

THE RAT-A-JACKS

Written by Steven Lewis

Artwork by: Steven Lewis
Edited and Proof Read by: Dawn Lewis

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Fan Material for Warhammer Fantasy Roleplay: The Rat-a-Jacks

Introduction

This adventure is designed primarily as an investigation, centred on the fear and rumours of the Ratmen called the Skaven. While combat is also included within the plot line, the final confrontation does not have to be a show of arms. That said, I have included a few ideas on how to make the game more combat heavy for tougher player parties.

The adventure is also based upon events that happened in the town many years ago, in the V1-WFRP Adventure 'The Ritual' from the book 'The Restless Dead', and so I have set the adventure in the town of Delberz. However, this can be changed if necessary by a GM, as long as the adventure still takes place in a town-sized settlement.

Background

The leader of the Rat-a-Jack's is Sergeant Meiner Becker, a man on the run from Middenheim who has changed his name. He was once Captain Meiner Naubhof, leader of the Sewerjacks of Middenheim. However, due to connections with a Chaos Cult that was discovered within the city during the siege at the time of the Storm of Chaos, Meiner decided that it would be in his best interests to leave the city, considering how zealous the Witch-Hunters were about burning anybody linked to the Cult, no matter how loose the connection.

So he fled south once the siege had lifted, and found a job as a Sewerjack in the town of Delberz. All was well for a time, and in his new identity he used his experience to become Sergeant of his own patrol. It was during one of those patrols that he came across an abandoned set of side tunnels. Inside were the skeletal remains of both human and skaven, Meiner recognised them from his experience fighting the foul creatures in the Ulricberg. At first he thought of going down and sealing the tunnel, but then an idea formed in his head.

From his dealings with the Chaos Cult in Middenheim he had become used to a standard of living that his current job could not hope to pay for. It wasn't that he had been involved in any rituals or illegal activities, but had developed a liking for fine foods and drinks. He took his patrol out for a quiet drink and laid out his plan to commit burglary in the disguise of Ratmen, using the old warren as a den. Whether or not they all believed in talk of Ratmen did not really matter, they all saw the benefit of making more money and having a good cover. So Meiner and his crew went back into the sewer to the warren and cleared the place out. It is at this time that Meiner discovered a small Warpstone Token on one of the Skaven remains. He took it as a prize, not knowing what it really was, and keeps it on him when he disguises himself as a Skaven.

So the Rat-a-Jacks were formed and their crime spree started. They did, however, draw the attention of the local crime gang led by the Krieb brothers. How they found out that it was Becker in charge does not matter, although his sudden increase in money would have been quite a large hint. The Krieb's could see great potential in what the Rat-a-Jack's could offer them, so they informed Becker and his gang of misfits that they could continue with their nocturnal activities without paying a percentage of their 'earnings' to the gang, if they did the odd job on the side.

At first these odd jobs were specific beatings and robberies that the Krieb brother's wanted done without the people knowing who had committed the crimes. However, now that the Rat-a-Jacks have become known as Daemons stalking the town, they are being used instead for kidnapping. People have been snatched and the Krieb's have been offering to rescue them for a large payment.

Enter the Heroes

It is at this point that the PC come into the story, a local Landlord of a Tavern called 'The Runefangs' is refusing to pay protection money to the Krieb's. The usual threats and vandalism do not seem to be working, and so they have ordered the Rat-a-Jacks to kidnap the young daughter of the owner.

The PC's will be staying the night when this kidnap takes place, thus the PC's can be the first on the scene. They will be given the chance to investigate before they continue down into the sewers in an attempt to rescue the victim, however all will not go to plan and they will be forced to return to the surface as failures.

The next stage of the adventure gives the PC's a chance to explore further into their findings, if they have any, and gather more clues before they venture back down into the sewers to face the truth of the matter.

Fan Material for Warhammer Fantasy Roleplay: The Rat-a-Jacks

A Quiet Night in...

It is late in the day and the PC's are looking for a place to sleep. On the corner of the street they see a Tavern with a sign above the door depicting 12 shiny swords and the name 'The Runefangs'. The Tavern looks a bit rough on the outside, there are patches of fresh wash and one of the windows is boarded up, but a welcoming glow emanates from the other windows.

Upon entering the Tavern the PC's will find that the place is a bit small, but has a very warm open fire and a quiet atmosphere. There are a few other patrons, all of which glance over to see who has entered, but then return to their drinks. Behind the bar are a pretty young girl and a large man in his forties, he looks a little tense but when he sees the PC's he relaxes and smiles.

"Welcome to the Runefangs, my name is Barthelm and I'm the Landlord. We have hot food cooked by my good wife Carla, and plenty of Ale for all".

The Runefangs provides the following services:

Ale, pint	2p
Wine, pint, watered	1s
Poor Meal	1p
Average Meal	2p
Good Meal	3p
Common Room per night	2p
Private Room	4s
Stabling per horse per night	7p

The PC's will find that there are rooms available. A door can be seen behind the bar that leads to the kitchen. Once Carla has finished cooking she will shoo her young daughter, who looks about 10, out of the bar and into the kitchen, then closes the door behind her.

Patrons in the Bar

There are a number of other patrons so allow the PC's time to interact and relax in this environment. Any **Gossip Tests** are made at **Routine +10** and feel free to use '**The Effects of Alcohol**' on page 115 of the **Core Rulebook**. You may wish to add further encounters in the barroom, however try to keep the atmosphere rather subdued and not too rowdy.

1: A game of chance is being played in the one corner by 4 labourers (NPC profile, page 98 of OWA, they carry two weeks worth of wages on them each, 10s). The amount being risked starts at just 4p, but will rise to 2s. The game will end when one labourer loses all of his money, if you wish you might also keep track on how much the PC's spend on Ale.

2: A group of 3 girls with poor make-up on will also be sitting near the bar. Male PC's may choose to try and chat-up these girls who will flirt with the PC but not go any further unless their palms are crossed with silver. Barthelm will also not allow anything to go on upstairs in his Tavern; he does not mind the girls sheltering from the weather but draws the line at them working in his Tavern.

3: A couple of old Rat-Catchers sit close to the open fire, they will be willing to talk to the PC's and share any information they might have on the town.

4: Sitting at the bar and talking to the Barmaid is a young man called Nat, a Sewerjack. Nat is a friendly young man to talk to, however, he is one of the Rat-a-Jacks and his job is to delay and obstruct any possible pursuit after the other Rat-a-Jacks strike.

5: Sat alone in one corner is an old man called Edgar, an ex-Rat-Catcher. Edgar now spends a lot of his time on the street begging and telling yarns in the Taverns for a free drink.

Edgar's Tale

*I'll tell you my tale for a drink!
Right, now my son, where shall I start?!*

Lets me see, it must be some 20 years since I witnessed the most fantastic site in my life. It was just an ordinary day at work in the sewers when suddenly I heard a clash of steel and a vile screeching sound. My curiosity pricked I cautiously made my way towards the noises. As I turned into one of the side tunnels there in front of me was a sight I will remember till my dying day. At my feet was a dead rat, but this was no ordinary rat, it was the size of a man and fully clothed I tell ya! My stomach turned at the retched smell of the beast and the sight of its black blood pooling beneath its slumped body. For a moment I was frozen to the spot with shock and then there was another loud clatter of steel upon steel, I glanced up to see a group of brave adventures fighting more of these dreadful rat-men! The sight of such an ungodly beast is enough to drive a man insane and I quickly withdrew from the blasphemous scene and headed straight to the nearest tavern to try and drink the image from my mind. But something like that is not so easy to erase, but I now thank Sigmar for the memory and the knowledge that there are brave men out there willing to risk their lives fighting such beasts to keep the rest of us safe in our beds.

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Rumours:

Below is a list of the rumours that you may use in this section and after the events in *Uninvited Guests*. As GM you may either choose which rumours you wish to dispense to the PC's or roll randomly with a D10.

- 1 Giant Rats made off with my Uncles savings. I tell you it's the truth, he saw them going down into the sewer.
- 2 Old Edgar is a fool; he'll tell you anything for a drink. Don't trust a word he says.
- 3 If you're looking for a well-paid job, you should become a Sewerjack. Some of them always seem to have money to spare.
- 4 There is a Daemon stalking the town I tell ya. Only the other day the Watch found poor old Franz, the local beggar down Penny Street all torn to shreds. Blood everywhere there was...
- 5 They say that a group of Daemons are walking the town at night, made off with Skorbin Thorginsson, the Dwarf Blacksmith they did. Haven't seen him since last week.
- 6 Old Edgar claims that he's seen Ratmen! Says that there was once a warren underneath the town, but that they were driven out years ago.
- 7 I reckon that old Barthelm is ex-army; he's quite a tough character and doesn't take stick off nobody.
- 8 You be careful in the town sonny, the Watch may think their in charge, but its Reiner and Roderic Kreb who rule this town.
- 9 Young Nat has only been coming to 'The Runefangs' this past week or so, and he's already got a crush on Josie the barmaid.
- 10 Barthelm's been having trouble with the Kreb's recently; don't think he's wise to upset them too much. Roderic Kreb has been known to have a bit of a temper and doesn't like to be challenged.

Uninvited Guests

At some point during the evening Karl and Kurt, the Kreb's henchmen, will arrive to give Barthelm his last warning. These are the guys who have caused Barthelm a lot of trouble recently on the Kreb's behalf, although Barthelm has sent them running away on most occasions

after a swipe with his club. This time however they are under orders not to cause any trouble with Barthelm, but to just simply give him his last warning; either he pay's up or faces the consequences.

The Tavern door opens and two rough looking men enter and approach the bar, Barthelm looks at the men sternly and reaches underneath the bar, but does not bring up what he has reached for.

One of the men raises his hands in a gesture to show he means no harm and smiles wickedly at Barthelm.

"We're not here to cause any bother. Just to tell you once and for all, this is your last warning!" say's Karl.

"I think you know what the answer is", replies Barthelm.

"Well you can't say we didn't warn ya, its out of our hands now if anything was to happen to you and your kin. But if you change your mind you best come and see the Kreb's personally to beg for their help", say's Kurt.

After this exchange the two men will leave, however their profile is included for ease of use, because we all know what PC's are like! Allow things to relax in the bar before moving on to the next section.

Karl & Kurt - The Kreb's Muscle

These two men are on the pay-roll of the Kreb's, and have been sent to give a final warning to Barthelm.

WS	BS	S	T	AG	Int	WP	Fel
33	26	43	31	32	25	36	30
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	-	-	-

Notes: This is the standard profile for Footpads that can be found on Page 234 of the Core Rulebook. Feel free to adjust the profile if needed.

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lightning Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling.

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Cudgel), Knuckle-dusters

Trappings: Hooded Cloak

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Screams and all that....

Once the PC's have relaxed again after *Uninvited Guests*, and are back drinking and talking with their fellow patrons, all seems calm and then....

The sound of breaking glass and a horrid scream comes from the rooms behind the bar; Barthelm curses and grabs a club from below the bar, then races to the door. He tries to open it, but it seems to be jammed shut, from beyond the door comes the sound of items being broken and a woman screaming in terror.

With a great shove of his shoulder Barthelm manages to force the door open and races inside...

Once the PC's follow into the back room, they will find that the kitchen area has been thrown into disarray, tables and chairs have been pushed over, broken glass from the window is scattered across the floor and tableware lies broken on the floor. In one corner sits Carla, she has three deep scratches down her cheek and is in a state of shock, her husband Barthelm crouches over her trying to calm her down.

Nat will follow the PC's and advice them to talk to Carla to find out what has happened. He will interrupt any investigation by asking for details or repeating questions from before.

If a PC tries to talk to Carla to find out what has happened a **Charm Test**, at **Challenging -10** is needed to get her to explain what has happened.

Carla's Story

"I was cleaning up..... when there was a loud noise and glass from the window came flying across into the room. I turned and saw 3 figures, (she shudders at the mention of them) they walked like men, but where not, the one went to grab little Lucie who was running to me and the others went to block the door to stop you from coming to our rescue.

The one struck me with its claw and picked up Lucie and passed her through the broken window. Then they jammed the door with something and made off back out through the window"

An Investigation

If the PC's take a look around the Kitchen they will find a number of clues in the room, if they race straight out the window in hot pursuit of the kidnappers then a **Perception Test** at **Challenging -10** will be needed to see if they spot any of the clues on their way out. This test may be allowed for each PC.

If any PC goes straight to the window and looks outside they will see a group of shadowy figures making their escape down the dark alleyway, one appears to be carrying a bundle over their shoulder. If they decide to give chase, they will just manage to get out of the window in time to see the figures turn a corner in the alley. Once the PC's make it around the corner they find a very dark alley and no one in sight, however noises can be heard from further ahead somewhere. Should a PC decide to push on into the dark alley at a running pace a successful **Perception Test** at **Challenging -10** is required to notice the sewer smell and the dark hole in the cobbled alley otherwise they will find themselves falling down an open man hole and into the sewers. The distance fallen is 6 yards and the PC will land on the cold slabs of the sewer tunnel (see **page 138 of Rulebook** for details on **Falling**, and also **Into the Stew** for details on handling role-play in the sewers).

Clues inside the Kitchen

- 1 A length of rope about 3' long and 1" round lies by the window. On closer inspection the rope smells of the sewers, one end has been dragged on the floor and reeks of the unpleasant odour.
- 2 The room smells of cooking but there is an odd undercurrent. An **Easy Perception Test +20** will identify the smell as sewerage.
- 3 The room also has a second strange odour, which is strongest at the window. This can be identified with a **Hard Perception Test -20** when the PC's move towards the window. The smell is that of rat urine, which has been wiped onto the wall and floor by the Rat-a-Jacks, an idea picked up by their leader to help disguise who they really are.
- 4 There is fresh human blood on a jagged piece of glass near to the window.
- 5 There are several foot-prints on the floor - A PC with the **Follow Trail Skill** will be able to follow the tracks outside and along to the man-hole cover on an **Easy +20 Test**. To work out how many creatures they are tracking a **Hard -20 Test** needs to be passed. If the test is passed, tell the PC that there where three creatures inside of the room and one outside in the alley.

If a PC tries to identify what the creatures are from their foot-prints, allow them to do **Follow Trail Test** at **Very Hard -30**. If this is passed then the GM must consider what the PC knows about Skaven, if, for instance, they have encountered Skaven before then tell the PC that the tracks look like an attempt to disguise human prints as Skaven. If the Test is failed then the GM should say that the prints look like giant rats or like a creature they have never seen before!

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Continuing the Chase

Once the PC's have had plenty time to look around the kitchen and the GM feels it is time to move the chase along, have the PC's suddenly hear a muffled scream from outside.

The PC's should now give chase, which will be quite slow as they are following the trail of foot-prints and blood. The trail will lead the PC's to a closed man-hole cover; they will have to go below into the sewer if they hope to catch the villains.....

If the PC's do not look as if they going to investigate the scream, have Barthelm plead with them to chase after the creatures and rescue his only child.

Into the Sewers...

Please use the article **Into the Stew** to flesh out and bring to life the dangers of adventuring in a sewer environment.

*As you climb down into the sewers your nostrils are besieged by all manner of foul smells. The darkness closes in around you and strange noises can be heard all around you.
At the bottom of the ladder you sweep the area with your light to reveal a claustrophobic dark tunnel containing a channel of foul smelling sewerage slowly flowing into the darkness. You notice a small dark brown rat looking towards you with its beady eyes; it squeaks and then scurries off into the darkness.*

Once the PC's climb down into the sewer, they will find themselves in a very dark, damp and creepy environment. In the distance they can hear strange sounds, and can see a soft light glowing up ahead. It is coming from further ahead in the tunnel, but the source of the light can not be seen because the tunnel bends around out of sight see **Sewer Map 1**

Any PC looking for tracks will find them on a successful **Perception Test** at **-20 Hard** (due to the dark conditions, this can be changed to -30 if there is no light source or -10 if the PC has the **Night Vision Talent**). If any tracks are found, then a **Follow Trail Test** at **Challenging -10**, will reveal that they are the same tracks that where in the kitchen and the alley above, and that they head off in the direction of the glowing light ahead.

A Slippery Walk

A part of the walkway has become very slippery over time from a constant drip of water from the ceiling; this creates a hazard for the leading PC. See **Other Hazards** in the section **Into the Stew** for details on this and the risks involved with a simple fall.

As GM you may also add further minor encounters to the PC's journey in the sewer tunnels, but try not to distract from the main adventure with too many hazards, there is also an optional encounter given that can be played at any point during the time in the sewers, see **The Rat Ogre**.

A Dark Encounter...

In the distance the PC's see a group of hunched figures. They are clad in dark cloaks and are moving away from the PC's on the opposite side of the sewer tunnel, a child's cry can be heard coming from the group and a successful **Perception Test** at **Very Hard -30** (PC with **Night Vision at Hard -20**) reveals what looks to be tails coming from behind the figures. If a PC passes with a very good roll of the die, then a GM may choose to add that one of the figures does not appear to have a tail!

Two of the figures will turn to face the on-coming PC's and one will crouch down in front of the other so they both have a clear shot with their cross-bows. A successful **Perception Test** at **Hard -20** (PC's with **Night Vision at Challenging -10**) will allow a PC to spot what looks like snouts coming from underneath the cowls which cover their faces.

They raise their cross-bows and fire 2 bolts towards the PC group, aimed at the lead PC. Allow a couple of volleys from the Rat-a-Jacks and the PC party, but do not allow the PC's to close in too much. When it looks like the Rat-a-Jacks are about to get into hand-to-hand combat or a Rat-a-Jack is killed by a volley from the PC's (the body falls into the sewage channel), the following passage should be read out;

From behind the two creatures that are firing at you, you see a third reach into its cloak and pull out a round object. Before anyone can react, the object is thrown and shatters against the wall. From the broken sphere, an oily dark billowing gas drifts out to envelop the whole tunnel.

Detailed rules for Smoke Bombs on page 74 of CothR.

With luck the PC's will be convinced that this is a Poisoned Wind Globe, play on their fear as much as possible! Depending on how you feel as GM you may decide to keep track of the PC's movements while this all happens, who knows what might happen in the narrow space of the tunnel, maybe a PC will strike out if they feel they have just bumped into a creature or they might even slip and fall into the stew.

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Rat-a-Jack's - Horst, Gunter and Gregor

WS	BS	S	T	AG	Int	WP	Fel
46	42	32	47	40	27	39	30
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	-	-	-

Skills: Concealment, Dodge Blow, Follow Trail, Perception, Scale Sheer Surface, Search, Silent Move, Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel).

Talents: Quick Draw, Tunnel Rat, Night Vision.

Armour: Light Armour (Leather Jack)

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

Weapons: Short Jagged Sword (Poor Quality), Crossbow with 10 Bolts, Knuckle-dusters (Made to make marks to look like claws).

Trappings: Lantern, Old Hooded Cloak, Length of rope (3' long and 1" round, attached to back of belt), Old Boots (Made to look as if they have claws).

All this commotion allows the Rat-a-Jack's time to make their escape into the tunnels. When the gas clears the PC's are unable to see where their opponents have gone. They will see that a plank, which was used as a bridge, has been pushed into the stew, so the only way the PC's can continue the chase is to jump the sewage channel!

A Rat in the Stew?

If the PC's have managed to kill a Rat-a-Jack, then once the smoke has cleared from the tunnel, they will discover that the body is floating face-down in the stew.

Make it clear that to recover the body will be a messy affair; PC's making the retrieval must take a **WP Test**, if failed then the PC must stop trying to help in get the body out of the sewerage and be violently sick, gaining **1 Insanity Point**.

If the body is retrieved then a **Perception Test** at **Very Hard -30** is needed to see that the creature is in fact a disguise. A search of the body will show that it is in fact human, with a rope for a tail, furred boots with claws and a cone shaped object over the mouth! To make such a search however requires the PC to make another successful **WP Test** again, if failed then the full extent of the disguise is not discovered and another **Insanity Point** is gained. A successful search will show that the body has no other equipment on it, the cross-bow and bolts have fallen into the depths of the sewer channel.

Looking for tracks

If the PC's manage to cross over, onto the side on which the creatures were on, then they may be able to pick up the trail once more. Once again repeat the Tests listed in the section **Into the Sewer**, to see if they are able to spot and track the trail.

Allow the PC's to follow the trail into the sewer, adding any other incidents that you feel would be fun (not involving the Rat-a-Jacks). Make repeated Tests to ensure that they are able to keep tracking their quarry as they go further into the sewer system.

Once you feel it is time to move on, fail the PC's on their next Test for tracks, forcing them to return to the surface.

Leaving the Sewer

Leaving the sewer should otherwise be easy enough, allow them to find an exit without too much searching. Once they find an exit point and climb out they will discover that dawn is only just starting to break.

If the PC's do not show signs of heading back to 'The Runefangs' have a Watch Patrol notice them exiting the sewer. The Patrol will approach the PC's and ask them to explain why they have been in the sewers. They will thus have to return to 'The Runefangs' to have their story verified. (Continue the adventure at '**Returning to 'The Runefangs'**)

Optional Encounter: The Rat Ogre

*To be used with a strong group of PC's for added interest.

Have the PC's notice a much larger set of single tracks leading off into the gloom at some point. A deep growl comes from down the tunnel into which the tracks lead. If the PC's decide to investigate have them encounter the Rat Ogre, if they decide to head for the surface, give them the feeling that something is tracking them as they head for an exit.....

If they investigate:

As you walk down the sewer tunnel you can hear heavy foot-prints ahead of you in the gloom and a deep guttural growl.

Turning a bend in the tunnel, you're lantern's glow reveals a huge creature in the middle of the sewer, its huge body is covered in matted hair, with both gore and waste hanging from its fur. Its huge rat-shape head looks in your direction with black beady eyes. The beast then rears up as much as it can in the confined space of the tunnel and raises its claws ready to attack you.

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Rat Ogre - ‘Mogoth Flesh-Render’

The Rat Ogre ‘Flesh-Render’ has had some minor improvements from representatives of the Clan Moulder that are in the Skaven Warren beneath the town. One of the side effects of the experimental improvements is an increase in the creature's Int and WP, hence it has managed to escape its Skaven masters and is able to perform simple tasks without the need for a minder, such as hunt prey and make a basic lair.

WS	BS	S	T	AG	Int	WP	Fel
42	-	61	48	25	22	25	10
A	W	SB	TB	M	Mag	IP	FP
3	35	6	4	6	-	-	-

Skills: Dodge Blow, Intimidate +10, Perception, Scale Sheer Surface.

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure, Menacing.

Special Rules: Due to its increase in Int and WP ‘Flesh-Render’ is able to ignore the *In Need of Direction* rule, nominally associated with Rat Ogres.

Armour: None

Armour Points: -

Weapons: Claws

This encounter can in itself be very deadly and should be used with caution if the PC's party is relatively weak, otherwise it could spell the end of the adventure before they reach its conclusion.

However if PC's wish to ignore the warning signs let them meet what's coming to them.

Returning to ‘The Runefangs’

Once the PC's arrive back at the Tavern, they will discover a Watch Patrol in the bar-room, they have finished taking reports and are waiting for the PC's return.

Barthelm and his wife Carla can be seen near the fire-place comforting one another. When they see that the PC's do not have their little girl Lucie they both begin to cry.

In the room will also be the young bar-maid, Nat the Sewerjack and Old Edgar. They are all sat around one of the other tables, watching the proceedings with concern.

Sergeant Hadwin Lankdorf will approach the first PC that enters the ‘The Runefangs’ and addresses them as follows;

“Well then your back. You did a very brave thing giving chase to those brigands. I’m Sergeant Lankdorf of the Watch, now tell me what you have discovered, if anything, about these kidnappers”.

The Sergeant may give a number of different responses, depending on what the PC's have discovered, what they are willing to tell him and whether they have any evidence.

If there is any mention of Skaven;

“Don’t be absurd, there are no such things as walking, talking Giant Rats! Old Edgar has convinced Barthelm and Carla of his silly stories, and now you it seems. Do you have any evidence?”

Any mention of their suspicions;

“Really, men dressing up as Ratmen, that would explain a lot of what has been happening in the town lately. Do you have any idea who it could be that is doing this?”

Evidence brought before him (Head of a Rat-a-Jack);

“So then its men dressed up as Ratmen, let’s have a look at this head. By Sigmar! That’s young Gregor, he’s one of the local Sewerjacks! Hey Nat isn’t he on your patrol?”

Young Nat will look surprised at seeing his comrade's head, he will reply that it is indeed young Gregor. He will then make his excuses and leave the Tavern with the bar-maid. After a short walk away from the Tavern he will kiss the girl goodbye and head back to the Watch Compound and the Sewerjack barracks.

Evidence brought before him (Head of a Rat-Ogre);

“Would you look at the teeth on that thing! You’ve done a great service to the town, killing this monstrous creature. If you call in at the Watch Compound, then we’ll see what reward the Captain will give you for this deed”.

After taking the PC's reports the Patrol will head back to the Watch Compound and make their reports to the Captain of the Watch.

Young Nat and the bar-maid will also now leave (if they haven't already). Nat will kiss the bar-maid goodbye, heads back to the Watch Compound and to the Sewerjack Barrack's. The bar-maid will make her way back home.

Old Edgar stays in his seat and looks across at Barthelm and Carla, then back towards the PC's, and then back to his pint of ale.

Fan Material for Warhammer Fantasy Roleplay: The Rat-a-Jacks

What happens next?

The PC's may choose to act on their suspicions about Nat and the fact that the Ratmen are humans in disguise. If this is so, they should proceed with care when making accusations.

If they decide to accost young Nat before he reaches the Watch Compound he will not tell on his fellow Rat-a-Jacks unless tortured, he knows what the other Rat-a-Jacks will do to him for squealing. This course of action will produce many complications, first they will be spotted by a Watch Officer taking young Nat and second they have to find somewhere to interrogate him? The Watch will not take kindly to this and will come down heavily on the PC's.

Nat - The youngest of the Rat-a-Jacks

Young Nat is just 17 years of age and is not as experienced as the others; as such his main duties consist of casing out a target before the other Rat-a-Jacks strike. He has great respect for his patrol commander and greatly enjoys the benefits that being part of the group brings.

WS	BS	S	T	AG	Int	WP	Fel
35	37	32	38	43	32	34	36
A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	4	-	-	-

Skills: Concealment, Perception, Scale Sheer Surface, Search, Silent Move, Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel).

Talents: Quick Draw, Tunnel Rat, Night Vision.

Armour: Light Armour (Leather Jack)

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

Weapons: Short Sword, Crossbow with 10 Bolts.

Trappings: Lantern, Old Hooded Cloak.

If they decide simply to trail him, then go to 'The Watch Compound'.

Give them a Push!

If they are convinced that it is Skaven that they are dealing with, then their best course of action is to ask Old Edgar to show them where he saw this 'Rat Warren' all those years ago. If they are slow to do this and appear to be stuck as to what to do, have Old Edgar approach the PC's himself and offer to help them in their hour of need by take them to the 'Rat Warren' he discovered all those years ago.

The Watch Compound

If the PC's have followed young Nat they will see him enter through the gates of the compound (which are guarded), and walk towards a building just inside the entrance, to the left. He is approached by another man; a successful **Perception Test at Challenging -10** will reveal that the man has a slight limp (The cut caused by the window glass when climbing into the kitchen at The Runefangs is the cause of the limp).

If the PC's stay concealed and watch these two men, then they will see them enter a building close by and exit a few minutes later from a different door with their Sewerjack uniforms on. They will then proceed to open a man-hole which is close by, and descend into its depths (They will then make their way to their hide-out).

If at any time the PC attempt rushing into the compound, they will first have to deal with the guard. The two Rat-a-Jacks will make their escape into the sewer, with or without their Sewerjack uniform. This course of action will also bring down the wrath of the Watch Captain, who will try to arrest the PC's for assault on a member of the Watch.

The one easy way that they can enter the Compound without causing mayhem, is by claiming the reward for killing the Rat-Ogre. This will allow a PC or two to sneak around the building looking for Nat or other clues, while the other PC's are receiving the reward from the Captain.

The Watch Compound consists of three buildings surrounded by 10 feet high iron fencing, a large pair of gates is the only entrance and this is guarded at all times by a member of the Watch in a sentry box.

See **Map 3 - The Watch Compound** for more details.

Reward for killing the Rat Ogre

The PC's are led into the main building and greeted by a clerk at reception.

"Good morning to you and how may I help?"

The Watch guard explains why you are here;

"So you've come to claim the reward. Well then if you don't mind waiting I shall go and inform the Captain of the Watch that you are here. While I'm gone maybe you could tidy yourselves up a little?"

At this the clerk gets up from his desk and knocks on the door behind him with a gentle tap. He then opens the door,

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enters and closes the door behind him. A moment later the door re-opens and the clerk reappears. He holds the door open for the PC's;

"Captain Tabbeck will see you now"

You enter a medium sized room; a map of the town is situated on one of the walls and a narrow faced man sits behind a large oak desk.

"Well now who do I have the pleasure of meeting?"

"You have done a great deed and I thank you on behalf of the townsfolk for stopping this menace. I am able to give you a reward of 5gc each and offer you the use of our medical facilities".

A PC may try to increase this with a successful **Fellowship Test** at **Hard -20**; this will increase the reward to 6gc each.

The Sewerjack's Barracks

The inside of the barracks is split into two sections. The first side is for the Sewerjack clothes and equipment, this is joined to the clean section of the building via a simple cold shower system.

The dirty side (or 'the mess' as the Sewerjacks call it) of the building contains very little, other than dirty smelly equipment and clothes.

The clean side, however, contains lockers which belong to the men of different patrols. Any PC with the **Read/Write Skill** will be able to locate both Nat's locker and Gregor's (if he has been killed and identified). A successful **Perception Test** at **Very Hard -30** will enable a PC to spot a piece of paper sticking out of one of the lockers. Hand over **Handout 1**, but only if a PC has the **Read/Write Skill**.

Contents of Lockers:

Nat: Perfume worth 3gc and a smart Jacket at 9gc.

Horst: Perfume worth 3gc, and an Overcoat worth 30gc.

Gunter: Perfume worth 3gc.

Detfel: Scarf worth 15p.

Guido: Overcoat worth 2gc.

Gregor: Perfume worth 3gc, and a Cloak worth 15gc.

Heimar: Cap worth 10s.

Sergeant S. Kummel: Overcoat worth 10gc.

Sergeant M. Becker: Perfume worth 3gc & **Handout 1**.

If PC's take too much time looting or making too much noise, then a member of the Watch will come and investigate.

Caught Red Handed

Any PC's caught in the Watch Compound without an escort will be asked to explain their business and then forcefully removed from the property. If they are caught going through the Sewerjack Lockers, an alarm will be raised. The PC's will find themselves arrested and taken to the cells where the Watch Captain can question them.

Captain of the Watch: Magnus Fetlock

Captain Fetlock is a man under increasing pressure due to the rise of violent crime in the town. His position as commander is under threat unless he is able to stop the recent bout of murders and get to the bottom of several mysterious break-ins and disappearances.

WS	BS	S	T	AG	Int	WP	Fel
63	42	57	56	51	47	43	55
A	W	SB	TB	M	Mag	IP	FP
3	15	5	5	4	-	-	-

Skills: Academic Knowledge (Law & Strategy), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10, Intimidate +10, Perception +10, Search, Speak Language (Reikspiel), Command +10,

Talents: Coolheaded, Disarm, Savvy, Strike Mighty Blow, Strike to Stun, Very Resilient, Menacing, Street Fighter, Quick Draw

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Sword) and Dagger

Trappings: Uniform, Unit of Troops

Watch Patrol - 6 Men

WS	BS	S	T	AG	Int	WP	Fel
31	31	33	41	30	38	28	30
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	-	-	-

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10, Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Savvy, Strike Mighty Blow, Strike to Stun, Very Resilient.

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Cudgel) and Dagger

Trappings: Lantern and Pole, Uniform

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Rats, Rats and more Rats...

The PC's will need to enlist Old Edgar if they are to find the Rat-a-Jack's lair and rescue the young girl. If the PC's have not worked this out for themselves or have come up with a scheme to try and apprehend the Rat-a-Jacks on the surface then have Old Edgar stumble across them on his way home and ask why they aren't in the sewer's rescuing Barthelm's daughter. If the PC's seem determined to capture the Rat-a-Jacks on the surface have Old Edgar point out that the Captain of the Watch will not be happy to see members of the towns Sewerjack service being man-handled by outsiders and that time is of the essence if young Lucie is to be found before any harm can come to her. At this point Old Edgar will off to lead the PC's to the liar he found all those years ago so Barthelm and Carla can be reunited with Lucie as quickly as possible.

Old Edgar will lead the PC's to a sewer entry point near by and with a little effort he opens the man-hole cover and descends into the darkness. With the PC's following him, he moves down a series of sewer tunnels and then comes to a stop, raising his hand. He points down the tunnel.

"This is as far as I go lads, just follow the sewer channel up to a T junction and turn left. You'll need to find a way to cross the stew 'cause the entrance to the warren is on the other side of tunnel. Good luck finding Barthelm's daughter".

With that Old Edgar turns and heads back the way you came, towards the exit and the relative safety of the surface.

See Sewer Map 2

Locations

- 1: This is the point on the map that Old Edgar leads the PC's to before heading back to the surface.
- 2: This section of the walkway has several loose rocks; this is a potential hazard for the lead PC (see **Other Hazards** in the section **Into the Stew**).
- 3: A soft moan can be heard up ahead in the distance, if the PC's investigate they will come across a young man who has been severely wounded.

A small figure lies hunched against the sewer wall, as you approach you can see that three deep red strips have been torn across their chest and blood seeps from the wounds. The figure turns his head towards you and you make out the face of a young man in a great deal of pain.

"At least I don't die alone", he croaks.

"I don't know who you are, but you have to get out of the sewer, there's a monster in these tunnels and it's done me in!"

He reaches into his jacket and hands across a small book wrapped in cloth.

"Can you grant a dying man one request and take this to Herr Bacher of (insert a Town name of your choice)."

"Thank you"

He smiles, then grimaces in pain, clutching his chest and his whole body shakes before lying still permanently.

The young boy is a thief, sent by a mysterious patron called Herr Bacher to steal the small book he has handed to the PC's. The monster he talks of is either the Rat Ogre or a Skaven depending on whether the PC's have killed the Rat Ogre.

At this point along the sewer tunnel an old dirty sheet covers a hole in the wall. Beyond it lies a narrow tunnel which leads up a steep inclination which does not level off until location 6. A successful **Perception Test at Routine +10** will enable a PC to hear human voices up ahead.

Halfway along the passage is an old alarm which the Rat-a-Jack's have made use of. The alarm consists of a piece of wire which stretches across the floor at ankle height, if triggered a bell will sound in location 6. A successful **Perception Test at Hard -20** is needed to spot the wire, decrease the difficulty if the lead PC is searching for traps.

- 6: This rough hewn chamber serves as the Rat-a-Jack's rest room and guard chamber. On the left side of the entrance is a series of metal pegs set into the wall, from these hang an assortment of old cloaks and lengths of rope (the Rat-a-Jack's pretend tails). On the floor beneath the pegs are modified boots with claws attached to the fronts. On the right wall is another set of metal pegs which hold cloaks with the Sewerjack badge of office on them.

On the floor near to the left wall are several small cages which contain rats. The Rat-a-Jack's have been using these to study their behaviour and also collect their urine in order to give off a fake musk.

As the PC's move further into the room what they find will depend on whether they set off the alarm

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If the alarm has not been set off:

Up ahead the PC's see a table with three men sat around playing cards and drinking. They are unaware of the PC's presence (unless the PC's start to make too much noise, at which point allow the Rat-a-Jacks a **Perception Test**). How the PC's handle this situation is up to them, the Rat-a-Jack's are not too happy about doing the Kreb's dirty work, especially kidnapping, and can be convinced to let Lucie go with good role-playing. If the role playing fails the result will be violence.

If the alarm has been set off:

Up ahead the PC's see a table which has been overturned so that the top is pointing towards them. Three Rat-a-Jacks are hiding behind the table ready to spring their trap. If the PC group move in closer, one Rat-a-Jack will spring up in the centre and the other two will point their crossbows around either end of the table. All will fire off one bolt and then drop their crossbows to unsheathe their swords. While these three prepare to charge, Nat and Meiner put down covering fire shooting one bolt each from their crossbows. Nat is positioned at the entrance to the Cells and Meiner in the opposite tunnel.

If things look to be going to badly for the PC's in this fight then as GM you may introduce the Skaven party (see *A Twist in the Tail*), this will allow the PC to ally with the Rat-a-Jacks. Once Meiner sees the Skaven, he will command his men to attack them instead. Also remember that Meiner has 3 Smoke Grenades left and can use them to escape if necessary.

Adjust this section as necessary if members of the Rat-a-Jack party have been killed earlier.

7: This long, dismal corridor is accessible through a sturdy wooden door from location 6. There are a total of nine cells in the corridor, four of which do not have doors. The other five, however, have a wooden door with a small barred window and a simple lock consisting of a wooden plank barring the door. A rough voice can be heard calling from the eastern end of the corridor, behind one of the barred doors.

The rough voice is that of Skorbin Thorginsson, the Blacksmith that was taken last week by the Rat-a-Jacks. He is tied up, but once released will be more than willing to help the PC's in any way.

In the western most cell is a young girl of about 10 years of age, this is Barthelm's daughter Lucie.

She is curled up and in a state of shock and will need great care in helping her to move.

Skorbin Thorginsson - Dwarf Blacksmith

Skorbin is another of the Rat-a-Jack's victims, taken has a warning to others because he would not pay protection money to the Kreb's. If the PC's are able to release him, he can be a valuable ally in any fighting.

WS	BS	S	T	AG	Int	WP	Fel
38	29	42	41	30	34	30	20
A	W	SB	TB	M	Mag	IP	FP
1	11	4	4	3	-	-	-

Skills: Common Knowledge (Dwarfs), Drive, Gossip, Haggle, Evaluate, Secret Language (Guild Tongue), Speak Language (Khazalid/Reikspiel), Trade (Armourer/Smith/Weaponsmith), Perception, Read/Write.

Talents: Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Stout Hearted, Sturdy.

Armour: None

Armour Points: None

Weapons: None

Trappings: None

If the PC's have time and do a more detailed search of the other cells then they will find the following objects:-

Small Harp - 20Gc
 Crowbar - 10s
 Whetstone - 1Gc
 2 x Cutlery, metal - 3Gc each
 1 x Cutlery, silver - 15Gc
 4 x Cask, 4 gallons of ale - 8s each
 Hand Weapon, hammer (this belongs to Thorginsson) - 20Gc

This is only a sample of some of the things that that the Rat-a-Jacks have stolen and stored in the lair. If you wish you may add to the list if you want your PC's to find something specific for another adventure (maybe it's a stolen Grimoire from a wizard or cult, maybe!?).

8: This area is used as a rest room by the Rat-a-Jacks; two hammocks are strung up from metal hooks in the walls.

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9: At the far end of this chamber, which is supported by four plain stone columns, is an old shrine to the Skaven God, The Horned Rat. It consists of an altar flanked on either side by two 8 foot tall statues representing the Horned Rat, although they are crudely sculpted and it may not be possible for PC's to recognise what they represent. A large representation of The Horned Rat's symbol - three bones forming an inverted triangle in the middle - has also been chiselled into the rock wall opposite the altar. There is a pit in the centre of the altar where worshippers would throw offerings to their deity. This pit is natural - a narrow shaft about 3' in diameter which disappears down into the darkness.

This chamber has been left alone, due to its dark nature. Only Meiner has spent any time in here and this is where he discovered the remains of the Skaven with the Warpstone Token.

Locations 10 & 11 can not be reached from this location due to a roof collapse.

10: This chamber is littered in general rubbish, and a nest of rats have taken up residence in one of the corners.

11: This old chamber has two very old robes hanging from one of the walls. One is white and stained with blood, the other is black with a red lining. On a natural shelf in the wall is an old rusty dagger, this is a sacrificial dagger and would be of great value to any Skaven.

12: At this point in the tunnel the construction of the northern side changes to natural rock and there seems to be a rough set of steps carved into it. Climbing the steps will lead the PC's to an area about 7 yards above the sewer, a tunnel leads further north and a rope bridge goes over the sewer and towards another tunnel which leads south.

13: This tunnel is littered with the bones of animals, both large and small. The number of bones increases the further the PC's go, as does a strange smell. Eventually the tunnel opens into a large natural chamber; on the northern wall is a carving of the Horned Rat with a solid bloodstained block of stone in front of it. An iron ring is set into the stone block. Two stone pillars support the entrance at the southern end; the chamber smells terribly and is a dreadful mess.

This is the lair of the Rat Ogre (see *Optional Encounter: The Rat Ogre*). If the PC's kill the Rat-a-Jack's with ease he could be introduced for

a little more excitement, or the Skaven could be here trying to capture the beast. (See **A Twist in the Tail**).

Plot Hook

Many years ago, when the Skaven used these tunnels, this chamber was used in a bizarre experiment to extract Warpstone from human bodies that were sacrificed to the Skaven god, the Horned Rat.

The chamber may still hold some belongings from the poor souls killed here all those years ago, and can thus provide a GM with an opportunity to insert an item for a future adventure.

The most obvious idea is to have a ghost haunting the area, its presence only felt once the Rat Ogre is killed. This ghost can then plead with the PC's for them to help put his soul to rest and inform his family of what has happened to him. The ghost can be from the recent killings of the Rat Ogre or from the events that occurred here all those years ago. The latter will obviously provide more of a challenge for PC's because of locating family after so many years and it may be some time before they are able to helping the poor soul rest in peace.

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An Ending...

If the PC's are able to return Lucie to her parents they will be overjoyed by the reunion. Barthelm and Carla will still be approached by members of the Kreb's gang, and will need to decide whether they are going to pay the protection money or sell up and leave town. Work may be available for the PC's in the form of an escort, helping the family out of the town so they can relocate elsewhere.

The Watch will be interested in any information that the PC's can supply, along with evidence of what has been happening in the sewers, or the PC's may be wanted men if they have gone about killing the Rat-a-Jack's with out covering their backs by collecting evidence.

Handling any remaining Rat-a-Jack's will depend on what has occurred during the adventure, they may all be dead, arrested or fleeing the town (see *Expanding the Adventure* and *Bounty Hunting*). At this point you may have the Witch-Hunters turn up looking for an ex-Captain of the Sewerjacks, Meiner Naubhof, from Middenheim.

Experience

The following is a list of possible reasons for PC's earning experience points. A GM may award his players as they see fit and change the amount as they choose.

Completing the adventure -	75xp
Good role-playing -	10-50xp
Defeating the Rat-a-Jack's in combat -	25xp
Persuading the Rat-a-Jack's to let Lucie go -	75xp
Defeating the Rat Ogre -	75xp
Freeing Skorbin Thorginsson -	25xp
Investigating -	25-50xp
Good interaction with the Watch -	50xp

Expanding the Adventure

This adventure can have further usage if you choose. The most obvious is to use the main villains behind the piece, the ones pulling the strings and running the protection racket, the Kreb's.

The Kreb's

The Kreb brothers are twins, Reiner and Roderic, raised by their mother on the dockside after their father died in an 'accident' for owing money to the then Crime Lord of the area. The Kreb's grew up in a tough environment, protected by their dear mum, as young men they found out how their father died and vowed revenge against those responsible. They joined the local gangs and rose in stature amongst those around them until they where recruited into the very same gang that killed their father. Once they reached the protective inner-circle of the gang

leader they led a bloody coup and killed those in charge taking control of the gang themselves.

Know they are the leaders of the local crime gang, and rule the underside of the town with a fist of steel. Reiner Kreb is known to be the brains behind the outfit, a cold, calculating man whose calm exterior hides a particularly nasty streak. Roderic Kreb on the other hand is rather unstable, known to be calm and passive one moment, turning into a raging psychopath at the merest comment he disagrees with. The only person able to calm him down and control him is his twin brother Reiner, but this is a delicate balance at best.

A party of PC's going up against these characters will need to be very careful how they handle themselves. The Kreb's have no fear of the law; in fact have some of the local Watch are on their pay-roll. Sensible PC's would leave the Kreb's well alone and leave town!

Rats in the Sewer

PC's could be hired by the Watch to investigate the growing Skaven menace under the town, keeping it all secret from the public. If the PC's did not encounter the Rat Ogre during the adventure, then their will still be a monster on the loose which is killing the homeless and occasional Rat-Catcher, which must be stopped.

Bounty Hunting

If any of the Rat-a-Jacks where able to escape into the sewer and the PC's are able to convince the Watch of what has been happening then there is a good chance that a Bounty will be placed on the heads of the remaining men.

If Meiner managed to escape or survived the adventure due to the decisions made by the PC's, then he will have his Mutation to deal with and it is quite possible that the Witch-Hunters will turn up looking for him. This could make for an interesting situation if the PC's managed to persuade the Rat-a-Jack's to let Lucie go, and/or fought the Skaven beside Meiner. Maybe the PC's and Meiner have formed an alliance to take down the Kreb's, in which case they will be closely linked with Meiner, not a good position to be in with the Witch-Hunters about.

The Book

If the PC's obtained the small book from the dying thief in Location 3 of the section Rats, Rats and more Rats, then they may decide to return the book in the hope of receiving a reward.

What the book contains and who this Herr Bacher is I leave to you to decide; it could be a simple book containing directions to hidden treasure or maybe a spell is hidden in its text. Through this plot hook you can lead your PC's to a new setting of your choice, but don't forget that the person from whom the book was stolen from will come looking for it!

Fan Material for Warhammer Fantasy Roleplay: The Rat-a-Jacks

A Twist in the Tail

This page deals with ideas on how to turn this adventure into a game for Skaven PC's. This twist will require some extra work from you as GM to make it work.

A Skaven Introduction

The PC's have been paw-picked to investigate the sightings of another Skaven Clan in the town. This other Clan has been making themselves seen by the humans which is something that can not be allowed at this moment in time.

"You Skaven should be proud to serve your Clan, Yes, Yes. Now go to surface and find out who this other Clan is that is stepping on our territory and teach them a lesson they shall not forget!"

Also a Rat Ogre has recently escaped from its holding pen and has begun to venture onto the surface to find prey, most often animals but sometimes humans. This beast is of high value and the Skaven Moulders would rather see it returned in good condition, however one way or another it must be stopped. (Use the profile given in *Optional Encounter: The Rat Ogre*).

"You find our pet and bring it back you hear, extra tokens for you if you do, now go and bring her back".

The Skaven Party

A Skaven party sent on this mission would be led by a Grey Seer with his own bodyguard, but would also comprise of two other elements.

The first is a contingent from Clan Moulder, this group is most concerned with retrieving the Rat Ogre for their masters. A live capture is preferred as it will bring the most reward. They will not be interested in spying if the opportunity to capture the escaped Rat Ogre presents itself.

The second contingent is led by members of Clan Eshin, this group is concerned with investigating the new Skaven threat to the Clan under the town. They see this as being far more important than chasing down a loose Rat Ogre and will push for that side of the mission to remain as a secondary priority.

This adventure will prove to be a challenge for the player in the role of the Grey Seer trying to lead these two factions in a clear manner as they both push for their own agendas.

Running the Game

The best way to start this side of the adventure is to have a human informant tell the Skaven of a rumour they've heard about a Skaven Hit-Squad striking at a human Tavern called 'The Runefangs' this very night. The Skaven PC's should arrive on the scene just as a human NPC group gives chase to the Rat-a-Jack's.

From this point you can run the game with the Skaven party following the human NPC group on its investigation. More detailed maps of the sewers will probably be needed to include Skaven tunnels.

Also extra encounters with other humans in the sewer could be used for the Skaven party to fight or gain information; these humans could be local thieves, smugglers or cultists. The use of a human cult dedicated to the Horned Rat (such as **The Yellow Fang** from **SH page 99**) in the town would be of great use, so they can help in the Skaven's surface investigations.

It would be best if the Skaven party also lose the Rat-a-Jack's tracks. The ideal reason for this would be the sudden appearance of the Rat Ogre which they are also looking for. This situation could cause the party to split into two groups, with each one after its own personal glory.

The Skaven of Clan Eshin could be given a lead by a human contact to investigate the local Watch House and its Sewerjack members.

Members of Clan Moulder can continue their tracking of the Rat Ogre in the sewer system. Encountering the trail of destruction left by the creature they may come across a smugglers operation recovering from an attack.

This could then lead to the two groups having separate encounters, but meeting back up in the area of the Rat-a-Jack lair, as nearby is also the lair of the Rat Ogre.

Final Note

Great fun can be have from the Skaven point of view, however the key to controlling this adventure is to help the Grey Seer maintain control of the party giving it the direction it needs.

Have fun...

The Rat-a-Jacks

Sergeant Meiner Becker/Naubhof

WS	BS	S	T	AG	Int	WP	Fel
65	54	51	49	59	43	47	58
A	W	SB	TB	M	Mag	IP	FP
3	15	5	4	4	-	-	-

Skills: Concealment, Dodge Blow +20, Follow trail, Perception +10, Scale Sheer Surface, Swim +10, Silent Move, Animal Care, Command +10, Gossip, Academic Knowledge (Tactics/Strategy), Read/Write, Common Knowledge (the Empire), Intimidate, Secret Language (Battle).

Talents: Resistance to Disease, Tunnel Rat, Disarm, Lightning Parry, Menacing, Street Fighter, Strike Mighty Blow, Strike to Stun.

Mutation: A 3' hairless tail +6 to his Agility.

Armour: Light Armour (Leather Jack)

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

Weapons: Short Jagged Sword (Poor Quality), Crossbow with 10 Bolts, Knuckle-dusters (Made to make marks to look like claws).

Trappings: Lantern, Old Hooded Cloak, Old Boots (Made to look as if they have claws). 3 Skaven Smok Grenades.

Background:

Sergeant Meiner Becker was once known as Captain M. Naubhof, of the Sewerjacks of Middenheim, City of the White Wolf. A man who came from a poor background, but has served his city well and rose within the ranks.

This made him a prime target for the Cult of the Jade Sceptre, a Chaos Cult that worshipped Slaanesh. They thought that they could convert a man from a simple background by showing him showering him with gifts and inviting him to their exotic parties, and gain the use of a man in his position.

However the Storm of Chaos came to Middenheim and the Cult made to open the cities gates to the hordes, she failed and the Cult was destroyed.

Meiner became associated with the Cult because he had been to some of the parties, not knowing they were a Chaos Cult, this however would not wash with the Witch-Hunters and he fled the city and changed his name to Becker.

He headed south and found a new job as a Sergeant to a patrol of Sewerjack's. During one of these patrols he found a old Skaven warren, amongst the items was a strange small rock. They hit upon the idea to use the warren as a base for thieving, but now he's started to mutate.

Rat-a-Jack's - Horst, Gunter and Gregor

WS	BS	S	T	AG	Int	WP	Fel
46	42	32	47	40	27	39	30
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	-	-	-

Skills: Concealment, Dodge Blow, Follow Trail, Perception, Scale Sheer Surface, Search, Silent Move, Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel).

Talents: Quick Draw, Tunnel Rat, Night Vision.

Armour: Light Armour (Leather Jack)

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

Weapons: Short Jagged Sword (Poor Quality), Crossbow with 10 Bolts, Knuckle-dusters (Made to make marks to look like claws).

Trappings: Lantern, Old Hooded Cloak, Length of rope (3' long and 1" round, attached to back of belt), Old Boots (Made to look as if they have claws).

Nat - The youngest of the Rat-a-Jacks

Young Nat is just 17 years of age and is not as experienced as the others; as such his main duties consist of casing out a target before the other Rat-a-Jacks strike. He has great respect for his patrol commander and greatly enjoys the benefits that being part of the group brings.

WS	BS	S	T	AG	Int	WP	Fel
35	37	32	38	43	32	34	36
A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	4	-	-	-

Skills: Concealment, Perception, Scale Sheer Surface, Search, Silent Move, Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel).

Talents: Quick Draw, Tunnel Rat, Night Vision.

Armour: Light Armour (Leather Jack)

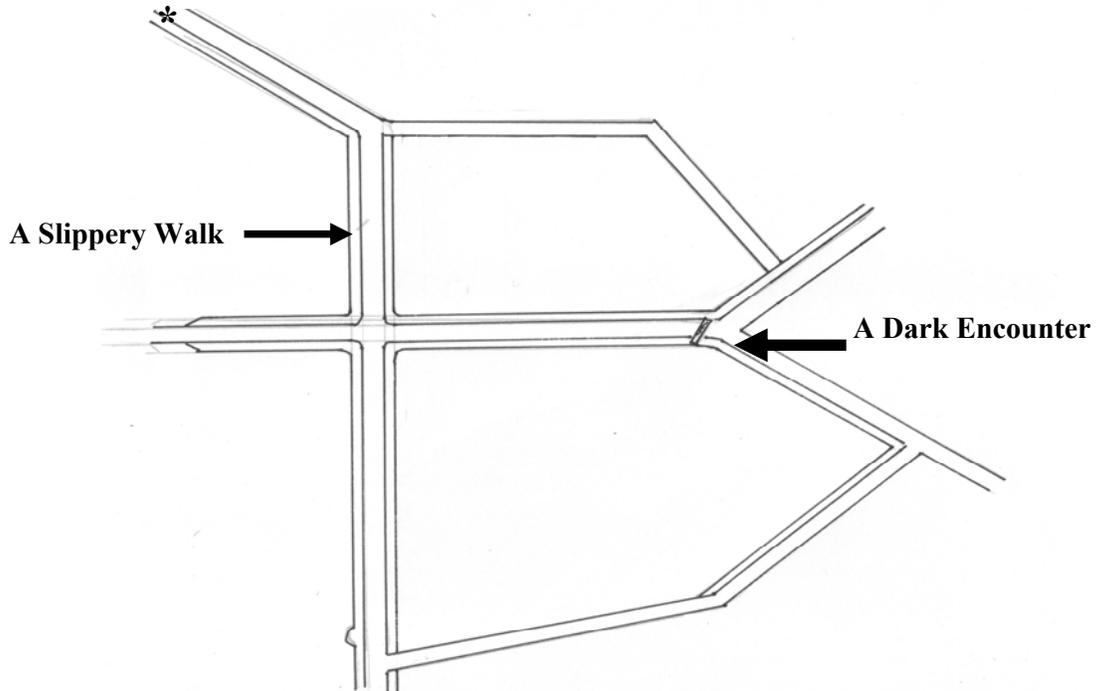
Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Short Sword, Crossbow with 10 Bolts.

Trappings: Lantern, Old Hooded Cloak.

Map 1 - The Sewer Tunnels

Entrance Point - from the alley



Handout 1

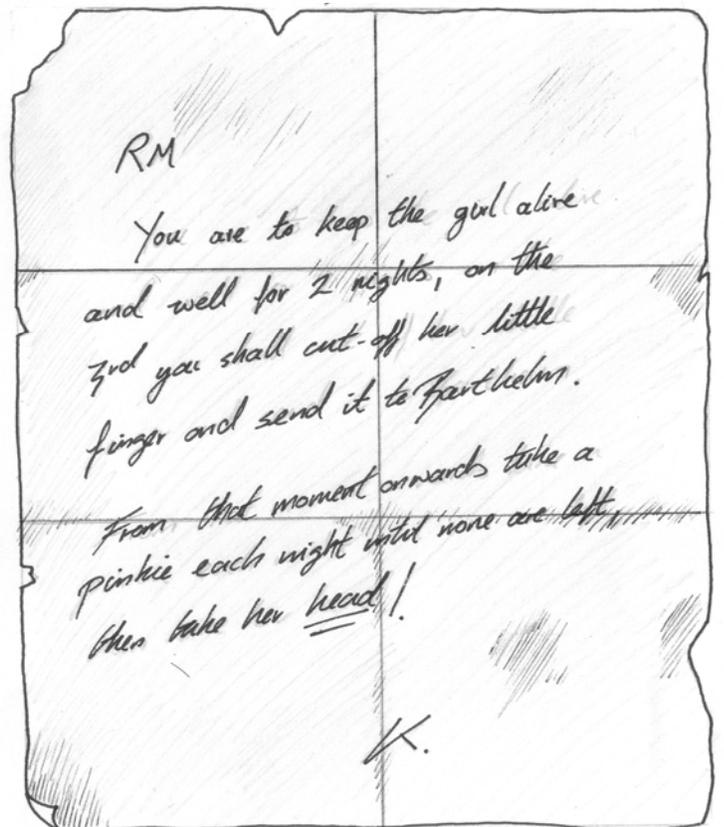
Copy of note to leader of the Rat-a-Jack's

RM

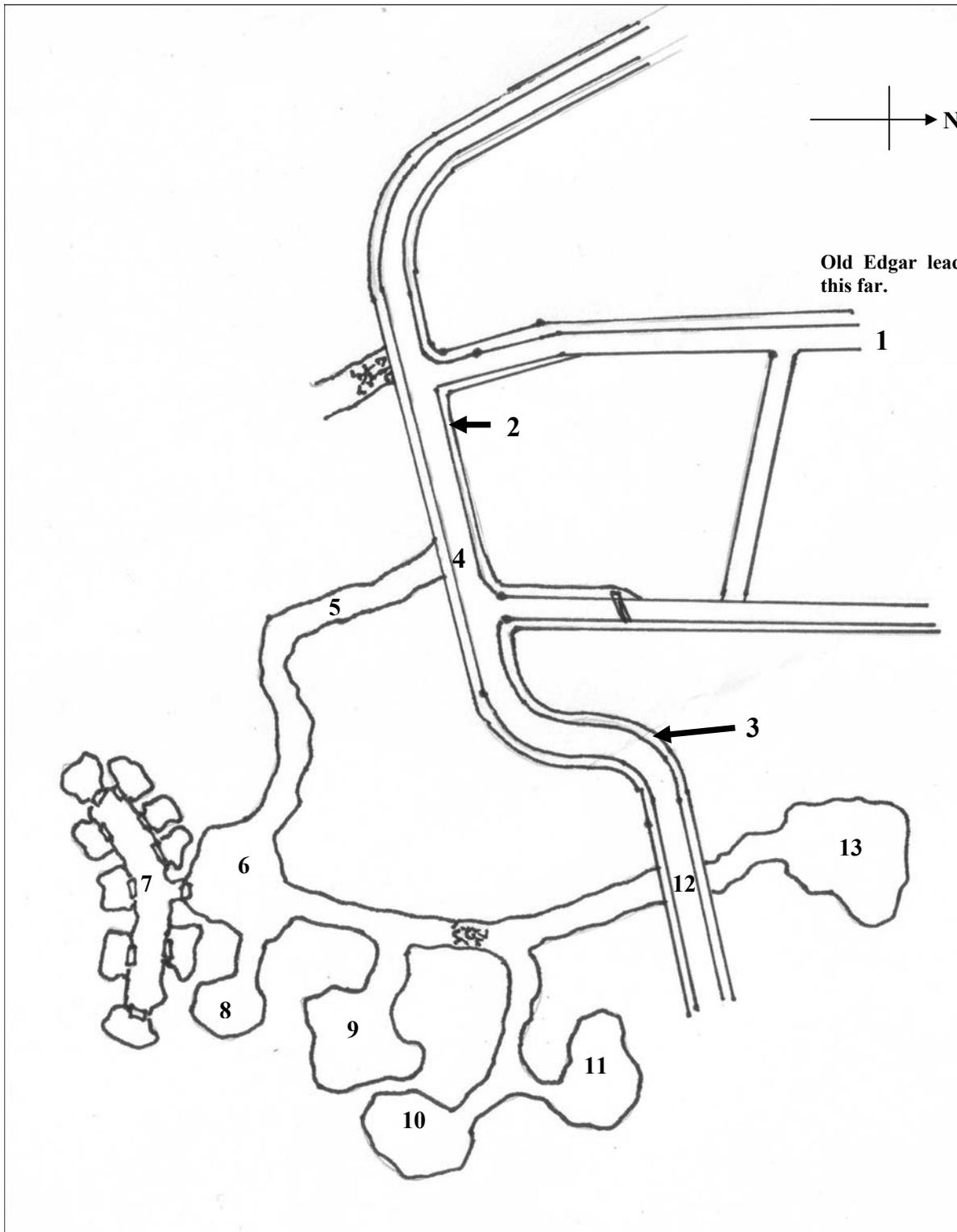
You are to keep the girl alive and well for 2 nights, on the 3rd you shall cut-off her little finger and send it to Barthelm.

From that moment onwards take a pinkie each night until none are left then take her head!

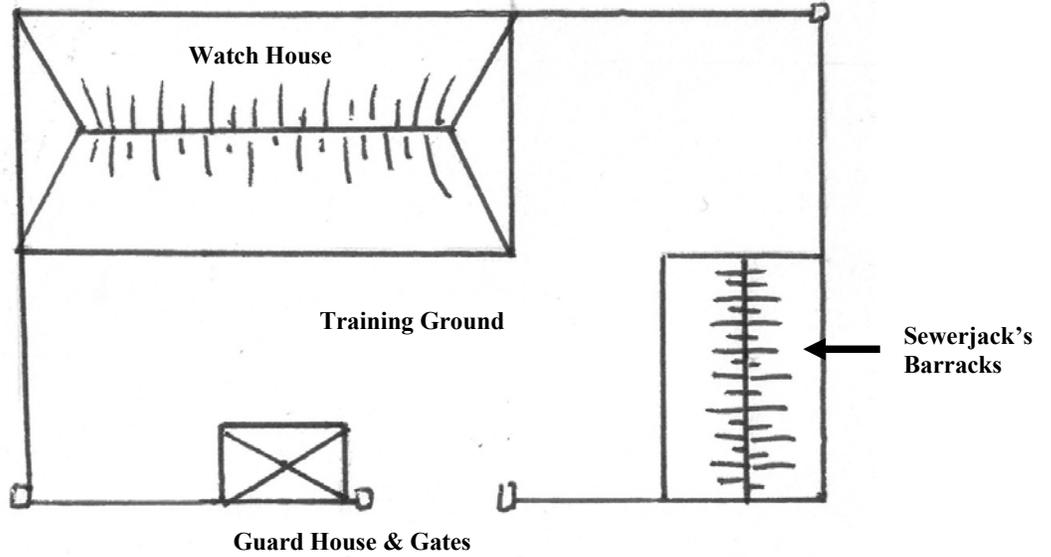
K



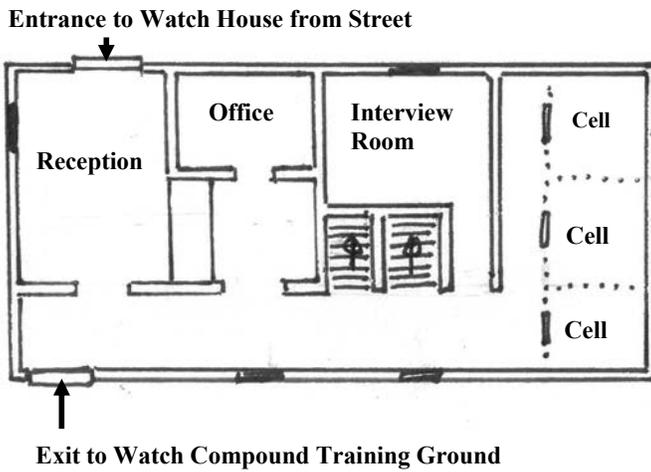
Map 2 - The Rat-a-Jack Lair



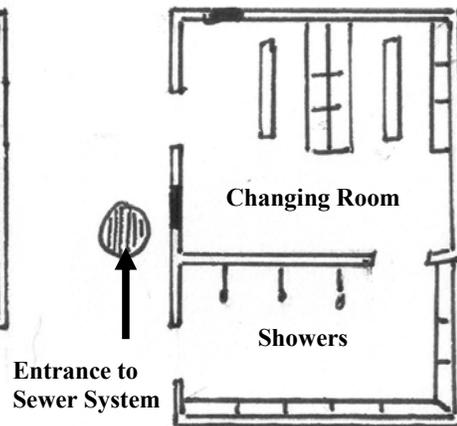
Map 3 - The Watch Compound



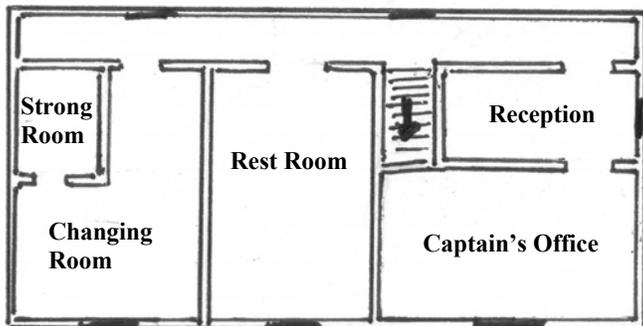
Ground Floor



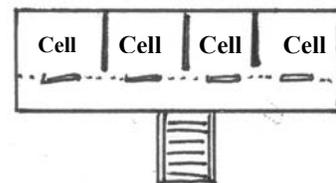
Sewerjack Barracks



Watch House 1st Floor



Basement



Into the Stew

Sewer Construction

The very first sewers of The Empire where constructed in Altdorf long ago when Dwarfs first settled in human lands. The Dwarfs brought with them a far greater knowledge and understanding on how to mine and construct tunnels in a quick and safe manner. The Dwarfs found employment very quickly and set about constructing the very first modern human sewers. Over time however the cities grew in size and new tunnels where needed to cope with the greater number of people. This meant that newer tunnels have been constructed by human hands, at a cheaper price, but a lower level of craftsmanship. Now most of the sewer networks in the Old World resemble a maze of tunnels of different shapes and sizes, with further additions made by others, such as Cultists and the Skaven.

Rules

Any very loud noises or acts of destruction may cause pieces of masonry to fall down onto a PC below:

- 10% chance if of Dwarven construction.
- 20% chance if of Human construction.
- 35% chance if of Skaven construction.

The GM must decide whether any of the falling masonry hits those in the tunnel. A **Perception Test** should be allowed for everyone in the tunnel to see if they spot the falling stonework. This allows the person below to see if they can then **Dodge** the masonry or for someone else to push them out of the way. (Test difficulty to be modified at GM's discretion).

Example

Karl and Franz are walking through the sewers when they chance upon a Mutant. Karl, being in the lead, quickly unsheathes his sword and, forgetting about the confined space, swings wildly at the Mutant. Karl fails his WS Test badly and the GM decides he has hit a section of loose masonry and it falls towards him. He fails to notice the danger, but Franz passes his Perception Test is able to push Karl out of the way, leaving Franz to face the Mutant and Karl in the stew!

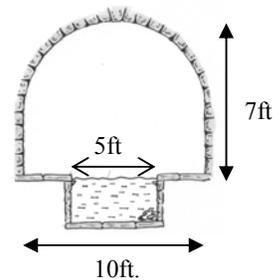
If any PC's have **Miner** or **Stoneworker** skills, then a **Hard -20 Perception Test** will identify a difference in the workmanship of the sewer construction. If the PC is examining the construction allow a **Routine +10 Perception Test** to identify the difference.

Some of the sewers that where constructed by Dwarfs had the main channel of sewage covered by stone slabs, many of these no longer exist, but those that do are now used as bridges across the channel. Other types of bridges consist of wooden planks and stepping stones in the channel itself see Major Sewer floor plan for picture.

Rules

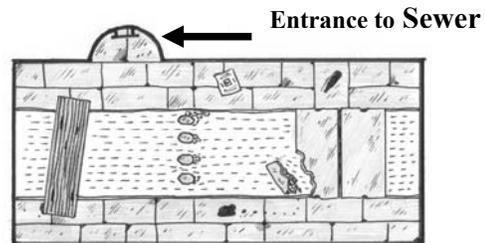
Due to the way sound travels in the tunnels, all **Listen Tests** receive a **+10 modifier**. However sounds can be distorted and a GM should use this to their advantage.

Sample Sewers



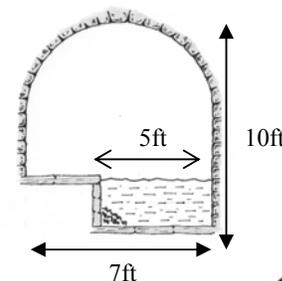
Major Sewer

This is the largest form of sewer that can found in the Old World. Most commonly of Dwarven construction, they can be found in Cities and larger Towns.



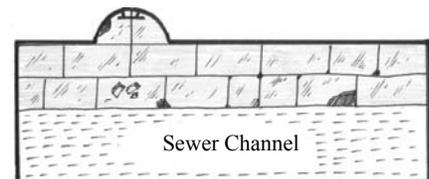
The above example shows three different ways of crossing a sewer channel, the first on the left is a simple wooden plank, the middle consists of four stepping stones and the right shows the remains of stone slabs that are used by Dwarf Engineers.

The sewer can be reached via a man-hole and a ladder down a 7ft. shaft; this comes out into the sewer in a small enclave.



Regular Sewer

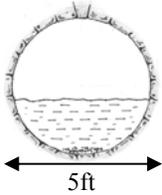
This is the type of sewer mostly found in smaller towns, or as connecting tunnels to Major tunnels.



Fan Material for Warhammer Fantasy Roleplay: The Rat-a-Jacks

Minor Sewer

Used as connecting tubes and exits.



Minor Sewer tunnels are extremely small, and are used as the main exit tubes from the system to outside the City or Town. Sometimes these tubes can become blocked and cause a back log of filth up the tunnel. The exit point itself has a metal grill for protection.

Combat in the Sewer

Fighting in a sewer environment should bring a whole new range of risks to a PC. For a start the footing will be very slippery and the space is too cramped to allow free use of swords etc. It should also be remembered that more often and not the fighting will be one-on-one, due to the small walkway.

Rules for Combat

Melee

All melee attacks in a sewer are made at **Challenging -10** to simulate the cramped conditions, inclusive of any other modifiers.

This however can be offset by a PC using a weapon more suited to the conditions, such as a Short Sword, Dagger or Spear (which is used in a jabbing motion).

If a PC is fighting with a weapon which is larger than a Hand-Weapon, then they move down one step in the Difficulty Chart to **Hard -20**.

All combat in Minor Sewer tunnels cause an extra modifier of **-10** in addition to the above rules.

Ranged Attacks

If a PC is able to fire off a shot with a Firearm, refer to the rules concerning the sewer's construction, the loud noise may cause masonry to fall. A PC using more old fashioned means of ranged attacks will avoid this problem.

A GM should consider the need for line of sight when using ranged attacks (the sewers tend to twist and bend all over the place) and to introduce the possibility of others being hit by ricochets if the original target is missed.

Other Hazards

Slippery Surface, Holes and Loose Rocks

The floor of the sewer may become slick over time from natural algae, over spills from the sewer channel, spilt oil from a lantern or even blood. Then there is the hazard of pot-holes and loose rocks. In order for a PC to spot such a hazard a **Perception Test** is required at **Challenging -10** due to the dark conditions (unless the PC has **Night Vision**, in which it becomes an **Average Test**). A GM may make the Test more difficult if they feel the hazard is harder to spot than normal.

Failure to spot the hazard will mean that the PC will need to make a successful **Agility Test** or fall over. Where he lands after his fall can be determined using the **Bomb and Incendiary Miss Locations Table 4-1 Page 45** of the **Old World Armoury** (remember, some of the locations may mean that the PC hits a wall, and would thus land instead in the most likely square).

This can be either just a hindrance to a PC; it may cause a minor wound (1 Wound Point deducted) or mean that they fall into the stew.

In the Stew

The worst nightmare faced by all who venture in the sewers is the possibility of falling into the sewer channel. The first problem is the panic that a PC must face if they have never fallen into it before. A successful **WP Test**, which is **Challenging -10**, is needed for them to calm down. Failure will result in them beginning to drown and they will gain **1 Insanity Point**. A pass will mean that they are able to stand up in the channel or **Swim** if they possess the **Skill**.

Once they are able to climb out or have been rescued the PC will receive a **-30** to all **Fellowship Tests** until they manage to have a wash and get a change of clothes.

Infection and Disease

The other major problem that a PC faces is the potential of contracting a foul disease or having their wounds become infected due to the environment. The most common way to catch a disease is for a PC to end up in the stew, all manner of unpleasant types of disease can be present and the normal rules apply to a PC catching them.

In order for a wound to become infected it must be either open to the sewer environment or caused while there. Any minor wound may become infected, from a grazed knee caused by a fall to a cut from a rusty weapon.

The PC should make a **Toughness Test** to see if their wound becomes infected after one day in the sewers or after it have been caused while in the sewer and not been cleaned properly. A failure will mean that the affected area will become red and swollen; hampering any **Movement** or **Agility Tests** the PC may make (GM discretion to penalty, until the wound is cleaned).

Fan Material for Warhammer Fantasy Roleplay: The Rat-a-Jacks