs inn after seeing the commotion at the jetty. Karel is the son of the Three Hogs inn's proprietor, and the lad invites them to the inn for a good meal.

A MEAGRE MEAL

Tomas de Goede, proprietor of the Three Hogs (page 12), is pleased at the arrival of new guests, including the boatmen who brought the PCs. He and his wife serve up poached eggs and hard bread to the PCs, offering heartfelt apologies for the meagre meal – their cupboards are bare. If the PCs insist on paying for their meal, the de Goedes will be happy to accept a few brass pennies, but they'll refuse to accept anything more than that (nor will they ask for payment).

Tomas is an excellent source of gossip (page 17), and is both genuinely friendly and genuinely happy to see the PCs. Hopefully, the PCs will take a shine to both Tomas and his family—this will make their fates in Chapter 4 of particular interest to the players. The family asks about their travels and takes a genuine interest in the PCs' stories. If the PCs have declared their intention to deal with the witch, Tomas graciously allows the PCs to stay at his inn for free – "It is not often we have true heroes coming to our village." The PCs should find it easy to befriend the de Goedes, who treat their guests as members of their own family.

EXPLORING THE TOWN

The PCs have ample opportunity to explore the town of Fauligmere and meet some or all of the people who live there.

THE WITCH?

If they inquire after the witch, townsfolk will direct them to Pirn van Beek, the fisherman injured by the witch, where they may also meet Saskia van Oort.

BLESSINGS UPON YOU

PCs interested in paying their respects to the gods are likely to meet Father Salzig at the temple of Manann, or run afoul of Seth Reizbar at the shrine to Sigmar.

CHANCE ENCOUNTERS

Any number of chance encounters may occur in the street—such as meeting the van Berkels, or any of the other characters described in the previous chapter highlighting Fauligmere.

DINING IN STYLE WITH THE VON STAUFFERS

The PCs will be expected promptly at dinnertime in the early evening at the von Stauffer mansion. If they are late, Baron Eldred will send a runner to find them, and the PCs lose 1 Nobility favour (which they can gain back if they offer appropriate apologies upon their arrival).

When the PCs arrive at the manor, they are met at the door by Baron Eldred's ancient butler, Bors. Read or paraphrase the following aloud:

The door opens and a stooping old man in dark livery beckons for you to enter. His uniform appears to be speckled with pigeon droppings. "His lordship awaits you in the dining room," the man wheezes, and proceeds through the hall deeper into the manor.

The players may have questions for the butler, or wish to examine their surroundings in more detail. Refer to the description of the manor on page 12 if necessary. The butler will happily answer questions pertaining to the history of the von Stauffer family, but will not indulge in gossip or speculation as to the baron's business. When the PCs follow the butler into the dining room, read or paraphrase the following aloud:

The dining room, like the rest of the manor, is ill-lit and ill-kept. Pigeons fly freely through the open doors and perch atop the chandelier, cooing. The furnishings show evidence of long-term pigeon occupation.

Baron Eldred rises from his seat at the head of the table. "Welcome, friends!" He gestures to the seats at his right hand. "Please, come and be seated." There are also three other women in the room—an older, somewhat stout lady in mourning black at the foot of the table, a woman greying before her years to her right, and a silver-haired elf in a sky-blue gown seated at the baron's left.

Baron Eldred makes introductions to Lady Theodora and his wife Wandelina rather perfunctorily, doing his courtly duty but no more. He introduces the elf Voluria with real enthusiasm—"She's from Ulthuan!"—as he is by now quite beguiled by her. Shortly after the introductions, dinner is served by the interchangeable staff at a tottering pace.

Each dish is presented under a silver cover, in order to keep the food free of pigeon droppings. (See the "Plop!" sidebar on page 13.) The main dish is stewed bog octopus tentacle, spiced with herbs grown locally, but there is also a steamed vegetable dish, a loaf of dark, nutty bread, and a single bottle of rather good wine from the von Stauffer family's dwindling reserves.

DINNER COMPANY

Pigeons alight on the table and peck at the food on the plates. The Baron gently feeds them—he grows upset if his guests shoo away the birds or ask why they are eating bog octopus instead of pigeon pie (reduce Favour: Nobility by 1). PCs who show an interest in the pigeons or who compliment them earn Favour with the Nobility.

Wandelina is coy, and Eldred is irritated by her shyness. Lady Theodora is stiff and coldly proper. If a noble-born PC impresses her with his good breeding, or a priestly PC indulges her piety, increase Favour: Nobility by 1. If the PCs are ill-mannered or show a lack of respect to the von Stauffers, decrease Favour: Nobility by 1.

Lady Theodora shows great interest in the family history of aristocratic PCs, and treats priests with pious deference. If any commoner tries to talk to her, she looks at him as though he has thrown mud at her.

Voluria is dressed in her finery, but Wandelina darts icy glances in her direction, barely containing her hatred, though she demurely keeps her thoughts to herself. Theodora acts as though Voluria is not present, though Eldred is fascinated by her, and hangs on her every word. Voluria acts as any well-born high elf should, with grace and dignity, and shows polite interest to the PCs. However, see page 16 if anyone asks her about Ulthuan.

Each of the women is attended by a servant protecting them from the leavings of the pigeons with a parasol. The dark liveries of the servants are, of course, spattered with bird droppings.

The Baron allows no talk about witches at dinner, for fear of upsetting the ladies. He steers conversation towards pigeons, boring everyone (especially his wife and mother) with 'amusing' anecdotes about his beloved birds. Even Voluria has difficulty suppressing her boredom.

His next favourite topic is to complain vociferously about how backwards and boring life is in Faulgimere, especially compared to his favourite place in all the Empire—Altdorf. He is keen to hear any and all details, news, and information the PCs can provide about Altdorf. If the PCs oblige, they gain 1 Favour with the nobility.

VOLURIA'S STORY

At some point, the PCs are bound to ask why Voluria is in Faulgimere, a tale she is happy to relate. When they do so, read or paraphrase the following aloud:

Mine is rather a curious tale, and revolves around a quite obscure detail of my people's history. The house I serve—minor nobility in Eataine—once dwelt in an elven colony here in the Old World. During the War of the Beard, (she smiles nervously at any dwarfs present) the house and all of their belongings were evacuated back to Ulthuan in a small fleet of our merchant vessels. Sadly, the elven colony that you now call Marienburg was under siege by dwarfs, and our ships were obliged to attempt to find an alternate route from the river you call the Reik to the sea.

Most of the ships ultimately did reach Ulthuan, although I'm afraid our records do not detail how they accomplished it. However, one ship foundered and was lost in the marshes not far from here. This ship contained the bulk of the treasure of the house—gold, jewels, even some pieces wrought in ithilmar. The treasure is of no interest to me, except for a single ithilmar pendant that is of great sentimental value to the lord of my house.

Voluria pauses for a decorous sip of wine, followed by a compliment to the baron as to its vintage. The PCs may wish to respond to her revelations so far, or ask a few clarifying questions. She will continue her tale either when prompted or to fill a void in the conversation.

I have come to your... charming village (she favours the baron with a slight smile) in search of this shipwreck. The baron and his family have kindly agreed to aid me in my search, in exchange for a share of the treasure within—enough, I daresay, to reverse the fortunes of both the von Stauffer family and this town. I would be happy to offer similar terms to you, if you could consent to help me. Of course, first we must bring the Baron's... other difficulties to a satisfactory conclusion.

HEROES? WE'RE NO HEROES!

If the PCs do not try to find the missing father and son, decrease their Favour with the Common Folk by 2. The PCs are obviously not the heroes Father Anders expected them to be.



In this case, Tomas stumbles out of the marsh on the morning of Day 2, badly hurt. He describes how he and his son were attacked by a troll while hunting bog octopus. The troll knocked him unconscious and took Karel. Tomas got lost seeking his son, but was rescued by a silent stranger who tended his wounds and then, in the morning, guided him back to the village. This is, of course, Lenko Sepp, and Seth Reizbar will conclude that Sepp is the witch.

A CHANCE TO REGAIN HONOUR

Tomas is too badly injured to rescue his son himself. If the PCs now decide to search for Karel, play out the scenario in Act 2: Dragged Away, ignoring the references to Tomas. The lazy troll is asleep and Karel is still hanging from the tree. Adapt the scenario so that they encounter the hermit in another way (perhaps the mists thicken and he emerges from the fog to guide them to Fauligmere)

If the PCs refuse to rescue Karel, Tomas and Emma politely but coldly ask them to leave – they will not have such cowards remain under their roof. They will have to sleep rough – they recover 1 less wound, fatigue, and stress than normal for each night's rest.

Of course, Voluria's entire story is a lie. There is no shipwreck, no treasure, and no ithilmar pendant. What Voluria actually seeks is the Mouth of Morr, and the means of bypassing the fleet at Marienburg. For more details on Voluria, her story, and how the PCs might uncover her treachery, see page 14.

The PCs are likely to have a number of questions, either about the treasure or about Voluria herself. She is happy to indulge them, but understandably reticent with details. Should the conversation proceed down lines you are uncomfortable with (because it risks exposing Voluria's secret too soon, or for any other reason), have Baron Eldred intervene by suggesting that that kind of talk isn't suitable for the dinner table and that the conversation resume after dinner. If nothing else, this will allow you time to consider how to answer the difficult questions.

RETIRING FOR BRANDY

After the meal, Eldred invites the PCs and Voluria to join him in the lounge for brandy and to continue their conversation. Wanelina and Theodora retire for the night. If Voluria has reason to suspect the PCs are suspicious of her, she declines Eldred's invitation and does the same.

If the PCs have been sufficiently involved and aggressive in their approach to the dinner as to have acquired stress and/or fatigue, this might be a good time to introduce a rally step.

The baron will now freely discuss the witch's attack and any other matter of interest to the PCs. Eldred wants a swift resolution of this crisis, and asks the PCs their advice. He is at a loss at what to do. The witch might attack again before help from Altdorf can arrive.

I am not a military man, and have no idea what we should do if he comes again, as no doubt he will. Should we stay and hide behind our wooden walls, or should we take the fight to him? I have already sent all available bog octopus hunters in the village out to scour the marshes for his lair, but have no idea what to do if they find it. The peasants need a stronger leader than myself to instill them with fighting spirit. Obviously Father Anders thought that you were more than capable to help us, so what should I do?

If the PCs agree to help with the hunt, Eldred is extremely grateful—**increase Favour: Nobility by 1**. However, if they demand payment for their services, Eldred is taken aback—are they not heroes? **Reduce Favour: Nobility by 1** instead.

Eldred is happy to discuss plans for how to proceed and will eagerly support any PC suggestion that sounds like it has a reasonable chance of resolving the matter. If there is a witch hunter in the party, Eldred will consider that character's advice first and foremost.



ELDRED'S PLAN

The plan that Eldred will propose if prompted is actually not a bad one. He has already dispatched his most valuable assets—the bog hunters—to scour for signs of the witch. Once one of them returns with anything resembling a clue or a lead, Baron Eldred intends to muster a hunting party consisting of himself, the PCs, available bog hunters, and roughly half the town's militia. They will journey into the swamp, hopefully locate and subdue the witch, and bring him back to town in chains. The rest of the adventure assumes that the final plan broadly resembles this sequence of events; if the PCs deviate substantially from this plan you can use the soon-to-be-arriving witch hunter Krieger to bring them back on track.

GOOD NIGHT!

As the hour grows late, Baron Eldred politely escorts the characters to the door and retires for the evening. When the PCs return to their lodgings at the Three Hogs, the action transitions into The Missing Innkeeper episode detailed below.

THE MISSING INNKEEPER

Tomas de Goede always insists that his guests should have hearty food on their plate, but with all the bog octopus hunters away searching for the witch, there is currently none in his kitchen. After the PCs' arrival, Tomas takes his son Karel to hunt bog octopus at the edge of the marsh to provide his guests with a half-decent meal.

When the PCs return to the inn in the evening, they find Emma sick with worry, surrounded by her weeping daughters. Tomas and Karel have not returned. It is dark, and Emma begs the PCs to bring them home safe. She is at her wits' end, because there is no one else in the village who can help her – she would ask a professional bog octopus hunter to track down her husband and son, but they are all away seeking the witch. If the PCs agree, play out Act 1: Into the Marshes.

If the PCs need advice on how to survive the Cursed Marshes, they can talk to Steffan Visser, who is propped up against the bar. In fact, if the PCs need some extra prompting, Steffan Visser may join the conversation when he overhears Emma explaining where Tomas

and Karel went. "Not there!" he declares. "The Beast was out there, those damn fools." Steffan indicates his limp, and explains that the largest bog octopus he ever saw still dwells in the area.

ACT 1: INTO THE MARSHES

Before the PCs head off into the mire, they may ask around about Tomas and Karel. Some villagers last saw them in the late afternoon, heading out of the village carrying nets and fishing spears. They headed south-west into the marsh. Begin Act 1 as soon as the PCs begin their search.

HUNTING THE HUNTERS

Thin tendrils of mist wisp around the PCs as they splash through the mire, and eerie bird cries echo from the marsh as the last light of day fades. The mud sucks at their boots. Put the Desolate Marsh location card into play until the PCs leave the marshes.

The PCs can follow Tomas's and Karel's tracks if one of them passes an **Average (2d) Observation** or **Nature Lore** check. If the PCs fail to pass any Observation checks, they eventually pick up the trail again, but not before getting lost and encountering a peril (see page 30).

The tracks lead the PCs south-west to a small brackish pond, half an hour's trudge from the village.

DRAGGED AWAY

Beside the pond lies Tomas, spattered in mud, a broken spear haft clutched in his right hand, a torn net in his left. His eyes are closed and blood oozes from a wound to his forehead. He barely breathes. If revived, he mumbles for his son, but lapses back into unconsciousness. He has taken 10 wounds, including 3 critical wounds (one of them is the Fade to Black critical provided with this supplement). If being carried, Tomas counts as Encumbrance 10.

The ground underfoot is churned and spattered with blood. Anyone making an **Easy (1d) Observation** check notices a set of massive webbed footprints, easily two feet in length, heading off into the marsh to the north-west. Anyone scoring one or more **#** notices that something heavy was dragged alongside the footprints. A PC passing a **Average (2d) Folklore** check reckons the tracks are those of a river troll.

■ DARK ELF DEAD

The PCs will likely make several trips into the Marsh during their stay in Faulgimere. At some point during one these forays into the swamp, it would be appropriate to have them discover a dark elf corpse. One of Voluria's associates, this shade ran afoul of one of the swamp's many hazards and died several days ago. PCs should make an **Average (2d) Education** or **Folklore** check to identify the corpse as a dark elf. A high elf or wood elf PC will, of course, be able to identify the body for what it is immediately.

Locating and identifying the corpse will both foreshadow the finale and perhaps cast some suspicion on Voluria. It is therefore optional, but can be a useful tool to guide your story.

A LARDER

Following the tracks, after half an hour a clump of stunted trees looms from the twilight mist. Karel hangs unconscious from the branch of one tree like a hunk of meat in a butcher's shop, hooked up by his collar. His face is badly bruised, but he is still breathing. He has sustained 10 wounds, including 1 critical wound. As soon as a PC attempts to lift Karel down from the tree, there is a rally step before Act 2 begins.

THE RIVER TROLL

Scenting human flesh, the troll followed its nose to the pool where Tomas and Karel were preparing to hunt for bog octopus. After mauling Tomas, it battered Karel unconscious, then dragged him away to its den, its dim brain forgetting the other human. It hung its captive up to eat later while it sank into the marsh to nap. Otherwise, the troll has the same description and rules as the River Troll in the Tome of Adventure (see pages 58-59).

For a large or combat-ready group, you may want to add a second troll to the encounter.

As the troll emerges from the water behind the characters, Karel de Goede wakes up and screams! The troll roars, spraying viscous swamp muck and worse fluids over the closest PC. The PCs make Terror 2 checks, and then the rally step occurs.

ACT 2: IT'S BEHIND YOU!

Act 2 plays out in encounter mode. Each PC suffers ■■ to his initiative check unless he was specifically watching the ground. The troll adds □ to its initiative check.





The troll begins at close range from the PCs. If it has the highest initiative, its ambush is successful—no PC can use *Active Defences* during the first round of combat.

Karel is of no use during this battle, even if the PCs do help him down. He immediately flees into the swamp. If not intercepted by a PC, Karel soon stumbles into quickmire and is rescued by Lenko Sepp – the PCs can be reunited with him later.

THE TROLL'S DEMISE

The following event occurs once the troll has suffered at least 17 wounds, or if any PC is in danger of being killed. The troll stops in mid-assault with a surprised expression. It looks down as a thick, slimy tentacle wriggles from the marsh and wraps around one of its legs. The troll gives a shriek as the tentacle suddenly pulls the massive creature out of sight in a splash of fetid water.

Allow the PCs a rally step to catch their breath...

ACT 3: LURKING TENTACLES

There is only rippling water and bubbles where the troll once stood. A chilling silence falls over the marsh. If Karel is conscious and present, he hisses at the PCs to stay still and quiet. It is the Beast that Steffan Visser may have warned them about.

The massive beast lurking beneath them gobbles down its meal of troll in a few gulps. But it wants more.

The tentacles begin creeping to the surface again. This creature is gigantic. If it detects the PCs, combat may ensue. If the PCs are remaining silent and still or actively hiding, allow them to make **Hard (3d) Stealth checks** (Karel passes his automatically). If they pass, play up the seeking, probing tentacles for a bit to ratchet up the tension, and then have the monster give up its search. The giant

creature does not leave the pool, and will not pursue retreating PCs. Once the PCs have fled or forced the creature to retreat, the encounter comes to an end.

The creature in the pool is not, in fact, a bog octopus—although the villagers have mistaken it for an unusually large and vicious one. It is actually “the Beast,” a terrifying deep-sea monstrosity conjured up by Cruor Meagh, the witch hag, and dispatched to assault Fauligmere. It successfully travelled through the Mouth of Morr tunnel, but once inland, time and distance caused the magics controlling it to fade. Now it lurks in the deeper parts of the marsh, content to eat anything that comes close. Should the PCs battle the Beast, it uses the statistics on the included Beast of Fauligmere creature card and the Devouring Grasp action.

ACT 4: THE HERMIT

A moonless night begins to draw in. The party's best chance of returning to Fauligmere is to seek out the lights of the settlement, but the mist gathers thicker around the party. It is even difficult to follow their own trail back through the mud. Put the Eerie Mist location card in play until the PCs return to Fauligmere.

WITCH-LIGHTS

After a few hours, one PC catches sight of light flickering far ahead. If he is with them, Karel laughs in relief, “Home!” If the party follows the light, after half an hour it vanishes. Then it reappears to the left. Karel's relief turns to dismay. “Sorcery!” he stammers.

Anyone passing a **Hard (3d) Folklore or Education** check realises that the fiery glow might be a witch-light—a malicious spirit that delights in leading travellers to a watery grave. The ground begins slowly sinking beneath the PCs' boots. Put the Quickmire location card into play. Each character is now engaged with this location.

If the PCs manage to survive the Quickmire for ten rounds (use a progress tracker), or as the last PC escapes, another light flashes in their faces. A big man holding a lantern looms into view. His hair and beard are grey and shaggy, his clothes are rags, and he stinks. His face and hands are covered in grime. Wordlessly, he helps drag any sinking PCs to safety.

HOME SWEET HOME

The stranger silently leads the PCs deeper into the swamp. Read or paraphrase the following aloud if the PCs follow him:

The silent old man holds his lantern aloft and walks confidently into the mists. As you follow, you find yourself walking along the banks of a sizable river, which you assume is the Bäch. After another ten or twenty minutes of scrambling over dead trees and leaping over streams and pools, the river opens up into a large pool. The stranger turns away from the pool now and climbs up a rocky slope. You walk for another few minutes over hard, dry ground and the mist begins to fade.

Suddenly, you find yourself at the mouth of a dark and forbidding cavern. A wide stream of inky-black water flows into the cavern mouth, and the stranger—ducking to avoid a spur of rock—steps inside, taking his light with him.

Sepp has taken the PCs to his home within the Mouth of Morr. The cave mouth has an ill reputation and the PCs may be reluctant to follow. If they make Observation checks or otherwise attempt to scout out the cavern before entering, they can hear Sepp puttering about and building a fire within. There is no trace of any danger – the PCs are quite safe. If and when they enter, read or paraphrase the following aloud:

The cavern mouth conceals what appears to be an underground river, rushing away into the darkness. On the near shore of this oddity is a rude collection of blankets, boxes, and ill-made shelters that must be the old man's home. The stranger crouches by the river and carefully uses his lantern to light a small fire he has built there. Then he stands and gestures for you to make yourselves comfortable.

Without a word, he offers them a herbal brew and a few tendrils of dried bog octopus flesh. He tends to the party's injuries with strong-smelling poultices (treat as healing draughts - these draughts are not tainted by dark magic, like Krijn's potions are).

Secret: The man is Lenko Sepp, Lady Theodora's thug who murdered Father Marbad and left Heidrun to her doom. After committing his misdeeds, wracked with guilt, he fled the village to live in the wilderness as a hermit, praying daily for Shallya's mercy. In penance, he has not uttered a word for eighteen years and, being illiterate, he communicates with the PCs using only hand gestures. He ignores any questions about his past.

COMING HOME

The PCs have a safe place to sleep that night. At daybreak the hermit leads them safely through the marsh to within sight of Fauligmere. He then silently returns the way he came. Back at the village, if anyone perished in the marsh, the villagers greet the PCs with solemn grief, otherwise, they are met as heroes. Emma de Goede weeps tears of sorrow or joy, depending on the circum-

THE MOUTH OF MORR

The cavern in which Lenko Sepp makes his home is indeed the Mouth of Morr itself. On the opposite bank from his home are a few crates of goods and supplies stashed by the smugglers – Sepp leaves them alone and will discourage the PCs from examining them out of respect for his former colleagues. In the crates are a few bottles of Bretonnian red wine of average vintage, a cask of Thunderwater ale, and two barrels of cut-rate black powder. Anyone with experience with black powder weaponry will recognize the stuff as unsafe to use in a firearm, but they can easily be converted into black powder charges.

The PCs may wish to explore the cavern further, which Sepp will also discourage. If prompted, he'll draw a little map showing that the river continues straight through the hilly country and exits into the swamp. There's little of interest in the darkness of the cavern, just ten miles of unsafe underground river.

Of course, the Mouth of Morr happens to be extremely significant to the overall plot of the story, but the PCs probably won't recognise that yet.

stances, but in either case is indebted to the adventurers. Increase Favour: Common Folk by 1, or by 2 if both Tomas and Karel survived.

No one in Fauligmere knows who the mysterious hermit is, or that he lives out in the marsh. Most villagers assume that he is just a crazy old man seeking solace from the world, but Seth Reizbar presumes that the hermit is the witch, despite his appearance being completely at odds with other villagers' descriptions of the witch. He castigates Tomas and the PCs for not killing the man on sight. If the PCs dismiss Reizbar's concerns, reduce Favour: Zealots by 1.

FOLLOWING LENKO SEPP

What happens if your players don't want to have their characters follow the mysterious Lenko Sepp into the swamps? After all, it's hard for a mute to convince the characters that he means them no harm. There are several ways a GM can address this issue.

✦ **Karel's Curiosity.** If the PCs seem reluctant, Karel prompts them, or goes off to follow the stranger out of curiosity. He mentions his father once whispered about an old hermit who lived off in the swamp, and Karel wants to see if this is the same fellow. Tomas has no idea who Lenko is—his story about the swamp hermit was just a tale he made up for his children at bedtime.

✦ **There Be Monsters.** Wandering in the swamp without a guide, especially at night, is dangerous business. Whenever a PC fails an Observation or Nature Lore check to navigate the swamps, they might run into a peril (see page 30), or with each Chaos Star, suffer 1 fatigue. If the PCs run into something they have difficulty handling, Lenko can appear to lead them to safety.

✦ **You Want To Sleep Where?** Resting out in the murk without proper gear isn't very recuperative, and PCs will only recover 1 stress, 1 fatigue, and 1 normal wound overnight. If you're using the rules for disease, sleeping in the swamp without precautions triggers a Disease 2 check. If the PCs insist on going it alone, Lenko can appear in the middle of the night offering blankets or spare water, then encourages the PCs to follow him back to his hideout



CHAPTER THREE

BLACK SAILS, WHITE LIES

On the day after the PCs arrive in Fauligmere, things start to heat up. A valuable clue will lead some members of the town into the marsh on the trail of the witch. Meanwhile, Matthias Krieger, a witch hunter of impressive reputation, arrives in town with his retinue of devoted zealots.

A GREY MORNING

Depending on their successes the night before, the PCs may be the toast of the town and hailed as heroes by the townsfolk – surely the witch will be no match for them! Only Seth Reizbar holds back from the celebration. If the PCs were not so heroic the night before, then they will receive a correspondingly more muted reception.

The PCs may explore the town a little more in the morning, but they will shortly be interrupted by the arrival of the witch hunter.

MAN OF GRIM PURPOSE

Matthias Krieger is a witch hunter, and the leader of a band of zealots, penitents, madmen, pilgrims, and cutthroats who serve him in his work. Father Anders encountered Krieger the day after he recruited the PCs, and so Krieger has arrived in Fauligmere a day later than them.

MATTHIAS KRIEGER

Krieger is a hard man, in the latter half of his life but still vigorous and dangerous. His beard has gone white, and his face is a mass of scars acquired over years of battling the forces of Chaos. He is utterly devoted to Sigmar, and to his work and cause as a witch hunter of the Holy Order of the Templars of Sigmar.

When Krieger was a young boy, his parents presented him as an offering to the Ruinous Powers, tying him to a stone altar in preparation for a ritual sacrifice. He was rescued at the eleventh hour by a witch hunter named Gunter Stolz, and was thereafter raised within the Great Temple. His hatred of Chaos and those who serve the Ruinous Powers is understandably awe-inspiring.

Over the course of the adventure, Krieger will likely do horrible things to innocent people. He will not flinch, or hesitate, or feel any remorse; he believes that what he does is right and just. Sigmar commands that he shall not suffer a witch to live, and Krieger has seen first-hand the horrors that witches and Chaos followers can inflict on the innocent people of the Empire. If a few innocents should die to ensure that the guilty are punished, what of it? They would be doomed in any case, without Krieger's intervention – at least, that's how Krieger sees it.

Krieger is not, however, a cruel or even unlikable man. He can be kind, charming, and fiercely protective. He was impressed by the piety and competence of Father Anders on their meeting, and if Father Anders formed a good impression of the PCs then Krieger will share it. He will even be eager to work alongside the PCs in rooting out the taint within Fauligmere – after all, as the only other people there from out-of-town, they're the only people he knows for a fact aren't in league with the witch.

Krieger wears a breastplate and carries a superior-quality sword and pistol. He has a supply of holy bullets (see the included item card) and bristles with holy icons and relics. This gives him the Aura of Faith condition at all times. He has the Execution Shot, Improved Parry, Inspiring Words, Twisting Words, and Steely Gaze action cards, as well as the Intimidating Presence talent.

KLEMENS GEIER

Klemens Geier is short and wiry, with a neat moustache, receding hair, and a pair of half-moon spectacles. He wears the long, grey robes and squarish hat of a clerk, and carries a thick ledger of parchment at all times, a quill stuck behind one ear. A massive hammer of Sigmar icon hangs around his neck. He likes to intimidate people by peering intensely at them then scribbling notes in his ledger.

Geier is Krieger's lead torturer, and has an extremely good success rate at procuring a confession (regardless of the actual guilt of the accused). While he is a reasonably devout man, in truth he is little more than a sadist given license to indulge himself by Krieger and the Templars of Sigmar. Watching Geier at work causes Fear 1, or Fear 2 if the victim is known to the viewer.

Geier keeps his torture implements in a heavy chest, which he makes one of the zealots carry for him. Geier is unarmoured, carries only a dagger, and flees from combat.

SETH REIZBAR, AGAIN

Seth Reizbar promptly attaches himself to Krieger's retinue after his arrival, as if this is the moment he's waited for all his life. It won't take long for Reizbar to start whispering every suspicion or slight he's ever held towards his neighbours in Krieger's ear... which is when things start to go badly wrong for the town.

THE ZEALOTS

Krieger has approximately a dozen zealots at his command. They are fanatically loyal, zealously pious, and largely deranged. Where Krieger goes, they go. What Krieger commands, they do. Who Krieger condemns, they destroy. The zealots are largely interchangeable and somewhat difficult to tell apart. They are grim and perilous-looking men, many with shaved heads, religious brands and tattoos, or evidence of self-mutilation.

THE BLACK BARGE

That morning, a river barge with intimidating black sails docks at the jetties in town. The barge is grim, but ornate, decorated with griffons, hammers, and grinning death's heads. Both the barge and its crew are covered with religious icons and symbols of every type. **Average (2d) Piety or Folklore checks** are sufficient to identify the barge as belonging to a witch hunter.

The town, of course, is just as excited by this arrival as they were when the PCs arrived – perhaps even more so!

YOU AND WHAT ARMY?

Ideally, the PCs will find Krieger and his zealots fearsome enough to be a threat. Neither Krieger nor his zealots are precisely pushovers when things get violent, but if you have a large or unusually combat-ready party, a dozen men may not be enough to intimidate them. If necessary, increase the men at Krieger's disposal as appropriate to your group.

It's very possible that there will come a time when Krieger will attempt to arrest someone the PCs care about – or the PCs themselves! If and when that happens, you want the PCs to think long and hard before they resort to the use of open violence against Krieger and his men.

If the PCs are present, read or paraphrase the following aloud:

A gangplank is lowered and a tall, imposing man appears. He is festooned with reliquaries and icons of Sigmar, and atop his head he wears a heavy iron brazier that spits flames and sparks as he moves. The crowd shrinks back as this imposing figure approaches, awed by his fearsome appearance, until only Baron Eldred stands before him. Eldred coughs and stammers, then looks at his pigeon as if for advice.

The stranger sizes up Baron Eldred and then steps past him as if finding him unimpressive. He addresses the crowd in a thunderous voice.

"I am Matthias Krieger, Witch Hunter of the Holy Order of the Templars of Sigmar. I am here at the behest of Father Anders, to investigate the allegations of witchcraft that plague this Sigmar-fearing village." The assembly cheers, and the man raises his hands for quiet. "Please, good people, enough! We have much work to do. Tell me: where are the people Father Anders sent on ahead of me? I desire to speak with them."

Someone is sure to point out the PCs, if they are present. If not, a village boy will come running to find them. When the PCs are presented to Krieger, he steps forward to address them.

The witch hunter considers you for a moment, then gestures to his men on the barge. He lifts his hands – clad in heavy leather gauntlets – and removes the burning brazier from his head, handing it to a bare-chested attendant who scurries from the barge.

As Krieger speaks, his servant empties the hot coals from the brazier onto the dirt and stamps them out with bare feet. As he does so, you realize he has the twin-tailed comet of Sigmar branded into his chest.

"My friends," says Krieger with warmth. He smiles, and with the intimidating headgear removed he seems to be an entirely different person – a kindly gentleman, his thinning hair slicked to his scalp with sweat. "Your willingness to help these people in their hour of need speaks well of your character. I would be pleased to hear a report of your activities thus far, and to work in concert with you to investigate this matter. Please attend me at your convenience at Baron Eldred's manor." Eldred (or perhaps it is his pigeon) makes a stifled squawk at this, but quiets at a glare from Krieger's attendant.

His invitation delivered, Krieger exchanges a respectful salute with the PC he assumes to be in charge. If the PCs have immediate questions, Krieger invites them to join him and the Baron immediately at the von Stauffer manor, claiming that he would like to speak with the Baron in private before he begins his investigation.

If the PCs comport themselves well in their first encounter with Krieger, advance Favour: Zealots by 1.



WHAT NOW?

The town is abuzz with anticipation as Krieger and Baron Eldred retreat to the von Stauffer manor. The consensus is that the town's witch problems will clearly all be sorted out very soon and everything can go back to normal.

If the PCs follow Krieger and Eldred up to the manor, proceed to "Sigmar's Business". Otherwise, they can continue to explore town until they decide to visit Krieger, or Jacco de Valk returns.

SIGMAR'S BUSINESS

If and when the PCs proceed to the von Stauffer manor to speak with Krieger, they are admitted by the baron's ancient butler and escorted to the drawing room, where Krieger and Eldred are in consultation. Unless the PCs went directly from the jetty to the manor, several of Krieger's men have already taken up position around the manor as guards, watching everyone who passes by with suspicious glares.

Depending on how long it takes for the PCs to arrive, Krieger may have debriefed Eldred and may have spoken extensively with Voluria. When the PCs arrive he focuses his attention on them.

Krieger asks for a complete report on their activities so far in town, and any clues they have as to finding the witch. This can be a good opportunity to let the group refresh their memories of the events so far, establish their goals, and figure out where to go from here.

Krieger is also happy to answer questions, the answers to some of which are detailed here.

Is it witchcraft? *I'll need to examine the site of the alleged attack and hear the testimony of eyewitnesses before I'm prepared to render judgement. However, Father Anders seems to have no doubt that it is so.*

Where is the witch? *If there is a witch, he is likely hidden away in the swamp.*

The witch's fate? *First we must confirm that the accused is, in fact, guilty of witchcraft. That done, death by burning is the only way to eradicate a witch's taint.*

Accomplices? *A possibility, but I would be most surprised if a cult or coven of some kind had managed to hide within a town this small.*

Opinion of wizards? *Magic is a dangerous and destructive force. The only people in the world who understand this as well as my Order are the Colleges of Magic. They risk their minds and souls every day for the good of the Empire, and watch themselves nearly as carefully as we watch them. I have no quarrel with any wizard trained by the Colleges, but neither will I relax my vigilance around them.*

Baron Eldred? *The baron appears to have made the best of a bad situation thus far. He has been telling me of his plan to catch the witch, and I find it a strong start and look forward to the reports of his hunters.*

Voluria? *The high elves of Ulthuan are as implacable a foe to the forces of Chaos as any in the world. I welcome Mistress Voluria's aid in this matter, as I welcome yours.*

Payment? *It would be my hope that the love of your fellow man and zeal for Sigmar would be sufficient motivation to aid in this endeavour, but fear not. I am authorised to pay a bounty of up to five gold crowns for a witch justly captured and surrendered for judgement.*

Krieger expresses particular interest in any story the PCs have of travelling into the swamp (such as if they rescued the de Goedes, earlier), and of their meeting with Lenko Sepp. Sepp is obviously a suspect, and even if he's not the witch himself, Krieger reasons that if he dwells in the swamp he may have information of value.

KRIEGER'S PLAN

Eventually, the meeting concludes or the PCs ask Krieger what he plans to do. When that happens, read or paraphrase the following aloud:

"First I must establish a base of operations and investigate the town. Baron Eldred has been kind enough to volunteer the use of his home for the duration of this crisis, for which I thank him. Presuming that my investigations lead me to conclude that there is in fact a witch operating in this area, it is likely that the baron's hunters will return with a clue to his location in the swamp – perhaps this hermit I hear tell of. Should that fail, we must instead search for such a clue within the town. When the witch is found, he shall be brought before me in irons and his guilt or innocence determined, and the appropriate punishment meted out."



If the PCs ask how they can help, Krieger is eager to discuss it. The precise help he requests may depend on his perception of the PCs' skills. Parties rich in social or investigative skills may be asked to interview townsfolk and collect reports of the witch's attack and odd behaviour in general. Parties with a strong combat bent will be called upon when the time to bring the witch to justice is at hand, and may be asked to stand guard or intervene if the townsfolk prove unruly or a new threat appears (such as when poor Pirn van Beek's mutation finally expresses itself).

In any case, a party that has already braved the Cursed Marshes (such as to rescue the de Goedes) and survived will be a valuable asset to Krieger. He asks them to lead the first foray into the swamp in search of the witch when Jacco de Valk returns.

A CLUE AT LAST!

Shortly before noon, an exhausted bog octopus hunter, Jacco de Valk, stumbles into Fauligmere. He goes straight to Baron Eldred to tell him that he has located what he thinks is the witch's lair – a crude shack of peat and turf deep in the marshes, a day's slog to the north. Within the shack hung bundles of herbs, a small black cauldron containing strange green liquid and other weird paraphernalia, such as dried bits of animal. He found the body of Aard Boerman, a fellow hunter, crushed and dead near the hut, so did not dare too tarry long.

The Baron immediately shares this information with Krieger, who sends one of his zealots to summon the PCs.

A COUNCIL OF WAR?

A small council is assembled around Baron Eldred's dinner table: the baron, Krieger, Jacco de Valk, Klemens Geier, and the PCs. Baron Eldred begins the meeting by asking de Valk to share what he's found with all present, bringing the PCs up to speed.

Krieger is pleased with de Valk's report and eager to send out a hunting party to track the "alleged witch" from there. He looks to Baron Eldred and/or the PCs to lead the party.

Baron Eldred is concerned for his people, and suggests that the town defences be strengthened and the militia supplemented by Krieger's zealots. Although he wouldn't want to admit it, he is afraid of the witch and the swamp. He is also not used to dealing with such crises, and defers to the witch hunter's (or the PCs') better judgement.

De Valk is happy to lead a group to the site of the witch's hut and eager to avenge his friend Boerman.

Klemens Geier says nothing and takes copious notes. (He's bored.)

Krieger's proposal, which Baron Eldred finds acceptable, is that he will stay in town to continue his investigation and bolster the town defences. Baron Eldred and the PCs will lead the hunting party, with Jacco de Valk and such hunters and militia as can be spared. Treat Jacco as a Specialist NPC. He has Nature Lore and Observation trained.

"It is imperative that the alleged witch be returned alive if at all possible. Of course, defend yourself with all necessary force if attacked, but this is a matter of justice and justice is best served after all the facts are known."

If the PCs agree to be part of the hunting party, increase Favour: Nobility, Favour: Common Folk, and Favour: Zealots by 1. If the PCs decide to do nothing to protect Fauligmere against the witch, decrease Favour: Nobility, Favour: Common Folk, and Favour: Zealots by 1.



THE WITCH HUNT

In all likelihood, de Valk's arrival spurs the town to action, and they organise a hunting party to journey into the swamp. The PCs will hopefully be part of this hunting party, and will be integral to the success or failure of the hunt.

VOLURIA'S REQUEST

As the PCs get ready for their journey into the swamp, Voluria chooses a quiet moment to approach the PC most sympathetic to her cause (in her judgement) and makes the following request:

"I'm told you are travelling into the marsh – you must be brave indeed! I do not mean to distract you from your true purpose, but if you could be alert for signs of my missing ship while you are hunting the witch, I would much appreciate it. Signs of the ship, or any indication as to how the rest of the fleet travelled from the Reik to the sea – that might lead us to the ship, as well."

If the PC agrees, Voluria will wish him luck in finding the witch before retreating to continue her inquiries around town. To really throw the players off track, feel free to add a fortune point to the party pool now.

THE HUNTING PARTY

The party consists of, at a minimum, Jacco de Valk and Baron Eldred, with one henchman group of militia (Soldier characteristics) and another of bog hunters (Specialist characteristics) who have returned over the course of the day. Saskia van Oort volunteers to join the group as well, to offer her services as a healer. If the PCs are able to persuade Krieger to do so, he volunteers the services of a henchman group of his zealots to join the party as well. Additional townsfolk might volunteer if the PCs have a good score in Favour: Common Folk and request additional help.

If the PCs join the hunting party, they may (temporarily) replace their existing party sheet with the Hunting Party sheet included in this adventure. They will switch back to their regular party sheet when they return to Fauligmere.

For simplicity's sake, it might be easier to assign each group of henchmen in the party to the command of one PC. That player then becomes responsible for tracking the status of his "squad" of henchmen, and can command it in combat if necessary.

THE WITCH HUNT TRACK

Build a nine-space progress tracker with event markers at the 4th and 9th space. Place a quarry token on the first space of the tracker. Each hour in the swamp while tracking the witch, the following must be accomplished:

A character must **follow the trail**. Before the first event space, Jacco de Valk can do this automatically if he survives. After the first event space (or if de Valk is slain), de Valk or a PC must make a **Hard (3d) Observation (Int) check** to advance the quarry token.

COUNT ME OUT!

If the PCs refuse to lead or join the hunting party, the adventure plays out rather differently from presented here! Presumably, a hunting party is still dispatched, with either Baron Eldred or possibly Krieger at its head.

If Krieger leads the party, he returns with no witch, but holding the von Stauffer signet ring from the fenbeast's "corpse." He is furious with the baron, assuming that he has been in league with the witch all along, and locks him and anyone who moves to protect him away, while persecuting the town as described in Chapter Four.

If Baron Eldred leads the party, he returns with no witch, with the von Stauffer signet ring hidden on his person. If the PCs have at least 3 Favour with the Nobility, he confides what he has found in them. Krieger will, of course, remain in town and the PCs will have a front-row seat as his investigation proceeds from reasonable and professional to paranoid and dangerous under the influence of Seth Reizbar and in response to the discovered atrocities. Refer to Chapter 4 for more information.

Banes on this check add ♦ to the check to avoid the perils of the marsh. Failure on this check means the quarry token does not advance.

The party must **avoid the perils** of the marsh. Jacco de Valk or a PC must make an **Average (2d) Nature Lore (Int) check** to prevent mishap. Should the check fail, the party encounters a peril as described below. Even if the check succeeds, a roll of a ✱ indicates a near miss with something unpleasant, and increases party tension. Once the quarry token reaches the first event marker, this check gains ■ for each space beyond the event marker.

Finally, someone must **inspire the troops** to keep morale from flagging. Baron Eldred undertakes this task, unless a PC is able to convince him otherwise. However, Eldred is not that good with people and somewhat morose by nature, and suffers ■ to his check. This is a **Leadership (Fel) check**. Before the first event marker, the check is of **Average (2d) difficulty**. Afterwards, it becomes **Hard (3d)**. Failure on this check increases party tension by one step.

When the quarry token reaches the first even space, the party finds Krijn's hut. When it reaches the second event space, the party has caught up to Krijn.

MORALE

As party tension increases, the morale of the hunting party worsens significantly. In addition to the "inspire the troops" checks noted above, there are any number of other events that might worsen morale and increase party tension. The loss of any member of the hunting party to the hazards of the marsh, for instance, should increase party tension, as should displays of incompetence, bad behaviour, or the presence of Krieger's narrow-minded zealots.

When party tension reaches an event space, in addition to its normal effects, one of the NPC members of the hunting party deserts the group and vanishes into the swamp to try to return to Fauligmere (whether he survives the journey home is up to you).

PERILS OF THE MARSH

The Cursed Marshes have an ill reputation that is well deserved. Even on the very fringes, vile creatures and tainted wildlife lurk. What follows is a list of potential perils to be encountered on a journey through the marsh. When the PCs encounter a peril, choose a suitable one from the list below, or one of your own devising. Bear in mind that the party is venturing only into the very edge of this vast marshland – they would face even more dangerous encounters were they to penetrate even deeper. Saskia and Jacco de Valk are old hands at navigating the swamp and ignore most of the results presented below.

Bloodroot. Scarlet, thorny tendrils lash out from the bog, ripping flesh. Suckers drain blood from the plant's victims. Each PC and the Baron must make a **Hard (3d) Coordination or Weapon Skill** check to determine whether they suffer any environmental damage. Roll ■■ for each volunteer group and ■ for each militia group – the group suffers a wound for each ✱ or ☠ scored.

Bog Octopi. An unusually large and ferocious bog octopus waylays a randomly chosen henchman, dragging him off to a gruesome end.

Dark Magic. Each PC and the Baron must make an **Average (2d) Discipline** check to avoid succumbing to the Dark Magic that pervades this accursed place. Each affected character draws a card from the Miscast deck and suffers the result with the most ✱. A single henchmen group is automatically affected by Dark Magic.

Fleshslugs. A swarm of fleshslugs crawl from the mud and try to burrow into their victims' skin. Each henchmen group automatically suffers 1 wound. Each PC and the Baron must pass a **Hard (3d) Resilience** check to avoid suffering 1 wound. The fleshslugs' attack causes Fear 1.

Marsh Gas. Pockets of marsh gas bubble to the surface. Each PC and the Baron must make an **Average (2d) Resilience** check to avoid breathing it in and suffering 1 fatigue and gaining one temporary insanity. A single henchmen group of your choice is automatically affected by the gas.

Quickmire. Put the Quickmire location card into play. All characters and henchmen groups are engaged with the location. Remove the location once each PC and the Baron manage to escape the quickmire. Henchmen groups do not check to escape the quickmire. Instead, roll ■ for each group while the Quickmire card is in play. On a ☠, one member of a henchmen group sinks to his doom.

Scabfly Swarm. Flies crawl into open mouths and noses. If the Baron fails a **Hard (3d) Leadership** check, increase party tension by 1 (one PC may opt to make the check). If ✱ is rolled, the expedition gains the Demoralised condition for the next two hours.

Monsters. The hunting party stumbles across a monster lair, or becomes the prey of an aggressive beast. Chaos Spawn, River Trolls, Water Spiders (use Giant Spider statistics), or even the Beast are all suitable adversaries.

Corruption. If you are using the rules for corruption and mutation, the party could stumble across a patch of corrupted terrain. Exposure to this cursed place counts as a Minor source of corruption.

Disease. The flies and leeches of the marsh may carry disease if you are using the rules for disease. Each PC must make a Disease 1 check or gain a disease with the *Exposure* or *Miasma* traits.

THE WITCH HUT

When the quarry token reaches the first event space, the party has found Krijn's hut, nestled into the sunken ruins of some elven structure. Place the Cursed Ruins location card in play and read or paraphrase the following aloud:

You find the hut just as de Valk described. A ramshackle shelter of peat and turf leans drunkenly against the crumbled wall of some ancient ruin. Casual inspection of the area reveals no trace of de Valk's friend Boerman.

If and when the PCs enter the hut for more clues, read or paraphrase the following out loud:

Within the shack is a small, battered black cauldron filled with a sweet-smelling greenish liquid. From the low ceiling hang bundles of herbs, roots, and mushrooms, some of which you recognise as edible, as well as the withered body parts of marsh animals. The fire beneath the cauldron has burned down to coals – someone was here within the past few hours.

A careful search of the area reveals that Boerman has been interred with something resembling respect in a nearby marsh pool. He rests at the bottom of the pool, weighted down with stones, and a pole festooned with strange charms and fetishes marks the "grave." This is the witch's work, and its discovery is sure to unnerve the men of the hunting party – increase party tension by one.

De Valk (or a PC, if de Valk is dead) finds a few human footprints filling with water leading away from the hut. He rightly concludes that the witch fled the scene within the past few hours. From here on out, rather than retracing his steps, de Valk (or whomever acts as the party guide) will have to track the witch.

THE WITCH AT BAY

Eventually, the party will catch up to Krijn. The witch has been on the run for hours, panicked and terrified. Exhausted, and aware that the hunting party is closing, Krijn decides to lurk in ambush and try to scare them off.

KRIJN'S GOALS

Although he's a witch and risks further taint of Chaos every time he casts a spell, Krijn hasn't yet been entirely lost to the Ruinous Powers and doesn't want to hurt anyone if he can help it. Krijn attempts to escape first and foremost, and to demoralise or frighten the hunting party into leaving him alone.

The fenbeast has no compunctions about killing to protect Krijn.

DESOLATE SWAMP

Place the Desolate Swamp location card in play for this encounter. Neither Krijn nor the fenbeast suffer any penalty for manoeuvres in the swamp; this should give them a considerable advantage in manoeuvrability which they will use to full advantage.

ACT 1: SONGS IN THE MIST

As the party draws near, Krijn begins singing his eerie song. Read or paraphrase the following aloud (using some other NPC as a mouthpiece if Baron Eldred is not with the group):



As you press on through the marsh, a strange, wordless song seems to rise out of the mists around you. Haunting and beautiful, the singing seems to come from everywhere at once. The men of the hunting party murmur with fear. "Hold fast!" cries Baron Eldred. "It is the witch's song; we must be near. Remember, we must take him alive!"

The song causes Fear 1, and if at least 1 character or henchman group fails his Fear check, party tension is increased by 1.

After the Fear check from the song is resolved, roll initiative and begin encounter mode. Krijn and the fenbeast have been lying in wait, so they receive ☐☐ to their initiative checks.

On its first action, the fenbeast bursts from its perfect concealment in a still pool of marshwater at close range from whomever is in front of the group. Its sudden and startling appearance causes Terror 2. If at least 1 character or henchman group fails his Terror check, party tension is increased by 1.

Krijn begins at long range from the front of the hunting party, and does his best to stay there. He is well-hidden to begin with and spotting him before he has revealed himself by attacking or casting a spell that targets the hunting party is a **Daunting (4d) check**.

Krijn uses Mask of Aramar, Quickgrowth, and Curse of the Witch to hide from and impede his pursuers.

When an attack, spell, or blessing injures Krijn, Act 2 begins.

ACT 2: BLOOD & MUD

During the rally step, the fenbeast immediately surges through the marsh to engage the PC who injured Krijn, and Krijn disengages if necessary. Krijn's eerie singing stops.

Krijn uses Feral Fire on the character who wounded him and Mask of Aramar to aid his escape, then flees. When Krijn makes it to extreme range from all enemies, he escapes, which triggers Act 3.

ACT 3: A SURPRISING FIND

When Krijn flees beyond extreme range, the magicks binding him and the fenbeast together waver and the fenbeast disintegrates entirely. The fenbeast also disintegrates should the PCs deal enough damage to kill it.

Anyone investigating the fenbeast's corpse will find a strange fetish or talisman at its heart – a stone, wrapped in a gold chain. From the chain dangles a silver ring that bears the von Stauffer family crest!

If Baron Eldred is with the party, he finds the ring if no one else does. When Baron Eldred finds the ring, or the ring is presented to him, read or paraphrase the following aloud:

"My... ring?" whispers the baron, staring as if transfixed. "That's impossible. I haven't seen that ring in nearly twenty years. I gave it to... Heidrun..." He trails off, reaching out to touch the ring. His eyes stare unseeing, as if he's looking twenty years into the past.

When prompted, Eldred snaps out of his reverie and remembers himself. If the PCs are favoured by the Nobility, Eldred shares his version of the story of his past with Heidrun as Saskia van Oort tends to everyone's wounds, listening intently.

With night falling fast, the witch vanished, and a troubling new revelation to consider, Baron Eldred calls a halt to the expedition and orders de Valk and the others to make camp.

If the PCs insist on pressing on, party tension increases by 1 for every ten minutes of travel, with no hope of increasing morale.

OVERNIGHT IN THE SWAMP

During the night, everyone is on edge. Chances are that Krijn has evaded capture and with a witch on the loose in hostile territory, the nervous hunting party beds down with one eye open. No one gets much sleep and the PCs only recover 1 stress and 1 fatigue.

VON SCHNELL!

The next morning, Baron Eldred seems withdrawn and morose, barely eating his (admittedly wretched) breakfast of seared bog octopus tentacle. De Valk has set some snares for wild birds, which Eldred refuses to eat. The PCs are free to discuss the events of the previous day further, but before the party can get moving, von Schnell arrives:

A flutter of wings interrupts the baron's reverie, and a small speckled pigeon alights on his shoulder. "Von Schnell!" Eldred cries. "What's this?" Reaching out with trembling hands, he unties a strip of parchment from the pigeon's leg. "Krieger is out of control. Return at once. In my mother's hand." He looks up at you. "We must return to Fauligmere!"

Eldred cannot be swayed. He and the bulk of the rest of the hunting party return to Fauligmere at once, travelling rapidly and covering the distance in about three hours. Make three tests for perils of the marsh if the PCs go with Eldred, then they reach Fauligmere and Chapter Four.

KRIJN CAPTURED

Although it's not ideal in terms of a smooth flow of the story, it is possible that Krijn will be captured by the hunting party. If this is the case, he will be terrified and hesitant to speak – he has little experience interacting with other people, and the last stranger he met (Voluria) tortured him for no reason he could discern.

If pressed, Krijn explains that he came to the village to warn them about the "bad lady" (Krijn doesn't know what an elf is). He knows that Voluria is seeking a cave or underground river, since that's what she was asking him about, but he doesn't know Voluria's name. If there are any elves in the party, he is extremely frightened of them and might even mistake a female elf for his assailant.

Baron Eldred, for his part, is torn between asking Krijn about the ring and not wanting to know the awful truth. The PCs have the opportunity to direct his behaviour towards his son.

Saskia does her best to keep anyone from harming Krijn once he's been captured. She'll also attempt to free him overnight, perhaps by drugging her healing draughts with a powerful soporific.

BEHIND THE SCENES

Back in Fauligmere, Krieger has commenced his investigation. He has concluded, rightly, that there is, in fact, witchcraft at work. Suspecting the militia of collusion with the witch (after all, he was able to enter the town), he has them relieved of duty and replaced with his own men. He has imposed a curfew for the duration of his stay, and is successively "interviewing" every person in town to determine whether or not the witch has any accomplices within Fauligmere.

Seth Reizbar has attached himself to Krieger's retinue, and is filling the witch hunter's ear with poisonous words about the townsfolk. He has insinuations and accusations about nearly everyone in town. He accuses Bram Wieggers, the blacksmith, of heresy, and unfortunately for Wieggers the taciturn giant is sufficiently ill-educated and ill-spoken that when confronted he inadvertently compares himself to Sigmar, thereby becoming the first villager imprisoned by the witch hunter.

Theodora becomes concerned when she learns that Krieger is interested in the old hermit, Lenko Sepp. Should Sepp be induced to talk, Theodora's crimes may come to light. She writes to Baron Eldred and begs him to come home and oppose the witch hunter.

Meanwhile, Voluria has been asking around about the "shipwreck", and has turned up the name "the Mouth of Morr." Now she is struggling to discover where this landmark called the Mouth of Morr is located.



CHAPTER FOUR

THE MOUTH OF MORR

In this chapter, the PCs have an opportunity to witness the extreme measures the witch hunter and his men have taken. They'll have an opportunity to interact with several events in town, including the uncovering of mutants, accusations of heresy, and petty intrigues. Ultimately, suspicion will fall on the whole town surrounding the strange ritual of the Knochenpfütze, and Krieger will want to investigate... a course of action that will lead to the Mouth of Morr.

This chapter is written under the assumption that the PCs have joined the hunting party and gone out in search of the witch. If this is not the case, simply adjust the story and NPCs' reactions to match the facts of your campaign.

TROUBLE IN FAULIGMERE

The first and most obvious change to the town is met immediately as the hunting party returns from the swamp: the militia guards on the gate have been replaced by Krieger's zealots. Any attempt to get the zealots to explain will be met with a taciturn "take it up with Herr Krieger," in varying degrees of rudeness.

The atmosphere in town has changed as well. People now cluster in small groups, whispering together and looking suspiciously at others. Some are afraid of the witch hunter. Others are afraid of one another, wondering who else in town is a heretic, mutant, or witch.

THE ACCUSED

By the time the PCs return to town, Bram Wiegers will have been incarcerated in the von Stauffer manor cellars for heresy. The Eidelbroeks have also been revealed as harbouring a mutant and already executed for their crime – their bodies hang from a gibbet tree outside of town. Note that while this is unpleasant and perhaps shocking to players, it's absolutely standard behaviour in the Empire.

As each person is accused of heresy, mutation, witchcraft, or collusion with the witch, he or she is seized by Krieger's zealots and brought to the von Stauffer manor. The accused are kept in the cellars, waiting their turn with Krieger and Geiman to convince the witch hunter of their innocence.

KRIEGER & HIS MEN

Krieger is now well-established in the von Stauffer manor. Lady Theodora has displaced Eldred's personal effects and given over his bedroom to Krieger, but Krieger spends little time there. The von Stauffer dining room now serves as a courtroom, the great table moved against the wall and covered with implements of "confession." A single chair rests at one end of the room for the accused with plenty of space for Krieger to pace. The pigeons have all been killed or driven away, an act which enrages Baron Eldred.

BUT THAT'S NOT FAIR!

If Krieger's methods seem extreme and his witch hunt seems patently unjust, well, that's because they are and it is. Monstrous injustice is a daily fact of life for many people in the Warhammer world, and the common folk and to a lesser extent the nobility simply allow it to happen. Partly this is because it's how it's "always been," but largely most people are simply terrified of being the next person accused if they speak out against atrocity.

Of course, heroes are different. Player characters may well find Krieger's activities abominable and seek to oppose him. This is perfectly understandable and even a fun direction for the story to take – but as bad as Krieger is, the threats he opposes are worse.

The zealots are now responsible for law and order, as well as defence from external threats. For the most part they take their duties seriously, perhaps too seriously. They also keep alert for signs of heresy, witchcraft, or mutation.

THE INTERROGATIONS

Interrogations take place in the dining hall, with the suspects flanked by two zealots, Krieger pacing before them. Various tools of torture are arrayed on the long dining table. Klemens Geier glares at the suspects, scribbling ceaselessly in his ledger. Seth Reizbar hovers behind the witch hunter, whispering the victim's supposed impieties into Krieger's ear.

Each interrogation begins with a prayer to Sigmar. Krieger looks for anyone displaying undue nervousness, and then presses them hard to keep them off balance. He browbeats the suspects with questions: "How long have you been servants of the Dark Powers? Why did you give your soul to Chaos? When was the last time you cavorted with a daemon? How long have you been aiding the witch?" (and so on...) If he is satisfied that the suspects are not heretics, they must denounce anyone they suspect of Chaos worship before they are allowed to leave. Geier scribbles all these names in his ledger.

Those who handle the questioning well are set free with the blessing of Sigmar. Those who crack under the pressure or who have some other corroborating evidence against them (eyewitnesses, close association with another party already deemed guilty) are turned over to the not-so-tender mercies of Geier. They are tied to a chair and interrogated until they confess – and they all confess.

After confession, Krieger orders the victims to denounce their co-conspirators – more names for Geier's ledger. A confession from one person can condemn an entire family. Krieger's men throw the 'heretics' into the cellars, now serving as a makeshift prison. Two zealots guard the cellar at all times. The frightened prisoners do nothing but await their fate.

FAVOUR & FORTUNE

At this point, the PCs may be forced to pick a side and ally themselves firmly with one or more factions within Fauligmere. Certainly, their actions and relationships with the factions thus far should influence the events to follow and their options to respond.

NOBILITY

If favoured with the Nobility, then Eldred and/or Theodora may come to the PCs for help. At this point, Eldred probably suspects something about Theodora's crimes – especially if he has seen or recovered his signet ring. Eldred wants assistance with uncovering his mother's secret and minimising any damage Krieger causes to the community. Theodora, on the other hand, wants to keep her past crimes a secret. Lenko Sepp is a problem for her – she needs him eliminated before he can confess everything to the witch hunters.

If the PCs are disfavoured by the Nobility, then Eldred withdraws from them, suspicious now of everyone. He may rely more fully on Voluria and fall completely under her spell.

COMMON FOLK

If the PCs are favoured with the Common Folk, then the de Goedes or other commoners turn to them for salvation. The witch hunters must be stopped; innocent people trapped in the cellars must be freed! Over the course of this chapter, the common folk become far more frightened of Krieger and his men than they ever were of the witch.

If the PCs are disfavoured with the Common Folk, then they will be viewed as just another problem afflicting Fauligmere – in fact, some might mutter that the troubles "really started" when the PCs arrived!

ZEALOTS

Krieger is honestly surprised if the PCs object to any of the steps he's taken, and disappointed but sympathetic if they return without the witch. If the PCs are favoured with the Zealots, Krieger proceeds as if the PCs are his trusted allies until he has reason to suspect otherwise; he continues asking them for help or advice, perhaps inviting them to weigh in on a difficult interrogation, and entrusts the safety of the town to them when he leaves to investigate the Mouth of Morr (which, if the PCs are sympathetic to the plight of the townsfolk, will give them a perfect opportunity to free the incarcerated from the cellar).

If the PCs have earned the zealots' disfavour, then they may find themselves in a dangerous predicament. While Krieger has no particular reason to accuse them of witchcraft or heresy at the current time, as they are not connected to either the town or the witch, the PCs don't necessarily know that. They should certainly feel compelled to step carefully to avoid making Krieger an enemy. Krieger leaves Geier in charge when he leaves to investigate the Mouth of Morr if he doesn't trust the PCs (which means taking a sadistic torturer off his leash...).

ARE YOU WITH ME OR AGAINST ME?

The time will come during this chapter for the PCs to pick a side. Krieger is a zealot, a dangerous madman. How the PCs deal with this colours the conclusion of this adventure.



OPPOSING THE WITCH HUNTER

Resisting the witch hunter and his retinue can be achieved in a number of ways. Presumably, the PCs are aware that violence in this matter should be a last resort – even if they are capable of fighting the zealots and winning, they would become wanted men. Remember (and remind the PCs) that witch hunters of the Holy Order of the Templars of Sigmar operate with the blessing of the Emperor and the Grand Theogonist.

Neither the von Stauffers nor the common folk are willing to take up arms against the witch hunters. Those common folk who have been condemned to the cellars are willing to fight to escape (see “Jailbreak,” below), but that’s as far as they’ll go. Only a man already marked for death would dare raise a hand against Krieger.

More subtle methods of opposing the witch hunters are available. Hiding the accused from the zealots may be possible, or arguing for the innocence of various townsfolk with Krieger directly. Krieger is a zealot and would rather burn a few innocents than let a guilty threat to the Empire go free, but it is still possible to convince him that a person is innocent. Possible, but most likely a Daunting (4d) task.

One possibility the PCs may wish to explore is to invoke a higher authority – perhaps they’ll go in search of Father Anders, or a high-ranking witch hunter or priest of Sigmar. While Krieger allows the PCs to leave Fauligmere (unless he has reason to suspect them of collusion with the witch), he won’t let them take any townsfolk with them. Make it clear to the PCs that such a strategy involves several days of travel at least, during which time Krieger may well condemn the entire town. In short, such a course of action takes the PCs outside the scope of this adventure, and will almost certainly result in Voluria completing her mission.

JOINING THE WITCH HUNTER

Krieger eagerly accepts the help of any PCs who are favoured by the Zealots. He sees no reason to believe that his methods are questionable, and presumes that the PCs support his goals enthusiastically.

CHANGING THINGS FROM WITHIN

PCs who make an effort can gentle Krieger’s approach, if they do so carefully. Any use of social skills or actions is likely to be opposed by Krieger’s Willpower, which is quite high, and even innocent or well-reasoned appeals will have to contend with his stubbornness to get the witch hunter to change his ways. Appeals to sentiment are ill-advised, as Krieger long ago resolved to make the tough choices – add ■■ at least to all such attempts. Better arguments revolve around the rhetoric of Sigmar and the efficacy of Krieger’s methods (i.e. by persecuting innocent and guilty alike, Krieger is encouraging the townsfolk to view him as an enemy and to hide the guilty parties).

Under a gentling influence, Krieger might treat his prisoners better, require a higher standard of evidence before condemnation, or even use milder interrogation techniques. However, he’ll never show mercy for a mutant or heretic, and he’ll continue to use torture on those he believes to be guilty.

GOING ALONG WITH IT

Should the PCs agree to aid Krieger, he’ll make use of their skills as best he can. Strong and imposing PCs may be tasked with making arrests. Clever, pious, or cold-blooded PCs might be asked to aid with interrogations (Krieger might even delegate some percentage of his interrogations to another witch hunter, if one is available).

KEEP YOUR HEAD DOWN

Ultimately, the PCs may make the same choice most of the townsfolk make: keep their heads down and try to avoid attracting Krieger’s attention. There’s no shame in such a choice – in fact, if they are favoured with the Nobility, Baron Eldred may suggest that very thing.

The quickest way to get rid of the witch hunters, the theory goes, is to find the witch. And if the witch has some connection to Eldred’s own past, as he may well suspect from the signet ring, it is important that Eldred speak to him first. In this case, Baron Eldred may weigh in on the Knochenpfütze ritual (see page 37) – he’s certain it’s not connected to the witch in any way, but getting the witch hunter out of the town gives him and the PCs more room to operate. He’ll encourage the PCs to stay behind when Krieger and Voluria head out, and perhaps use the opportunity to question Theodora (the old fashioned way, not Clemens Geier style) about Heidrun’s fate.

EVENTS

Over the course of the next day, several key events may occur to illustrate the situation in Fauligmere and provide springboards for the plot. A selection of events are presented below, in a suggested chronological order. Feel free to modify these as appropriate to your story, or invent your own.

A MUTANT REVEALED

Pirn van Beek's mutation finally erupts, perhaps under the influence of the Chaos moon. The hairy fingers become a hairy hand, stretching into an ape-like arm. In agony, Pirn staggers and stumbles out under the light of Morrslieb, then sinks to his knees. His wife staggers after him, begging him to return to the house before somebody sees. His new arm stretches and strains, as if to caress Morrslieb's face. Witnessing Pirn's monstrous transmutation causes Fear 2.

When patrolling zealots spot the mutant, they raise the alarm, and all chaos ensues. When the zealots approach Pirn to apprehend him, his new arm spasms, seizes up the same spear he used to attack the witch, and stabs a zealot in the gut. The PCs may join the fray to help dispatch poor Pirn, or they may merely be witnesses to his eventual death at the hands of the zealots. But remember that Pirn has the Latent Spawn mutation, and when killed, his corpse devolves into a Chaos spawn. If the PCs still decline to intervene (or are unable), the late van Beek's rampage claims the life of a zealot and three innocent townsfolk before it is destroyed by an impressive shot from Krieger himself.

Pirn van Beek's fate is lamentable, but it is just the beginning. Krieger orders his entire family brought in for questioning. Tearfully, his wife Janna confesses that she knew that Pirn had mutated from tending his bandages, and she had kept that fact hidden from everyone, including Pirn. Krieger condemns Janna van Beek for harbouring a mutant, then remands the van Beek's son to the custody of the Cult of Sigmar – which in practice means Wandelina von Stauffer looks after their son until things quiet down.

Should the PCs object, Krieger points out that van Beek's Chaos-spawned rampage could have been prevented had Janna van Beek done her duty. Any deaths Pirn van Beek may have caused, Krieger argues, lie at Janna's feet.

Krieger assumes that van Beek's mutation is a result of the witch's attack. Any PCs who suffered a similar fate at Krijn's hands in the swamp may be asked to have their injuries inspected for signs of taint. In reality, however, it is Saskia van Oort's tainted healing draughts that are responsible for the mutations in town.

FALSE WITNESS

Claes and Nadia van Berkel (see page 15) are brought before Krieger for interrogation after Seth Reizbar accuses them of impiety. Nadia deflects Krieger's questions by immediately accusing her rivals of witchcraft. "Emma de Goede and her husband have hexed us out of spite. They send daemons to haunt our sleep and we are wasting away. Please save us, Herr Witch Hunter."

Their ruse works – Krieger orders his men to bring Tomas de Goede and his family before him. The witch hunter subjects them to questioning. Tomas refuses to be bowed, and angrily refutes all charges. "Ask anyone in this village why those two liars are spouting this nonsense. They're after my land."

What happens next depends in part upon the events of Chapter 2. It is possible, Tomas de Goede was seen by Seth Reizbar returning from the swamp in the company of Lenko Sepp (or possibly the PCs) after getting lost. Seth Reizbar will inform Krieger of this fact, and further proclaim that Sepp is the witch himself!

ET TU, PCs?

If the PCs are working alongside Krieger and have established a friendship with the de Goedes, this event will sorely test their loyalties. Depending on how they treat Tomas and how they act towards Krieger, they could lose large amounts of Favour with the Common Folk or the Zealots, or both!

Krieger likely tasks the PCs with bringing in the de Goede family for questioning. Tomas comes along peaceably if the PCs ask him, but if things go badly for him and his family, his feelings of betrayal will be like a kick in the gut. Be liberal with handing out party tension and stress, to help reinforce the emotional turmoil the PCs must be feeling.

Against this charge, de Goede has no defence – he was demonstrably in the presence of Lenko Sepp, with numerous eyewitnesses. If he or a PC protests that Sepp is not the witch, Krieger merely says "I'll be the judge of that." Beaten, Tomas lapses into stoic silence... until Krieger orders his wife brought in for questioning as well. Once suspicion and threat falls upon the rest of his family, de Goede agrees to anything to keep them safe.

The van Berkels are allowed to go. Meanwhile, Krieger orders Tomas to lead three of his men to the 'witch's' lair in the marshes. The rest of the de Goede family are imprisoned, potentially with instructions to treat them gently if the PCs have intervened on the de Goedes' side.

If the PCs rescued Tomas and Karel from the swamp, Seth Reizbar incriminates them too, unless they are in Favour with the Zealots. It may require some fast talking to keep them out of trouble with Krieger at this point. PCs that point out that Sepp didn't match the description of the witch, use any magic, or lift a finger to harm them, will be chastised for their "unwariness," but free to go. PCs who told Krieger about their interactions with Lenko Sepp upon their first meeting with Krieger are also free to go – they were not less than honest with him, and Krieger sees no reason to suspect them. Otherwise, PCs may have to put on an impressive show of piety or deflect suspicion onto a third party – such as the poor de Goedes – to escape without losing Favour: Zealots.

If the PCs are working for Krieger, he might order them into the swamp to find the hermit. Tomas guides them, his hands bound and an iron collar placed round his neck, with a chain attached so one of the PCs can ensure he doesn't escape. Tomas has no intention of escaping – he thinks that if he brings the hermit to Krieger, the witch hunter will realise he is being duped, set Tomas and his family free, and punish the van Berkels.

THE HERMIT RETURNS

At some point during the day, Lenko Sepp returns to Fauligmere. This may be because Tomas de Goede gave up his location under interrogation, or because he was found by a bog hunter. Perhaps moved by an omen from Shallya or his own piety, Sepp attempts to return to town to help end the suffering occurring there.

However the GM chooses to have him return Sepp quickly winds up clapped in irons and brought before Matthias Krieger. When this happens, Krieger finds himself in an awkward position.

KNOWLEDGE OF THE MOUTH OF MORR

If Sepp is brought in by zealots and Tomas de Goede, the number of people who know about the Mouth of Morr in town will finally hit a certain critical mass and catapult Voluria's investigation forward. This means that even if the PCs somehow exclude her from the Knochenpfütze expedition or prevent it from ever occurring, she learns about the cavern from a loose-lipped zealot or towns person. Then she tortures more precise information concerning its location from someone before sneaking off.

Whoever Voluria's victim turns out to be (Lenko Sepp, a zealot, a de Goede, or Piet van Paling are all suitable candidates) should survive at least long enough to gasp a cryptic warning to the PCs ("the witch has gone to the mouth of Morr!"), to drive them towards the Mouth of Morr and the events of Chapter Five.

Krieger is no fool. He knows that Sepp doesn't match the description of the witch, and that not every smelly old hermit is a Chaos worshipper. However, Krieger can't ignore the possibility that Sepp has seen something of value to his investigation. He needs to get Sepp to talk to form an impression of the man, his character, and his crimes (if any).

The problem is that Sepp won't speak. He'll simply sit and accept any punishment, tolerate any insult, and ignore any question. If and when Theodora enters the room, he stares at her, his expression morose, while she turns pale and quickly leaves the room.

TIMELY INTERVENTION

Before Krieger can put Sepp to the question, something else comes up requiring his attention – someone finally notices Saskia van Oort is missing, or another mutant is exposed, or a bog hunter returns with further reports of the witch, or the pigeon incident erupts into violence, or something similar. Is this Shallya's merciful hand protecting her servant? Or just chance?

WHERE IS SASKIA VAN OORT?

Sometime between the PCs' return from the swamp and the end of this chapter, Saskia packs up a few things and vanishes into the swamp. She sneaks out if possible, or bluffs her way past the gate guards claiming she has to go gather materials for her healing draughts in the swamp – a lie easy to believe if anyone came back from the swamp injured.

As bog hunters filter back in over the course of the day, many of them are nursing injuries. They begin to congregate around Saskia's hut, waiting for her to make an appearance. If a notable NPC or PC is injured, perhaps by Pirn van Beek's rampage, he or she will of course turn to Saskia for medical attention... and find her gone.

Investigation around town and at the gates quickly reveals that Saskia left rather early in the morning and that she hasn't been seen since. This odd behaviour leads some of the common folk to fear that the "witch got her!" (The common folk will find the idea that Saskia is either a witch herself or is aligned with the witch positively laughable).

Now is the time for someone to make the connection between Saskia's potions and the rash of mutations afflicting the town – each mutant had come to Saskia van Oort for medical aid! If anyone investigating Saskia's disappearance was also present at Krijn's hut (such as Jacco de Valk), they may be able to make the connection between her potions and the liquid in Krijn's cauldron. The PCs, if they think to ask, can quickly determine that there is no trace of the requisite materials or tools for the brewing of such potions anywhere in van Oort's little hut. The implication is clear: Saskia has been getting her potions from the witch.

Krieger is furious when everything is finally connected, but without further clues he is unwilling to launch a blind hunt of the swamp to find her. He is confident that there's one more piece of the puzzle to uncover within Fauligmere... and Seth Reizbar will soon hand it to him.

THE PIGEON INCIDENT

A loud scream from the von Stauffer manor catches the PCs' attention. Baron Eldred has finally discovered the fate of his missing pigeons, when he finds several of Krieger's men cooking one over a fire. The zealots are very rude to von Stauffer, with comments like "ain't nothin' else to eat in this town but muck," or "ooh, is it his ickle children wot been turned into a bird by the witch, har har?"

As the situation deteriorates, several of Krieger's men move to capture and kill von Schnell. Unless the PCs intervene, Baron Eldred draws steel to protect von Schnell as if the bird were his child. While the baron, like most Empire nobility, is trained in the art of swordplay, his training is more theoretical and nominal than martial. He is no match for Krieger's men, and without PC intervention he will be bloodied, beaten, and clapped in irons to be dragged before Herr Krieger. Krieger will have Eldred confined to his bedroom for the duration of the investigation, and place a zealot on guard there.

BOG HUNTERS RETURN

Over the course of the day, several more bog hunters return. As before, use them to punctuate action, introduce new clues, or to highlight the fact that Saskia is now missing. Here are some ideas as to what news the hunters bring from the swamps:

- ✦ **The Beast** is on the move!
- ✦ Strange **elf corpses** found in the swamp – not beautiful and light, like Mistress Voluria, but dark-clad and sinister.
- ✦ Strange lights in the **Hohlenhügel** – but no sign of the witch.
- ✦ Gosh, there's this giant cave with a river running right into it – could it be the **Mouth of Morr**?

THE KNOCHENPFÜTZE

The final straw as far as Krieger is concerned comes shortly after Lenko Sepp's incarceration. As part of his stream of invective against Sepp, Seth Reizbar intimates that his home is clearly near the site of the Knochenpfütze, the deeply heretical ritual that the entire town participates in every month when Mannslieb is full. These allegations could condemn the entire town, and Krieger must investigate them.

THE REALITY

Once a month, when Mannslieb is full, most of the adult villagers don robes or heavy cloaks and proceed by candlelight to the Knochenpfütze pool, where the River Bäch appears to end. Some pole barges, but most proceed on foot. Once there, the villagers chant and pray, offering such trinkets or scraps of food as they think might catch Manann's attention as sacrifice. They beg Manann's forgiveness and intercession, beseeching him to lift his curse from the town.

The villagers believe that Fauligmere is cursed by Manann, and that only a true son or daughter of Fauligmere can set it right. As a consequence, they view it as bad luck to involve an outsider in their private ritual; Seth Reizbar, Father Salzig, and even the von Stauffers are not invited to participate.

Whether or not the ritual is heretical is arguable, since it involves appealing to the gods directly and without the benefit of a priest or other representative of the cult. On the other hand, there is no blood sacrifice or invocation of the Ruinous Powers, and most of the chants and prayers heard around the pool are the same uttered within temples of Manann throughout the region. Certainly the villagers don't believe that it is heresy, and even Father Salzig wouldn't find it troubling (although he may not be the best judge of such things). For zealots such as Reizbar or Krieger, however, it may look very different.

THE PERCEPTION

As described by Seth Reizbar, the ritual sounds like a bacchanalia of depravity and occultism. He makes outlandish claims that the villagers pour blood into the water (false), drown outsiders as a sacrifice (false), or bathe naked in the moonlight (sometimes true). Most of these are the product of Reizbar's fevered imagination, but some are his misperceptions of relatively-innocent practices – for example, he believes Pirn van Beek drowned a man in the pool, but actually van Beek waded into the pool to release a collection of live fish brought in at great expense from the River Reik, in an effort to appease Manann.

While Krieger is gravely concerned by Reizbar's ravings, he needs corroboration before declaring the entire town heretics. He must see the ritual site for himself.

THE FINAL NAIL

If Lenko Sepp is in custody, Lady Theodora seizes upon this opportunity to remove him and discredit him in the eyes of Krieger. She marches in as Reizbar is waxing poetic on the depraved nature of the Knochenpfütze and, trembling with anger and fear, delivers a scathing and completely false diatribe. Read or paraphrase the following, if the PCs are in a position to hear:

"This man is indeed the witch—I have seen him presiding over the Chaos rituals at the Knochenpfütze, exactly as Herr Reizbar describes. Alas, I was hexed into silence by his spells, and my faith in Sigmar was not strong enough to break his glamour. Your presence, Herr Krieger, has broken the spell. Sigmar forgive my weakness!"

Lady Theodora is a pious noblewoman, as far as anyone knows, so her testimony bears much weight. Sepp's fate is sealed. Theodora is delighted. With a grim expression, Krieger prepares to pass sentence. If the PCs are present and still viewed as allies by Krieger, read or paraphrase the following aloud:

Krieger treads with heavy steps to the table, hefting his iron brazier headpiece from amongst the tools laid out there. He turns to face you, his face impassive.

"This nameless hermit stands therefore condemned. He shall be confined with neither food nor water, and then burned to purge his taint of corruption. May Sigmar have mercy upon him, for surely I shall not." Krieger lifts his headpiece and dons it, instantly gaining nearly a foot in apparent height and a terrifying aspect. "My friends, I go now to see the site of this blasphemy for myself. I shall bring some of my men, and leave the greater part here to maintain order. I entrust the safety and sanctity of the town to you in my absence. Guard it well." With that, he gestures, and a zealot hurries forward with a lit torch, which Krieger takes in hand and uses to light his brazier. Then he strides out into the misty evening, a grim spectre of faith and damnation. You see a shadow slip after him, and recognise it as Voluria, the high elf.

If the PCs are no longer viewed as allies by Krieger, he entrusts Fauligmere's fate to Lady Theodora.

ONCE MORE INTO THE SWAMP

Krieger assembles about half of his men by the jetties and prepares to leave. The trip to the Knochenpfütze pool is not far. Preparations are minimal (little more than gathering torches and weapons) and proceed swiftly. In addition to his zealots, Krieger is joined by Seth Reizbar, who knows the way, and Voluria, who invites herself along to offer her opinion on the nature of the Chaos worshipping in question. (In actuality, of course, she sees this as an opportunity to get close to the Mouth of Morr.) Clemens Geier is left behind, as well as the other half of Krieger's men.



The PCs are not invited; Krieger either trusts them and wants them to protect the town and guard the prisoners, or doesn't trust them, and has no interest in traipsing about in the marsh with someone he doesn't trust. Especially heavily armed, exceedingly dangerous people he doesn't trust.

Should the PCs follow Krieger anyway or talk their way into his retinue, refer to "In the Swamp," below.

IN TOWN

The following events occur in town while Krieger and his men journey along the river. If the PCs remain behind, they will have to deal with the consequences.

JAILBREAK

By now, there are probably quite a few prisoners incarcerated in the von Stauffer cellars. The prisoners are kept in a single large room, and are not individually restrained unless Krieger judged them dangerous enough to require binding hand or foot. The cellar door is locked and guarded by two zealots at all times, but the prisoners make no attempt to escape... until now.

While the door to the cellar is locked, like most things in Fauligmere, it is old and in poor repair. After gathering their courage, some of the bolder and stronger prisoners, such as Tomas de Goede and Bram Wieggers, instigate a jailbreak. They use barrel staves to pry open the door. Wielding scraps of wood and other improvised weapons from the cellars, the townsfolk fight their way out of the manor and into the streets.

BRAWLS IN THE STREETS

Either due to the jailbreak or some other spark, the powderkeg of fear and anger that is Fauligmere finally ignites. Without Krieger to rein them in, the zealots indulge their paranoid fanaticism at the expense of the townsfolk. Soon there's fighting in the streets. If the PCs attempt to prevent the violence, refer to Tracking the Brawls. If the PCs join in, refer to Fight for your Life.

TRACKING THE BRAWLS

Build a six-space progress tracker (longer or shorter at your discretion), and place a violence token and a calm token on the first space. Each PC can attempt to quell the violence through any means that seems appropriate to them, advancing the calm token one space each time. A few ideas are included below.

Making a **Hard (3d) Leadership (Fel)** or **Intimidate (St)** check to bellow for order.

Using **Charm** or **Piety** opposed by the Willpower of the zealots or townsfolk to plead for calm. Each faction can only be successfully appealed to once.

Bodily separating the combatants by making a **Hard (3d) Athletics (St)** check. If successful, advance the calm token one space, but now that character can do nothing but keep the combatants separated. He must repeat the check on each successive round, and if he fails the calm token moves backwards one space.

Using violence to fight violence can work, making an **Average (2d) Weapon Skill (St)** check. However, even if successful, doing so advances the violence token one space. The active player suffers 1 wound per ✱ rolled, and 1 fatigue per ⚔ rolled.

After each player has had a chance to act, or on ✱ results on failed rolls, advance the violence token one space. When either token reaches the end of the track, the event comes to a head. If the calm token reaches the end first, then loss of life is minimal (or possibly averted completely if it exceeded the violence token by more than one space) and no further violence is forthcoming. The PCs can restore order with either the zealots back in authority, or with the zealots disarmed, disgraced, and either driven back to their barge or confined to the manor cellars.

If the violence token reaches the end of the track first, refer to Fight for your Life.

FIGHT FOR YOUR LIFE

If the violence explodes beyond control or the PCs opt to simply join in, then they must do battle with implacable foes. These implacable foes are either a number of zealots equal to the number of PCs, or 4 henchman groups of townsfolk led by 2 militia (using soldier statistics), depending on which side the PCs fight for or against. The battle centres around the Three Hogs Inn; use the Homely Inn location card.

The goal of this battle is to soften the PCs up for the finale, not to end the adventure. Reduce or increase the foes as appropriate to your group.

If the PCs do nothing, the zealots kill many of the townsfolk and burn the Three Hogs Inn, killing many of the rioters who sought shelter inside. They then go on a rampage, grabbing people at random from the street or their homes, accusing them of witchcraft and sedition, and putting them through cruel, mocking "trials," before lynching their victims.

THE ROLE OF THE NOBILITY

If Baron Eldred is alive, free, and in Fauligmere, he attempts to quell the violence as described under Tracking the Brawls. Lady Theodora, for her part, shrieks with dismay and hides in the manor, convinced that the day of reckoning for her crimes is at hand. Wadelina summons the venerable von Stauffer staff, arms them with kitchen knives, fire pokers, and other miscellany, and grimly defends herself.

LENKO SEPP SPEAKS

Lenko Sepp is not a mute; he has taken a vow of silence in the name of Shallya. It is possible, however unlikely, that he could be induced to talk, if he could be convinced that doing so is somehow his final act of penance or will prevent the suffering of an innocent. Otherwise, he waits until the players need some direction, omen, or portent to spur their characters.

When the GM feels the tension has risen enough or wants to keep events from escalating any further out of control than they may be, Lenko Sepp appears. Regardless of whether or not he was incarcerated, he appears, miraculously having undone whatever bonds were used. When the PCs see him, they'd swear they see a dove fly up from behind him off into the murky sky.

When Lenko speaks, it is with a croaking voice gone to ruin from years of disuse. He confesses his crimes, his murder of Father Marbad, and how he intended to kill Heidrun, but couldn't bring himself to do so when he realised she was pregnant. He also con-

fesses to smuggling, and explains the nature of the Mouth of Morr. If pressed, he even theorises that the witch, Krijn (who he has seen but, obviously, never spoken to) is Baron Eldred's son.

To Theodora's bewilderment, however, he does not name her as his employer. He reasons that she must seek her own penance, and that the fact that he was paid to commit his crimes doesn't excuse them. Sepp's mercy is unlikely to inspire a change of heart in Theodora, of course, but he hopes that Shallya's love will take root in her heart.

Once done listing his many sins and crimes, Lenko sobs quietly, then once more lapses into silence, and awaits his punishment.

TO THE MOUTH OF MORR

Whatever else might be happening in Fauligmere, now the PCs should be steered toward the Mouth of Morr for the grand finale. The easiest way to do this is to have a wounded survivor from Krieger's party stagger back into town: Seth Reizbar.

WHAT HAPPENED

Shortly after their arrival at the Knochenpfütze pool, Krieger and his men spread out and discovered the hidden channel to the Mouth of Morr. Before they could explore more fully, the Beast attacked, decimating Krieger's men. Voluria and Krieger retreated towards the Mouth of Morr, and as soon as Voluria realised the significance of what they found there, she slipped her dagger between Krieger's ribs. Then she took one of the smuggler's boats, scuttled the other one, and slipped down the river.

Seth Reizbar staggered through the swamp to get away as the zealots fought against the Beast. Stumbling across the Mouth of Morr, he found Krieger bleeding, panicked, and fled to town.

WHAT NOW

Reizbar staggers, bleeding and gasping for breath, through the town gates. The guards let him pass. One even helps him into the town centre. If the PCs aren't in a position to see this, Reizbar requests their presence along with the Baron. When the PCs arrive, read or paraphrase the following:

KRIEGER'S RETINUE

If the PCs are travelling with Krieger when he makes his way into the swamp to uncover the Knochenpfütze pool, things resolve differently. For example, the PCs are present when the beast attacks!

During the battle, Krieger and Voluria retreat down the river to the Mouth of Morr. The PCs, if present, need to pass an **Average (2d) Observation (Int) check** to see them go. That done, they'll have to risk a fight with the Beast to follow promptly after, each suffering at least one attack. Otherwise, they can wait until the Beast retreats into the pool or take a long way around. However, in this case, Voluria will already have completed her betrayal of Krieger and vanished down the river when they arrive.

When the Beast is finally sated, the only survivors are likely to be the PCs and perhaps Seth Reizbar, if he is present. The only sign of Krieger or Voluria is Krieger's burning brazier headpiece, lying on the rocky ground near the channel to the Mouth of Morr, still lit.

Reizbar slumps down onto a long-neglected eel trap. His left leg looks badly injured, and the amount of mud spattered across his face and clothes suggest that he fell several times before reaching the town gates.

"Sigmar save us," he croaks. "It's terrible! The monster... the blood! And Herr Krieger! All that blood! No sign of the elf." Shuddering, Reizbar seems to realise where he is. "I was right! This whole town, servants of the Dark Gods! The monster in the pool, it must be a creature of Chaos! The witch must have conjured it! The river, it flows into a terrible cave, a passage to the Underworld itself – we're all doomed, doomed forever!"

Reizbar lapses into a strange mixture of shrieking and gut-wracking sobs. Never that stable at the best of times, his experiences in the swamp have completely unhinged him.

Presumably, the PCs rush to investigate! If not, whichever person is currently in charge at the von Stauffer manor requests it of them. No one wants word of Krieger dying at the hands of a Chaos beast to get back to Altdorf, after all. Such an unfortunate occurrence would bode ill for Fauligmere. Eldred or Theodora may offer a larger share of Voluria's treasure as an incentive, or point out that the cavern Reizbar describes might well be the location of the elf shipwreck.

IN THE SWAMP

What follows assumes that the PCs are following Krieger's trail into the swamp, and stumble across the remains of his party and other clues. Once the PCs proceed into the swamp, they make good progress and quickly find the Knochenpfütze pool... where the Beast has recently taken up residence, finally responding to the call of its dark elf mistress to return to the sea.

THE KNOCHENPFÜTZE POOL

If the PCs previously visited the pool with Lenko Sepp, they immediately recognise it. They should also easily be able to find Sepp's cave, which they may have already identified as important.

Krieger's men quickly found the huge dead tree blocking the channel into the Mouth of Morr and concluded that it led somewhere important. No sooner was this discovery made than the first zealot was pulled screaming into the water by the Beast.

When the PCs arrive at the pool, they come across the aftermath of this battle. A few broken bodies remain, but most of the corpses have been dragged under for the Beast to eat. Blood, discarded weapons, and shattered trees are the primary indications that a battle was fought here. The fallen tree that hides the channel to the Mouth of Morr has been dislodged, and it is now plainly visible.

TO THE MOUTH OF MORR

A quick scramble over the rocks brings the PCs to the Mouth of Morr, and the beginning of Chapter Five. If they don't seem interested in heading that way, a handy NPC might suggest it. In extreme cases, Piet van Paling can arrive in his boat and offer to take the PCs there. As practically the only person in Fauligmere with a source of income (as evidenced by his handsome ivory pipe, his only indulgence), Piet can actually offer to pay the PCs ten silver coins each to figure out why Voluria is interested in his smuggler's tunnel and to ensure it stays open.



CHAPTER FIVE THE WITCH'S SONG

By now, the PCs should have a semi-complete understanding of what's going on. Hopefully, they've established a link between Saskia van Oort and the witch, and deduced that there is a connection between the witch and Baron Eldred.

They may have also begun to suspect Voluria of treachery, or at least that she's hiding something (hopefully the presence of dark elf corpses in the swamp hasn't been dismissed as meaningless!).

Over the course of this chapter, the PCs will enter the Mouth of Morr, where they will find Krieger and perhaps decide his final fate, then (hopefully) travel through and along the underground river. On the far side, they will interrupt a confrontation between Krijn (who after discovering the Mouth of Morr for himself, witnessed Krieger's stabbing and decided to give chase) and Voluria, with each asking the PCs for aid. And just as soon as things seem like they might be working out, a skiff laden with dark elf corsairs approaches – the PCs will have to think quickly to prevent them from uncovering the Mouth of Morr and finding a new way into the Reikland to raid and pillage.

THROUGH THE MOUTH OF MORR

As the PCs approach the Mouth of Morr, it seems unchanged from their last visit (presuming they were brought there by Lenko Sepp). There's no trace of Krieger, Voluria, or anything out of place visible from without.

When they enter, read or paraphrase the following aloud (note that this is written with the assumption that the PCs have visited the cavern before; if this is not the case, adjust to suit):

The cavern is dark, and the only sound is that of the river, gathering speed as it narrows. On the near shore, the hermit's home is roughly as you remember it, a rude collection of blankets and crates. The far shore, on the other hand, seems quite transformed: stacks and stacks of crates and barrels block most of the rest of the cavern from view. Ropes dangle from the crude little jetty, and the water boils over what appears to be the scuttled wreck of a small rowboat.

Presumably, the PCs will want to investigate the other side of the river. They'll have to either get wet or get creative to cross. The river is about chest deep on a tall man in most places, and to cross



it without slipping downstream is an **Average (2d) Athletics (Str) check**. There's plenty of rope on the far side, so if one of the PCs makes it across they can easily rig a rope to allow the others to cross.

Since the last time the PCs were here, the smugglers have come up the river from the sea and unloaded quite a bit of cargo. With no all-clear sign from Piet van Paling, their eyes in Fauligmere, however, they did not linger – merely turned around and sailed back down the river. The boxes, crates, and barrels are full of a bewildering array of goods, most quite valuable if you can find a market for them, and none of which bear the factor's stamp that indicates they have been appropriately taxed in the port of Marienburg (or anywhere else). In addition to the Bretonnian wine and black powder noted on page 25 (the Thunderwater ale is gone, destined for some Bretonnian or Estalian port), there is a small cask of high quality Bretonnian brandy and several crates of undyed Arabyan cotton cloth (a luxury!). Additionally, there are bolts of sailcloth, coils of rope, stacks of lumber, and barrels of tar – all necessities of seafaring life.

There is also a second boat on shore, behind a stack of crates and resting over-turned on a wooden frame. The boat has clearly been recently patched or repaired, with some of the tools and glue used to do so still lying discarded nearby. A trail of smeared blood leads towards the boat, and beneath it lies the prostrate form of Matthias Krieger.

NOT DEAD YET

Krieger isn't dead yet, although without the PCs' intervention he soon will be. Depending on how the PCs approach and his relationship with the PCs thus far, it is possible (even likely!) that their first indication that Krieger isn't yet dead is when he rolls over and shoots the closest PC with his pistol. If the PCs announce their

presence sufficiently not to surprise him, Krieger will simply level his weapon at them until he either decides to trust them, or concludes that they are servants of the Ruinous Powers (at which point it's an open question whether he'd use his one shot on the closest PC or himself).

If the PCs are favoured by the Zealots, he'll tell them exactly what happened... or at least, what he remembers happening:

"Mistress Voluria and I found this place while fleeing from that hellspawn in the pool. I couldn't believe my eyes – it's far worse than I thought. This isn't the lair of a single witch. We're dealing with a gang of criminals at best and a cult at worst. They may not even know they've been tainted by Chaos..." Krieger coughs, and blood stains his lips. "One of them – perhaps the witch himself – was lurking here. He must have been hiding behind all these damn boxes. Got me when my back was turned; I never saw him. I fell into the river and nearly drowned before I pulled myself back on shore. Sigmar, don't let another innocent pay for my mistake." Krieger slumps back, his strength clearly fading.

"I haven't seen Mistress Voluria since. Did the villains take her? One of the boats is gone, did they drag her deeper into this damned cave? Or is she fighting back against them even now? Please. You must find her, find the witch, and bring justice back to Fauligmere."

If the PCs agree to do this, Krieger gladly surrenders his pistol, powder, and Holy Bullets to them, with a growled "give the witch one from me."

Krieger is critically wounded and requires a successful First Aid check or similar treatment to survive another hour. He won't request any medical aid from the PCs, urging them instead to find the witch and rescue Voluria.

Should the PCs inquire whether it's possible that it was Voluria, and not some hidden witch or cultist, who stabbed him he will become bewildered, then thoughtful, then grim.

"For her sake, I hope not..." he mutters darkly.

THE UNDERGROUND RIVER

Navigating the underground river is, on the one hand, quite simple. The river flows more-or-less directly north and it's quite impossible to get lost or turned around: if one floats downstream, one must necessarily emerge into the Cursed Marshes not far from the sea. On the other hand, it is pitch black, with rushing water and who-

WET POWDER?

Krieger's fall into the river may have ruined the powder he was carrying, especially anything he'd had loaded into his gun at the time. If and when Krieger pulls the trigger, you may want to invite the target PC to spend a fortune point. If he does so, then he "gets lucky" and Krieger's powder is wet. The gun doesn't go off.

Of course, if that's the case, they'll have to use the cut-rate powder the smugglers have been carrying if they want to reload the gun... which will worsen the weapon's Unreliable rating by 1 (to a minimum of 1)...

knows how many submerged perils and hazards. Making it to the other side is easy. Making it to the other side dry and undamaged is rather more difficult.

Ultimately, the trip down the underground river can be as easy or as nightmarish as you like. Hopefully, the PCs will make it more-or-less intact, but sufficiently drained and weakened to make what follows interesting. What's described below is one medium-difficulty option.

THE PROGRESS TRACKER

Build a five space progress tracker with an event marker on the fifth space. Place a hull token on the second space and a river token on the first space. After each time the PCs make a check to sail their boat down the river, advance the river token whether the check succeeds or fails. If the check fails, advance the hull token. If the hull token reaches the event space, the boat is swamped and the PCs are all thrown overboard. They will reach the end of the river after a terrifying, pitch-black, painful ride, bouncing off rocks and struggling to keep their heads above water – they suffer 2 stress and 2 fatigue. A character who rolls ✱✱ on his check to guide the boat falls overboard and suffers the same fate. (Falling overboard might be even easier, depending on circumstances).

When the river token reaches the event space, the PCs have made it to the other side.

The PCs can use a variety of checks to steer or guide the boat, as you deem appropriate. Athletics (to row) and Coordination (to handle the tiller) are the most obvious candidates, but creative players may come up with other uses. Athletics and Coordination checks should be of **Average (2d) difficulty**, and suffer at least ■ due to darkness – more if the PCs didn't bring adequate light. Most other skills would be at least Hard (3d).

The tunnel is about ten miles long, so travelling its length will likely take over an hour. It will take at least twice (and more likely four times) that long on a return trip, as the current will be working against any boat.

THE TUNNEL

While the cavern mouths of either end seem to be nothing more than natural caves, the tunnel that connects them is an arrow-straight piece of dwarfcraft, with dwarf runes inscribed in regular arches every few dozen yards.

On either bank of the river, at medium range from one another, are two narrow, flat, stone walkways. During the peaceful years before the War of the Beard, dwarf smugglers would hitch their barges to a pony or mule (or several unusually sturdy dwarfs) and use the draft animal to drag the boat upriver, walking along the banks of the tunnel. Now, there are enough pieces of the walkway crumbled away, overrun with strange fungus, or buried under rockfall as to make such travel impractical and as hazardous as riding a boat.

Anyone studying the passage as they travel through it may make an **Average (2d) Education (Int) check** or a **Hard (3d) Folklore (Int) check** to determine that the tunnel is, in fact, dwarf-make. Boons on the check will indicate that it's not only well made, but built to be easily collapsed with carefully placed charges if need be. Dwarfs get all this information automatically with only a cursory glance; no need to roll. ✱ on the check may cause an unwary adventurer to fall overboard!

A MOUTHPIECE

You, the GM, may find it useful to supply the PCs with a knowledgeable assistant during this phase of the adventure, someone who can navigate the river and explain the implications of things like the dark elf presence. Piet van Paling may well work for this purpose. After all, he has a boat, knows the way, and has a vested interest in keeping Faulgimere intact. Of course, Piet is afraid of the Mouth of Morr and the witch and the witch hunter, so the PCs may have to do quite a bit of cajoling.

Another suitable option is Baron Eldred, who will not fail to recognize the implications of the dark elves, and may have some unresolved business with his son. Eldred lacks van Paling's boating expertise, however.

Depending on how he was used in Chapter Four, Lenko Sepp may also be a valuable tool to use in this role. As a former smuggler himself, Sepp can handle a boat and knows the river. Of course, Sepp may have resumed his vow of silence, but pantomiming complex concepts like "the dark elves will have free access to Altdorf if we don't stop them!" can be fun in its own right.

In any case, remember that the PCs are the star of the show. You can use NPCs to gloss over challenges and hurry towards the parts of the story that your group find exciting (some groups might find an extended encounter in the river tedious; others will find it harrowing!), but ultimately it should be the decisions and actions of the player characters that matter for the conclusion of the story.

THE OTHER SIDE

When the PCs emerge from the other side of the underground river, they'll find themselves in a mist-shrouded marsh. The river streams forth from the cavern, then immediately hooks to the left and forms a wide pool before meandering through the brackish marsh to the sea. The sandbars, submerged trees, and other hazards make this route safe only for seasoned smugglers, but the whiff of salt in the air should make it clear that the channel could potentially run to the sea.

There is a mound-shaped, sandy spit of land ahead, with Voluria's boat beached at the edge of the pool. Anyone who fell overboard will wash up here, by the boat. On the dry ground here, Voluria and Krijn do battle, while Saskia struggles, stuck in deep mud.

Read or paraphrase the following aloud as they emerge:

You're fairly certain that you are not, in fact, emerging into the underworld as you leave the cavern, but with the bleakness of the desolation surrounding you, the enshrouding mists, and the ominous dead trees looming above your head, you might be forgiven for thinking so. Ahead, where the river bends, is a sandy beach, with what you assume to be the missing boat from the other side of the tunnel pulled up out of the water.

The cry of gulls and the tang of salt in the air suggest that you are not far from the sea, but what catches your attention is the eerie singing piercing through the mists – the witch must be nearby!

The PCs will presumably look around for the witch, and may take this opportunity to draw weapons or otherwise prepare themselves. Pinpointing Krijn's location will not be hard – the flickering flames of his magic are visible through the mists. Let the PCs get to within long range before the mists part, revealing the tableau and triggering a **rally step**. Read or paraphrase the following aloud:

As the mists part, you see two figures locked in combat: the witch and Voluria. Her wicked knife is already red with blood, but the witch's magics have driven her back.

Off to one side, already almost waist deep in a quickmire, Saskia van Oort struggles to free herself. She sees you and cries out, and both combatants turn towards you. The witch speaks first.

"Please!" he shouts, his song interrupted. "You have to believe me! That woman is evil!"

"No," cries Voluria, "do not listen to him! He is a witch, a slave to Chaos."

"My mother's ring," screams the witch. "Give me my mother's ring! I can end this if you'd just listen!"

Once this exchange is completed, Voluria shouts a prayer to Khaine, the elven god of warfare and battle (and also murder), and resumes her attack. Roll initiative and proceed in encounter mode.

THE FINAL BATTLE

Krijn and Voluria roll for initiative separately and use separate initiative tokens. Saskia van Oort doesn't take part in the battle, except to beg for help as she sinks deeper into the quickmire at the end of every round.

Krijn has already suffered 1 critical wound, either drawn randomly or selected by you, but is otherwise unhurt as the battle begins. He has already amassed 8 power. Voluria is unhurt, but suffering from 1 fatigue.

Krijn and Voluria are initially focused on each other, until the PCs pick a side. If the PCs refuse to join in the battle, Voluria puts on a startling display of agility and athleticism while Krijn struggles to ensnare and blast her with his untrained magic. After a few minutes, Voluria manages to get behind him and slit his throat with a visible ecstatic grin on her face.

There are a number of events that can occur during this battle, each of which may trigger a rally step if you so desire (except for "the First Round," of course). They are detailed below.

THE FIRST ROUND

On the first turn of the battle, Voluria spends a manoeuvre to pull a small gem from a pouch at her belt, then hurls it into the sky. It rises impossibly high up and flares with purple light. This is a flare to call her dark elf allies. She shouts something like "My kin will come to our aid," if the PCs seem to be on the fence about trusting her. Then she attacks the closest enemy.

THE VON STAUFFER RING

If the PCs return the von Stauffer ring to Krijn, he cries out, cuts the palm of his hand with one of his talismans, and sprinkles the ring with blood before casting it into the swamp. Immediately, the fenbeast forms from muck, roots, tree limbs, and other natural fea-

tures and rises to Krijn's defense. Voluria can't beat both Krijn and the fenbeast on her own, so if she has no other allies at this point she'll retreat during the rally step.

RESCUING SASKIA VAN OORT

With Krijn and Voluria distracted by one another, the PCs are Saskia's only hope of survival. It isn't hard to pull Saskia to safety (an **Average (2d) Athletics (Str) check** or similar will do the trick), and even easier to throw her a rope, vine, or tree branch to keep her from sinking further. Once out of danger, Saskia will stop panicking long enough to tell her version of events to anyone willing to listen.

VOLURIA REVEALED!

If the PCs attack Voluria or she otherwise sees no reason to maintain her facade, she will discard her disguise. Once the high elven robes are cast aside, Voluria stands revealed as a shade. She wears a black tunic and black leathers, all patterned with sinister dark elven runes. Voluria takes a moment to smear the blood from her dagger across her face in a sinister pattern, then draws a second dagger from her belt... one that drips with a viscous green substance. Doing this refreshes her Aggression budget completely.

HOSTAGE TAKER

If things go badly for Voluria, she may take Saskia hostage and put a knife to her throat. This will effectively take Krijn out of the fight, at least temporarily, as he doesn't want to hurt his only friend in the world.

GRIM FINALE

If either Voluria or Krijn is killed, an awkward pause will follow as the survivor and the PCs eye one another up and decide what to do next (and/or rescue Saskia, if she hasn't been saved yet).

Krijn will be grateful to the PCs for help, and will tell them anything they want to know. Saskia, too, will explain things as best she can. Krijn is genuinely good-hearted, and if good intentions matter to the PCs, Saskia will emphasise those. However, Krijn is also channelling the raw magic of Chaos, and has taken the first steps on a path that can only end in madness, mutation, and the loss of his soul. How corrupted and deranged he has become so far is open to both debate and interpretation.

Voluria, for her part, will spin another pack of lies (or the same ones), anything to keep the PCs docile and waiting for her murderous kinfolk to arrive. She'll talk about how this tunnel must be the route her ancient ships used to reach the sea, and how the wreck she seeks must be nearby... If the PCs aren't buying her story or prove hostile, Voluria will flee or attack, whichever she thinks has a greater chance of success.

Don't give the PCs too long to bask in their victory or defeat... Voluria's kinfolk are coming.

THE DARK ELVES

When you're ready, read or paraphrase the following:

A horn blares through the air, tearing through the fog as if it were the talons of some phantom beast. The fog parts for a moment, and you see a small craft making its way through the sand-choked channels of the swamp.

A graceful boat, clearly of elven make, something about the vessel strikes you as wrong. Its dark hull, snarling figurehead, and blood-red sails make the hairs on the back of your neck stand on end. As it draws closer, the movement on deck is revealed to be rank upon rank of crossbow-armed elf corsairs, dozens of them. Their black armour and dark cloaks seem very similar to the corpses discovered in the marsh around Fauligmere. At the prow, a scantily clad dark elf witch elf hag shrieks an ululating blood curdling war cry, clearly audible through the mists.

Apparently, Voluria's kinfolk have revealed themselves.

Any high elf will instantly recognize these newcomers as dark elves, but dwarfs and men of the Empire – particularly an inland province such as Reikland – may have a harder time telling the difference between the two. An **Easy (1d) Education (Int) check** or **Average (2d) Folklore (Int) check** is enough to recall reports of evil elves who raid the seas, taking slaves, and wearing black armour. If she hasn't already, this would be a good time for Voluria to reveal herself.

It should be evident to the players that this is too many elves to fight. What may be less obvious is the potential consequences should they secure control of the Mouth of Morr. If Baron Eldred, Piet van Paling, or Matthias Krieger are present, he will cry out "Sigmar save us! If they get through that tunnel, they could sail straight to Altdorf!"

The stakes are high. The dark elves are not making good time through the boggy river, but they will certainly reach the cavern entrance in a matter of minutes. If Voluria is still alive, she sprints to meet them. The PCs have little time in which to act. What now?

The choices the PCs make will probably boil down to one of two options: Fight or Flight. Those concepts are discussed below, followed by additional considerations such as how to seal the tunnel.

FLIGHT

The more sensible of the two options. There are two broad options here: fleeing up the tunnel, or fleeing out into the swamp. If the PCs flee out into the swamp at random, the dark elves will not pursue, but they may well fall prey to any number of hazards of the marsh. In any case, they are unlikely to beat the dark elves to Fauligmere and will instead be dealing with the consequences of the dark elves' success in their master plan, rather than working to obstruct them.

If the PCs flee up the tunnel, you can resolve the chase using a progress tracker. They can use similar skills and checks as their trip down the river, with each difficulty being one higher due to the new direction of the current. Use a twenty space progress tracker to keep track of successes (or a ten-space tracker and move the token back to the start the first time it reaches the end), and alternate checks with the dark elf skiff – the PCs nominate one character to "steer" their boat each time, potentially trading off as fatigue

accumulates. The dark elves row with a Strength of 4, 1 expertise die because they are expert seamen, and 3 fortune dice to represent their ranks upon ranks of rowers. Give the PCs a five success head-start, and if they reach the end first, the PCs arrive at the Mouth of Morr with some time to prepare their charges. Depending on how far ahead they are of the dark elves by that point, it might even be enough time!

If the dark elf progress tracker catches up to the PCs, then four dark elf corsairs leap aboard their boat, and then the dark elf skiff backs off a bit (move the tracking token back two spaces) to avoid ramming them and potentially foundering in the river. The PCs must now deal with four deadly dark elves in close quarters before they can resume outrunning the rest. Repeat this as necessary each time the PCs are caught.

FIGHT

This is the less desirable option, if only because it means running a large and complex combat encounter with many, many combatants!

Unless forced into melee somehow, the dark elves are content to stand at range and pepper the PCs with repeater crossbow bolts until the PCs are all dead. You can abstract the massed crossbow fire by simply making one attack against each PC, adding ☐☐☐☐ to the pool, and adding +1 damage for each surplus ☐ or ☐. Repeat every round until the PCs die, run away, or manage to close with their assailants or otherwise turn the tables.



A HEROIC SACRIFICE

Someone might stand and fight to buy the PCs time. A dwarf troll slayer might decide that this is a good death, so long as someone remains alive to tell the story (such as the other PCs). Alternately, if Krijn is alive and the PCs have treated him well, he may offer to do what he can to delay the elf ship.

If anyone stays behind to fight valiantly, they will almost certainly die (there's probably not any need to roll any dice for this, unless you want to). But before they do, they will buy the PCs enough time to enact their plan.

In general, as written here, it is assumed that the PCs will flee. If the PCs manage to find some way to restrict the dark elves' mobility, such as by throwing a barricade across the Mouth of Morr, or recruit allies, such as the town militia and Krieger's men, it could all come down to a climactic final battle scene.

If the PCs choose this option, and actually manage to win, a good twist to throw at them might be that after the battle, Voluria is nowhere to be found. Did she get away? Was she not dead after all? Do the dark elves still know about the tunnel; will they be back? Fodder for future adventures!

SEALING THE TUNNEL

Presumably, if they escape up the tunnel, the PCs will then turn their attention to preventing the dark elves from passing through it. Sealing the tunnel completely would solve their problem.

COLLAPSE THE TUNNEL

The simplest and perhaps most reliable option. The PCs collapse the tunnel by placing black powder charges and setting them off. This will ruin the tunnel forever, destroying the livelihood of Fauligmere's smugglers, but securing the Reik from dark elf attack.

Making the black powder charges is easy – all the materials are present in the smuggler's cave. Deploying them in the ideal position and setting the fuses to the right length is a little trickier. The check is Hard (3d), and requires Intelligence. Training in either Ballistic Skill (which covers expertise with black powder weaponry) or Skulduggery (which covers delicate operations such as setting traps) may be applied. (A character with Tradecraft training and a relevant specialisation, such as Engineering, may use that instead.) Dwarfs receive ☐ on such a check, as they can take additional cues from their knowledge of dwarf architecture and tunnels. Failure means that the charges are improperly set and either fail to explode or, when they do explode, do not collapse the tunnel. Success means the charges have been set properly and, when they detonate, will collapse the tunnel. In either case, rolling Chaos Stars on the check means the active character has suffered some sort of mishap: a wound for a ✱, a critical wound for ✱✱, or being completely crushed by the collapsing tunnel for ✱✱✱.

THE BEAST, ONE LAST TIME

Obviously, the Beast would make short work of any skiff or boat trying to come up through that tunnel. The PCs may try to lure the Beast into the tunnel to sink the skiff. If they try this tactic, they'll still have to outrun the dark elves as described above, and then rush down to the Knochenpfütze pool and get the beast's attention.

This is a fun, exciting idea that will make the Beast seem like it had a valuable role to play in the adventure, so it should work. But it doesn't have to be easy – the Beast may well grab one or more PCs on its way to deal with the dark elves.

If the Beast takes up residence in the tunnel, this is only a temporary solution at best. The dark elves have a great deal of experience dealing with such creatures – in fact, it was Cruor Maraigh who sent it into the marshes in the first place! It's only a matter of time before Cruor or another dark elf renews the enchantments that ensured the Beast's servility and sends it to destroy Fauligmere... unless some brave adventurers can stop it.

RETURN TO FAULIGMERE

When the matter of the Mouth of Morr is finally resolved, the PCs may return to Fauligmere at their leisure. The town will have changed little while they've been gone, and everyone will be eager and excited to hear the story of their adventures.

Depending on their status with the various factions in town (Common Folk, Nobility, Zealots), and who's left alive and in power, the PCs may still have some pull and influence over Fauligmere's final fate. A few of the major NPCs and their plots are detailed below.

LADY THEODORA

If her crimes have been revealed, Lady Theodora is confined by Baron Eldred or whomever holds power in the town. The sentence for murder is death, even for a member of the nobility, but Theodora will plead for mercy and play the pious soul. Eldred can't bring himself to kill his mother, and will allow her to take a vow of poverty and join a mendicant Sigmarite or Shallyan order... somewhere far away. Krieger, for his part, has no mercy. She will be hung at dawn the next day.

If her crimes remain hidden, Theodora will find an excuse to leave Fauligmere, her relationship with her son (never good) permanently soured. She may take the vows and join a mendicant order as described above, if the PCs have managed to kindle a spark of human feeling and mercy in her breast. Otherwise, she lives out the rest of her years tyrannizing the staff of her family's various manors as she moves to stay with a series of increasingly distant cousins.

BARON ELDRÉD AND WANDELINA

With Heidrun's fate revealed, Eldred can finally mourn properly. He and Wandelina tentatively begin to explore their relationship and perhaps even learn to love one another. It's possible that Eldred, Wandelina, and von Schnell could live long and happy lives in Fauligmere.

Or they could all be burned out of house and home by dark elf reavers, or executed for heresy by a witch hunter, or meet any number of other nasty fates. That's *Warhammer*!

KRIJN, THE WITCH

If Krijn is brought back to Fauligmere, what happens next depends heavily on the PCs. If Krieger is alive, he will of course attempt to have Krijn arrested, tried for witchcraft (which means being "questioned" by Geier until he confesses), and burned at the stake. Baron Eldred will suggest sending Krijn to the Colleges of Magic, where he can be tested for worthiness as an apprentice. Eldred is aware that Krijn is probably too far gone, and will probably be

turned aside at the Colleges and surrendered to the mercy of the witch hunters, but faint hope is better than no hope. If a PC wizard would offer to ensure that Krijn receives the proper training, both Krijn and Eldred will be overjoyed. How the common folk respond to such a turn of events depends on how much they like and trust the PCs – the important thing, to them, is that the “witch business” be over and done with.

Krijn and Eldred’s reunion will be fraught with ill-expressed emotion, as neither father nor son have any expertise in these matters.

MATTHIAS KRIEGER

If Krieger has survived, he will be very interested in hearing the PCs’ explanation for what happened. If he finds it satisfactory, he will leave Fauligmere in peace. If the PCs tell the truth, he will attempt to bring Sigmar’s justice to Saskia van Oort (for collusion with the witch) and Krijn (for witchcraft), but will otherwise be satisfied that Fauligmere is free of the taint of Chaos, and that the Knochenpfütze ritual is a harmless eccentricity... for now.

If the PCs sided with the common folk during the fracas in town, Krieger will be less forgiving and understanding. If through their actions the PCs have allowed even one guilty party – witch, mutant, or servant of the Dark Gods – to go free, then Krieger will be their implacable enemy for life. Wounded and disadvantaged as he is now, Krieger isn’t above retreating, but rest assured: he’ll be back.

MANANN’S CURSE

If Lenko Sepp, Krijn, and Theodora all leave Fauligmere (one way or another), then Manann’s Curse will finally be lifted. Fish will gradually return to the River Bäch and prosperity, of a sort, will return to Fauligmere.

Unfortunately, the smuggling gang that used the Mouth of Morr tunnel will have to relocate or develop a new business model. With the smugglers using Fauligmere as a base of sorts, some wealth did trickle in. Now, Fauligmere is nothing more than a tiny fishing village. There may finally be enough to eat, but Fauligmere will never be wealthy.

Even after the curse is lifted, however, the weight of tradition means that the people of Fauligmere will continue to practice their Knochenpfütze ritual.

GET RICH (OR DIE TRYING)

If Krijn was lawfully surrendered, tried for witchcraft, and executed, then Krieger gladly pays the 5 gold crown bounty he promised. If Krieger is dead, then Geier will attempt to keep the money, but Geier is a coward and will cave to almost any pressure.

Eldred has nothing but thanks to offer the PCs, but he may be able to provide them with a letter of introduction to an influential noble he struck up a friendship with during his time in Altdorf, which can be an excellent jumping off point for the next adventure. If the PCs are pigeon fanciers, Eldred makes them a gift of a handsome young pigeon, a Hagersdorf Blue very similar to von Schnell.

The smuggled goods in the Mouth of Morr are all in the province illegally, and possession, transport, and sale of them is a crime. Still, enterprising PCs might be able to turn a tidy profit on some of the more valuable, portable goods if they can beat Eldred to them. (Eldred will seize them in the name of the Emperor, then arrange

for them to be auctioned off in a nearby market town. The proceeds will go a long way towards repairing the damage done by the whole crisis.)

REWARDS & EXPERIENCE

In addition to the regular experience points per session, the PCs may qualify for some bonus experience points at your discretion.

If the PCs managed to solve the Mouth of Morr problem permanently (by either sealing it off or somehow ensuring that the dark elves never learned of it), award them one bonus experience point.

If the PCs either brought Krijn in alive to stand trial, or arranged for him to be taken to the Colleges of Magic, award them one bonus experience point.

FURTHER ADVENTURES

The dark elf threat may be vanquished for now, but Nemain Feagh and her witch elves are still out there. Voluria may still be at large as well. Will the PCs report this threat to the proper authorities? Will they take it upon themselves to go after the elves directly? Perhaps someone in Marienburg would be interested in this information, or have the necessary resources to attack the elves at sea.

If Krieger is alive, his opinion of the PCs holds strong story potential either way. If he likes and respects the PCs, he may offer to take them along on his next mission. If the PCs have earned his enmity, they may be his next mission. Krieger’s death has its own consequences. Perhaps Geier will harbour a grudge, and make an unflattering report to the Holy Order of the Templars of Sigmar. Perhaps the Holy Order sends one of their own to investigate Krieger’s death, and she focuses on the PCs as her prime suspect.



APPENDIX

RULES & RESOURCES

WITCHCRAFT

Witches often lack the training and discipline generally associated with a properly apprenticed and tested wizard who has attended the Colleges of Magic. However, this also means that a witch may employ a wider range of tricks and a variety of magic styles, having not been forced to adhere to the Colleges' indoctrination into Teclisian principles and restrictions that prohibit a wizard from studying more than one lore of magic. This is also what makes them so dangerous, and is one of many reasons they are ruthlessly hunted down by witch hunters, wizards, and those who seek to limit the potential damage a witch can cause if left unchecked.

This freedom affords a witch a degree of flexibility and versatility. They can learn and cast spells from several different lores. Theoretically, a witch who survives long enough may grow in power where they can cast spells from all eight College orders, as well as their own brand of what is commonly referred to as "hedge" or "lesser" magic.

This flexibility comes with a steep price. First, witches can never learn any spells above Rank 1. Second, witches walk a dangerous path whenever they cast magic. Without the rigid training and experience a college wizard receives, a witch is far more likely to suffer miscasts, and a witch's exposure to the raw, unfiltered winds of magic inevitably corrupts both the mind and body.

Upon entering a witch career, the character gains access to the Hedge Magic talent, which in turn allows a witch to acquire and cast Hedge Magic spells. These spells tend to be of slightly lesser magnitude than corresponding College Magic spells, but are diverse and varied. In addition to these Hedge Magic spells, witches can purchase the Order specialty talent cards from any of the Colleges of Magic. Once the corresponding College talent has been acquired, the witch may then spend advances to purchase Rank 1 spells from that Order.

Further, these specialty Order talents can be socketed to a witch character's special Witchcraft talent slot. When so attached, the witch can cast spells of that type without further penalty (assuming the witch has the necessary spells in his action deck). While the card is attached to his career sheet, the witch also benefits from the specialty talent card's special ability, although he does not change his stance track to reflect the stance depicted on an individual Order card.

A witch may still attempt to cast a spell from a College or specialty talent not currently socketed to one of his Witchcraft talent slots (although he will not benefit from that specialty talent's ability). This comes at a greater risk, however, as the witch must add ♦ to any check required to cast that spell. If it is a spell where no check is required and the witch still wishes to cast a spell from an Order not currently socketed to his career sheet, he may voluntarily suffer 1 corruption to trigger the spell.

WITCH CHARACTERS

Witches lack the training and focus necessary to properly control and channel the winds of magic, as they first start coming into their powers. This is apparent with the fact that witches do not have access to Channelling as a career skill -- it isn't until they start to practice control and learn more about their fledgling powers and become more powerful warlocks that they have access to Channelling.

This means during his time as a witch, a PC must rely on his innate source of power, and its attempt to return to equilibrium to fuel spells. However, there is another option, reflected in the witch's career ability. Once during his turn, before casting a spell, a witch may voluntarily suffer one normal wound to immediately gain 1 power. Alternatively, a witch may voluntarily convert one of his normal wounds into a critical wound (chosen at random) to immediately gain power equal to the critical wound's severity rating. If the witch is not currently suffering from any wounds, he may choose to suffer a critical wound rather than a normal wound, in order to gain more power.

WARLOCK CHARACTERS

If a witch survives long enough, he may become more powerful. These characters are referred to as warlocks. In addition to having access to a greater range of spells, a warlock can have up to two magic talents socketed to his career sheet. Warlocks also gain access to Channelling, and can exert a modicum of control over the energies they manipulate for their magic.

Warlocks are also prone to taking greater risks. Unfettered by the constraints a wizard uses to practice magic safely, a warlock can open himself up to the winds of magic, letting them course through his body so its ravaging effects can infuse his spells with even more power. Before a warlock rolls any dice to cast a spell, he may voluntarily choose to add ✨ to the results in order to add ■ to the check required to cast the spell. This means a warlock can intentionally allow a miscast to occur for the chance of achieving even greater results.



The following rules are abridged and adapted from the full creature card rules found in *The Creature Guide*.

CREATURE CARDS

Creature cards put all the information a GM needs to manage creatures during an encounter right at his fingertips. The important statistics and game information are organised on one side, with art the GM can show the players on the other side.

In addition to the convenience of managing creatures during a session, the card format makes it easier for GMs to prepare between sessions. The creature cards can be combined with action cards to create a limitless variety of encounters to challenge the players.

CUSTOM CREATURE ACTIONS

Some creatures have icons appearing on the side of their card indicating a number of action cards, by type, that the GM can select to help customise the creature, making these opponents more diverse and challenging.

The GM can select any action cards of the appropriate type for which the creature meets the requirements listed on the card. This is in addition to the basic actions to which all NPCs and creatures have access, so long as they meet the card's specific requirements



Melee



Spell



Ranged



Blessing



Support



ANATOMY OF A CREATURE CARD

- ① **Threat Rating.** The creature's threat rating.
- ② **Creature Name.** Name of the creature shown on the card
- ③ **Category.** The NPC/Adversary group it belongs to.
- ④ **Wound Threshold.** The creature's wound threshold. Once it has suffered more wounds than its threshold, the creature is defeated.
- ⑤ **Characteristics.** The creature's six characteristics, including any fortune dice associated with its characteristics
- ⑥ **Stance.** The creature's default stance, which the GM can adjust, if desired, by spending dice from the creature's Cunning budget.
- ⑦ **A/C/E Budget.** The Aggression, Cunning, and Expertise dice budget for the creature
- ⑧ **Damage Rating.** The damage of the creature's attacks, reflecting its innate or default capacity for carnage. This value may be swapped with a different rating if the creature is equipped with specific weapons or effects.
- ⑨ **Soak Value.** The Soak Value of the creature, reflecting its innate or default resistance to damage. This value may be swapped with a different rating if the creature is equipped with specific armour or effects.
- ⑩ **Defence Value.** The Defence Value of the creature, reflecting its innate or default ability to avoid or deflect attacks. This value may be swapped with a different rating if the creature is equipped with specific armour or effects.
- ⑪ **Action Card Options.** The number and type of actions the creature may be supplemented with by the GM to customise an encounter.
- ⑫ **Special Rule Summary.** A brief list of the creature's special abilities or rules. Refer to the specific creature entry for full details
- ⑬ **Set Icon.** Each card is marked with a set icon to quickly identify which product the card is from. Creatures are identified with the set icon for the product in which they originally appeared, as well as the Creature Vault icon.

1 Threat Rating: 3

2 Creature Name: KRIJN

3 Category: Human, Hedgewitch

4 Wound Threshold: 12

5 Characteristics: St 3, To 4, Ag 4, Int 4, WP 4, Fel 2

6 Stance: Hedge Magic

7 A/C/E Budget: Aggression 2, Cunning 4, Expertise 1

8 Damage Rating: 8

9 Soak Value: 0

10 Defence Value: 5

11 Action Card Options: 11

12 Special Rule Summary: Nemesis. Hedgewitch: Krijn has the Hedge Magic talent. He does not channel power as normal, but uses The Witch's Song action. He has Intuition trained. +1 A/C/E in the marsh.

13 Set Icon: Creature Vault

CORRUPTION & MUTATION

These rules are abridged and adapted from the full Corruption and Mutation rules found in *Winds of Magic* and *The Game Master's Guide*.

CORRUPTION IN PLAY

Corruption is one way to track a character's exposure to the unpredictable effects of Chaos. It can attract misfortune, cause madness, or lead to the most overt sign of corruption – mutation.

When a character is exposed to a corrupting influence he potentially accumulates corruption. Corruption is represented by purple diamond-shaped tokens. These tokens are gained and kept in a similar way to stress or fatigue counters, and should remain visible to the players and GM. They come in 1 and 5 point denominations for easier tracking and are available in the *Winds of Magic* and *The Game Master's Toolkit*. No corruption tokens have been included with the *Witch's Song*, but any type of tracking token may be substituted for use within this adventure.

CORRUPTING INFLUENCES

A variety of different encounters or events may trigger the accumulation of corruption by prompting characters to make Resilience checks. The magnitude of the event indicates how difficult it is to shrug off the effects, as well as the potential amount of corruption that may be generated.

In each instance, a failed check results in corruption equal to the challenge level. Regardless of the check's success or failure, the character also suffers one corruption for each Chaos Star generated during the check.



For example, failing an **Average (2d) Resilience check** after minor exposure to a corrupting influence results in two corruption. Succeeding at a **Hard (3d) Resilience check** while generating one Chaos Star when exposed to a moderate corrupting influence results in one corruption.

MINOR EXPOSURE:

AVERAGE (2D) RESILIENCE CHECK

Example from *The Witch's Song*:

- ✦ Stumbling into a patch of corrupted terrain within the Cursed Marshes

MODERATE EXPOSURE:

HARD (3D) RESILIENCE CHECK

Example from *The Witch's Song*:

- ✦ Prolonged exposure to the untamed dark magic of the Cursed Marshes (an entire night spent at Krijn's hut for example)

MAJOR EXPOSURE:

DAUNTING (4D) RESILIENCE CHECK

There are no likely sources of major corruption within the context of *The Witch's Song*. Examples from *Winds of Magic* and *The Game Master's Guide* include:

- ✦ Exposure to the savage Chaos Wastes and it's environs
- ✦ Direct exposure to a large amount of warpstone, or using warpstone to fuel spells

CORRUPTION THRESHOLDS

The different races of the Old World have varying tolerance to the corrupting effects of Chaos. From the viewpoint of dwarfs and elves, humans tend to be frail and easily susceptible to the ravages of Chaos. This perception is partly due to the fact that dwarfs and elves enjoy an incredibly high tolerance to Chaos, and are not affected by mutation the way humans are.

An individual character's corruption threshold is based on his race and his Toughness rating.

Human: 5 + Toughness

Dwarf, High Elf, Wood Elf: 10 + Toughness

MUTATION & INSANITY

Once a PC has accumulated more corruption points than his character's threshold (based on the character's Race and Toughness), the corruption has ravaged the character's body and manifests as a mutation (for humans) or insanity (for elves and dwarfs).

MUTATION

For humans and other susceptible races, when the corruption threshold is passed, the player draws a mutation card from the deck. In addition to its other effects and rules, each mutation card has a severity rating, which indicates how much corruption is consumed in the transformation. For example, if the PC suffers from a mutation with a severity 4 rating, he returns 4 corruption point tokens to the supply when he draws that card.

If, after a mutation, the character is still above his corruption threshold, draw additional mutation cards until the PC has corruption points equal to or less than his threshold.

INSANITY

Dwarfs and elves are notoriously resistant to the ravages of corruption. Not only do these races have a significantly higher threshold than humans before succumbing to corruption, they are not afflicted by physical mutations. Rather, when a member of one of these races accumulates corruption greater than his threshold, he gains an insanity. He draws insanity cards from the deck, until he has acquired an insanity with the Supernatural or Chaos trait.

In addition to its other effects and rules, each insanity card has a severity rating, which indicates how much corruption is consumed in the transformation. For example, if an elf PC suffers from an insanity with a severity 3 rating over the course of this process, he returns 3 corruption points to the supply when he draws that card.

If, after acquiring an insanity in this manner, the character is still above his corruption threshold, another insanity card is drawn, the process being repeated until the PC has corruption points equal to or less than his threshold.

AMASSING MUTATION

The human body can only withstand so much corruption and Chaos energy before it loses all semblance to its former self and devolves into a hideous monstrosity, known as a Chaos Spawn. These horrible mutations also wreak havoc on the mind, eroding an individual's sense of self and ability to function.

FALLING TO CHAOS


If a character accumulates more mutations than his Toughness rating, he is immediately transformed into a Chaos Spawn (see page 52 of the *Tome of Adventure* for details).

Those unfortunate enough to witness the transformation may wish to seek cover, before their former ally attempts to rip them apart with an amorphous, multi-hued pseudopod. The horrific transformation causes Terror 2.

After transforming into a Chaos Spawn, the character is no longer suitable for a player to run, and a replacement character should be considered. From this point on the character becomes an NPC and the GM decides what becomes of him.

The Chaos Spawn may disappear, heading towards the Chaos Wastes, he might run wild in an orgy of bloodshed, or may follow the characters for a while at a distance, bonded to them by foggy memories of companionship.

MUTATION CARDS



NAME — The name of the mutation, providing some flavour and context for the impairment listed.

TRAITS — **Traits.** Each mutation card has one or more traits. These may be compared to the triggering effect to see what sort of mutation occurs.

EFFECT — **Effect.** The mutation's game effect is listed here.

FLAVOUR TEXT — **Flavour Text.** The description helps add context and additional information about the mutation.

SEVERITY RATING — **Set Icon.** Each card is marked with a set icon to quickly identify which product the card is from.

SEVERITY RATING — **Severity Rating.** This number indicates how severe the mutation is. The higher this number, the more corruption the mutation consumes as it manifests.

If a character accumulates more mutations than his Willpower rating (and has not yet devolved into a gibbering Chaos Spawn), he immediately gains a permanent insanity for each mutation greater than his Willpower. For example, a PC with Willpower 3 would immediately gain a permanent insanity once he gains his fourth mutation, and another permanent insanity if he gains a fifth mutation.



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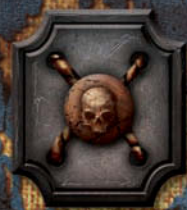
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