

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES



◆ BAIT AND WITCH ◆

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UBERSREIK ADVENTURES

◆ BAIT AND WITCH ◆



Bait and Witch is designed to be completed in one session. It is suitable for new Characters, or for those who have completed one or two short adventures. If playing with more experienced Characters, adding the Elite Trait to Hannah Baumann (the primary antagonist) will provide a more suitable challenge.

The scenario is set in Ubersreik, and introduces the Characters to Cordelia Wesselingh, an apothecary and useful contact in the fortress-town.

ADVENTURE SUMMARY

Two strangers stalk Cordelia Wesselingh. She believes they are witch hunters seeking a friend of hers, Alexander Grün, a hedge witch visiting from out of town. When the Characters drop by to pick up supplies, she decides to ask for their help.

The two strangers are actually bounty hunters, Jannik Fanger and Ingrid Wenig, and their quarry isn't the hedge witch. They're pursuing a rogue witch hunter named Hannah Baumann, who is on a personal crusade against all witches and wizards, whether licenced or not. Recently, Hannah murdered Gottfried Schwoch, an old friend of Cordelia's who studied at the Jade College of Magic. After killing Gottfried, Hannah found some letters from Cordelia when searching the dead wizard's study. On learning that Cordelia was a former Jade College apprentice, Hannah chose the apothecary as her next target.

The bounty hunters tracked Hannah to Bögenhafen. She was forced to flee the inn she was staying in, and in her haste left Gottfried's letters behind. The bounty hunters found them and realised Cordelia was likely to be Hannah's next target.

The bounty hunters are now using Cordelia as bait, but Cordelia asks the Characters to confront her 'stalkers' while she warns her friend Alex Grün. The PCs must then figure out what is really happening in order to save Cordelia and Alex from the real witch hunter.

GETTING STARTED

Before playing this adventure, read it from start to finish at least once. It may also prove useful to read **A Guide to Ubersreik** in the **Warhammer Fantasy Roleplay Starter Set**, which provides additional information about the town where the action takes place. Once you feel comfortable with the material, you're ready to begin.

If this isn't the first adventure you plan on running with your group, you could foreshadow it in a previous adventure by having the Characters spot a wanted poster for Hannah Baumann. Alternatively, the Characters could notice it on their way to Cordelia's Apothecary.

DOWN THE WIZARD'S WAY

The adventure begins with the Characters visiting Cordelia Wesselingh at her store. Having an NPC mention her new-and-improved healing draught might encourage the Characters to drop by of their own volition, or you could simply begin the scenario when the party decides to stock up on medicinal supplies. If you're running a one-off adventure, you can begin with the Characters already on their way to pay her a visit by reading or paraphrasing the following:

It's a warm, sunny morning in Ubersreik. You've heard a rumour that an apothecary at the end of the Wizard's Way has developed a new, more effective healing draught, and you've decided to investigate. The Wizard's Way winds north through the Artisan's Quarter. Small shops cluster to either side of the cobbled street selling books, herbs, charms and wards, writing implements, and select curios. Above them all looms a crooked tower with a slate roof and no discernible entrance.

Eventually you arrive at a small platz. A handful of folk crosses the dirty square, and a half dozen grubby children are playing a game there that seems to involve beating each other with sticks. One of them stares at you suspiciously for a moment, stick raised, before returning to the game. Behind them, a painted mortar and pestle hangs above one small doorway, advertising the occupant's wares. This is presumably the shop of Cordelia Wesselingh, said to be the best apothecary in Ubersreik.

THE HUNTERS

Two bounty hunters — Jannik Fanger and Ingrid Wenig — are skulking in an alleyway across the platz watching the party as it arrives. Secretly make an **Opposed Average (+20) Perception Test** for each Character. If any Characters succeed, read or paraphrase the following text:

Across the platz from the apothecary you notice a pair of rough-looking types lounging in an alleyway. Both are dressed in travel-stained clothing and have wide-brimmed hats pulled low over their faces. One, a woman, is nonchalantly smoking a pipe whilst very carefully not looking in your direction, while her partner, a tall man with a short beard, stares at you as you make your way to the shop entrance.

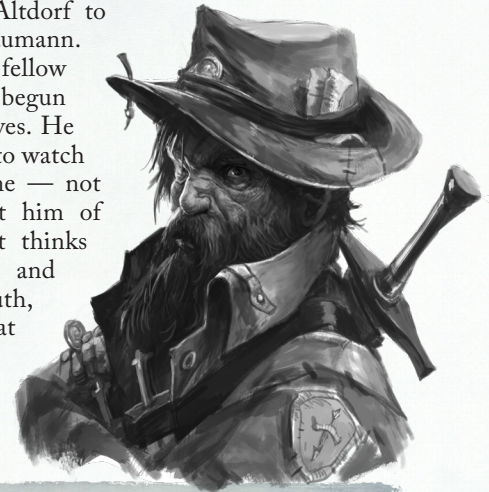
Any who approach the bounty hunters notice backpacks lying against a wall just within the alleyway. Both are grumpy, travel-stained, and weary — each has 1 Fatigued Condition. With a successful **Average (+20) Intuition Test**, any onlookers note the pair's brusque manner and dishevelled appearance is likely because they are exhausted.

If the Characters try to talk to the bounty hunters, they'll be told to get lost. If the Characters instead try to intimidate the bounty hunters, the two skulkers pick up their belongings and leave with little complaint. However, they return as soon as the Characters move on, taking up a position not far from their initial hiding place.

The two bounty hunters are watching for Hannah Bauman, but their relatively poor surveillance skills have already cost them. Hannah arrived earlier in the day and immediately spotted them. She bribed an urchin (one of the ones beating each other with sticks in the platz) to watch Cordelia's Apothecary, and to tell her if Cordelia leaves.

Jannik – Rough-looking Skulker

A tall, bearded man who looks older than his 26 years, Jannik is surly at the best of times. This is not the best of times. He travelled with Ingrid all the way from Altdorf to capture Hannah Baumann. But now his young, fellow bounty hunter has begun to grate on his nerves. He doesn't trust Ingrid to watch the apothecary alone — not because she'd cheat him of the bounty, he just thinks she's immature and incompetent. In truth, Jannik is not the great bounty hunter he claims to be, and is worried Ingrid will notice.



JANNIK FANGER – BOUNTY HUNTER (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fcl	W
4	43	36	32	44	31	34	29	28	31	24	14

Skills: Athletics 38, Charm 29, Cool 42, Gossip 31, Intimidate 43, Intuition 38, Melee (Basic) 55, Perception 36, Ranged (Crossbow) 56

Traits: Armour 1, Ranged (Crossbow) +9 (60), Weapon (Sword) +7

Trappings: 17 shillings and 4d, Crossbow with 6 bolts, Heavy Backpack (see page @@), Leather Armour, Manacles, Rope, Sword



Ingrid – Inexperienced Skulker

At 17, Ingrid looks too young to be hunting outlaws. She compensates by adopting a stern, no-nonsense demeanour, and has taken to smoking her father's pipe because she thinks it makes her look older (it doesn't). She teamed up with Jannik because she isn't sure she can take on Hannah alone, but she (correctly) feels he doesn't respect her enough. She is determined not to look weak in front of him, so she refuses to rest while he watches the apothecary. She also suspects he'd capture Hannah alone, claiming the entire bounty for himself. To date, Ingrid's bounties have been petty criminals. Hannah Baumann is her first notable target.



INGRID WENIG – THIEF-TAKER (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	33	29	27	36	43	29	35	31	43	9

Skills: Charm 48, Gossip 51, Intuition 43, Melee (Basic) 46, Perception 42

Traits: Armour 1, Weapon (Sword) +7

Trappings: 4 shillings and 7d, Leather Armour, Rope, Sword, Warrant Papers for Hannah Baumann's arrest

The Urchins

Six grubby children play not far from Cordelia's Apothecary. The tallest, Ophelin, has been paid silver by Hannah to watch the shop, and been promised more if she delivers accurate information that the apothecary is on the move.

Should the Characters approach the urchins in a threatening manner, the dirty children scatter. If the urchins do not run, Ophelin engages the Characters should they ask questions — the rest of the group laughs and bashes sticks, trying to attract the party's attention. This is all to cover Wendlin, the youngest of them, who creeps around to the rear in order to pick the pocket of the richest looking Character (Pick Pocket Skill of 40, opposed by the target's Perception, with the Difficulty set by how much attention the target is paying). As soon as the attempt is complete, successful or not, all the urchins scatter.

Should Wendlin be captured, he cries. Then screams. Then starts yelling that he's being kidnapped. He won't stop unless he's freed or intimidated — where he begins to cry again, very loudly.

CORDELIA'S APOTHECARY

Cordelia's Apothecary is small and cramped. The wide, barred windows let in ample light, but the limited space is filled with shelves packed with bottles, boxes, and pouches. The walls are lined with apothecary drawers and a powerful herbal aroma permeates the shop floor. A red curtain partially obscures a doorway behind the counter where Cordelia stands, waiting for customers.

CORDELIA'S WORRIES

Cordelia spotted the bounty hunters the previous evening, on her way home from the Strohmann Markt. At first, she thought they were footpads, but quickly realised they weren't out to rob her. She now believes they are after her friend Alex Grün, a hedge witch. Alex occasionally supplies her with rare herbs or other ingredients. He has had trouble with witch hunters before, but Cordelia believes him to be harmless and good-natured. She also worries that any trouble might alienate her other suppliers.

Alex is staying at Rugger's Boarding House, one of Ubersreik's cheapest inns (see **A Guide to Ubersreik**, page 29, for more on Rugger's). He is due to visit her store around noon. This leaves her in a bind. If she waits too long, Alex arrives and the 'witch hunters' seize him. If she goes to him, she leads them right to him. She's unwilling to trust anyone else to take a message to him (fearing they'll betray him to the authorities instead). She was about to reluctantly ask Christoph Engel for help, but new arrivals present her with another option.

ENTER, THE CHARACTERS

Cordelia opens with a polite welcome as the Characters arrive, but quickly moves to business as she is very concerned for Alex. If the Characters don't mention the strangers outside, Cordelia cautiously points them out through her window. She explains that they are following her and have been waiting outside all night. She claims not to know who they are or what they want, but that they are clearly up to no good. She then asks the Characters for a favour — she has to meet with a friend, and wonders if they could create a diversion for her.

She plans to lead the strangers down Whistlebone Alley, and if the Characters could wait there, and perhaps have a word with the strangers about the inappropriateness of stalking law abiding citizens, it would be greatly appreciated. Cordelia stresses that she doesn't want any trouble, as that would be bad for business. She hopes a little intimidation will scare the 'witch hunters' off. She offers to



pay the Characters 5 shillings each — they can meet her at the shop later in the day for payment, assuming they're not accompanied by witch hunters. A successful **Opposed Hagggle** Test can take this fee to 6 shillings each.

Assuming the Characters agree, Cordelia points out Whistlebone Alley and wraps a shawl about her head. *It's just over there, by the barrels. Follow the alley down and to the right and wait for me there. I'll follow in 5 minutes.*

Cordelia the Apothecary

Cordelia is a handsome woman with long, silver-grey hair. She always has a welcoming smile, and loves whiling away her afternoons gossiping with her customers as she prepares their herbal balms and remedies. Unbeknownst to most, many decades ago Cordelia was once an apprentice of magic at the Jade College in Altdorf. She never had the talent to become a full wizard, but she still feels a strong sense of loyalty to the Colleges of Magic. Hidden in her cellar is a secret entrance to the tower of Wizard Lord Christoph Engel of the Grey Order (for more on this, see **A Guide to Ubersreik**, page 18), to whom she passes over all interesting tidbits she learns from her gossip. Cordelia stocks all the herbs and draughts listed in the **WFRP** rulebook (page 307). Should the party ask her about her new healing draught, she tells them she is working on something special, but hasn't quite finished it yet.



CORDELIA WESSELINGH - MASTER APOTHECARY (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	28	35	49	58	30	50	59	41	49	15

Skills: Channelling (Ghyran) 46, Charm 70, Consume Alcohol 68, Gossip 74, Hagggle 68, Heal 81, Language (Magick) 54, Lore (Chemistry) 68, Lore (Magic) 54, Lore (Medicine) 72, Lore (Plants) 74, Perception 75, Trade (Apothecary) 84, Trade (Poisoner) 74

Talents: Petty Magic (Bearings, Eavesdrop, Open Lock, Sly Hands), Read/Write, Pharmacist, Second Sight

Traits: Weapon (Fist) +3

WHISTLEBONE ALLEY

Whistlebone Alley is a winding lane that twists and turns between two of the shops on the Wizard's Way before opening onto Punzenstrasse. A small square opens in the middle of the alley. Wooden gates lead off to the back passages of the surrounding houses, but they are usually only used by the gong farmers and bone pickers who pass through to collect refuse. The alleyway's poor lighting, twisting turns, tight confines and foul odour keeps most people away, making it the perfect place for an ambush.

THE AMBUSH

Allow the Players to plan the ambush as they wish. Cordelia doesn't care how they do it, as long as she can continue on her way without being followed. One or two Characters may want to wait outside the alley, to cut off any retreat, or they may decide to all wait in the square.

Not long after the party finishes their preparations, Cordelia walks briskly through the alley, glancing at the waiting Characters as she passes. Her pursuers follow, significantly less circumspect than they believe.

How the ambush goes depends on how aggressive the Characters are. Jannik and Ingrid don't want a fight. Both are exhausted from their stakeout, and as Cordelia isn't their primary target, they don't mind letting her go. If they aren't immediately attacked, Jannik tries to intimidate his way past the Characters. If that doesn't work, Ingrid tries reason, arguing that the Characters have nothing to gain from fighting them. If asked about their interest in Cordelia, they'll quickly explain that they are only using her as bait to capture Hannah Baumann. Ingrid shows them Hannah's arrest warrant as proof.

If the Characters attack the bounty hunters, they defend themselves, calling out their horror at the unprovoked attack. As soon as combat begins, Jannik ditches his heavy backpack. If badly injured (more than half their Wounds), the bounty hunters flee or surrender, according to the situation. Should the bounty hunters flee or be killed, the Characters can search the backpack (or the bodies). The pack contains a rope and grappling hook, a net, a bedroll, a lantern, a pouch with 6 shillings, and some sheets of parchment. The parchments include a copy of Hannah's wanted poster and Cordelia's letters to Gottfried Schwoch. Cordelia's name and address have been circled repeatedly. If the bounty hunters are killed or captured, the Characters can take their remaining possessions without too many problems. Unless the bodies are dealt with, a gong farmer passing through the alley discovers them by the evening, and the Watch are summoned to investigate. If any of the Characters interacted with the bounty hunters out in the open, a bounty is soon posted for *their* arrest!

CHASING CORDELIA

If the Characters have talked to the bounty hunters, or searched Jannik's backpack, it is obvious Cordelia is in danger. However, she didn't provide the PCs with any indication of where she is going, so the Characters, assuming they want to save Cordelia to secure their reward, need to track her down.

REUSING THE ALLEY

The map of Whistlebone Alley can be used to stand in for any back-alley scenes. The following two adventure hooks provide examples of ways to reuse the map.

☠ *Wilhelm Jardich, a Nordlander physician turned drug-dealer, is selling 'Spit', a powerful hallucinogenic, and has set up shop in a back alley of Ubersreik. However, the Baron, a rising crime lord in the fortress-town, claims the alley as part of his territory, so sends racketeers to shake Wilhelm down. Wilhelm is scared, but unwilling to be strong-armed, so seeks hired muscle for protection. If the Characters agree to help, conflict is inevitable, but what will they do when the Watch arrives on the scene after the fight with the racketeers begins?*

☠ *A quite literal back-street surgeon, Jennidder Achtin offers cut-cost surgery and cheap alcohol by the shot from a heavily curtained stall she's pitched in the Schwarzhalle slum not far from Ubersreik's docks. Doktor Otto Krupp, the Guildmaster of the Physician's Guild, has learned of this illegal, non-guild competitor, but the Watch are either too lazy, or too bribed, to do anything about it. So, Krupp is forced to turn to private mercenaries to see Achtin's operation shut down. Would the Characters prefer cheap surgery or easy money from Krupp in the here and now?*

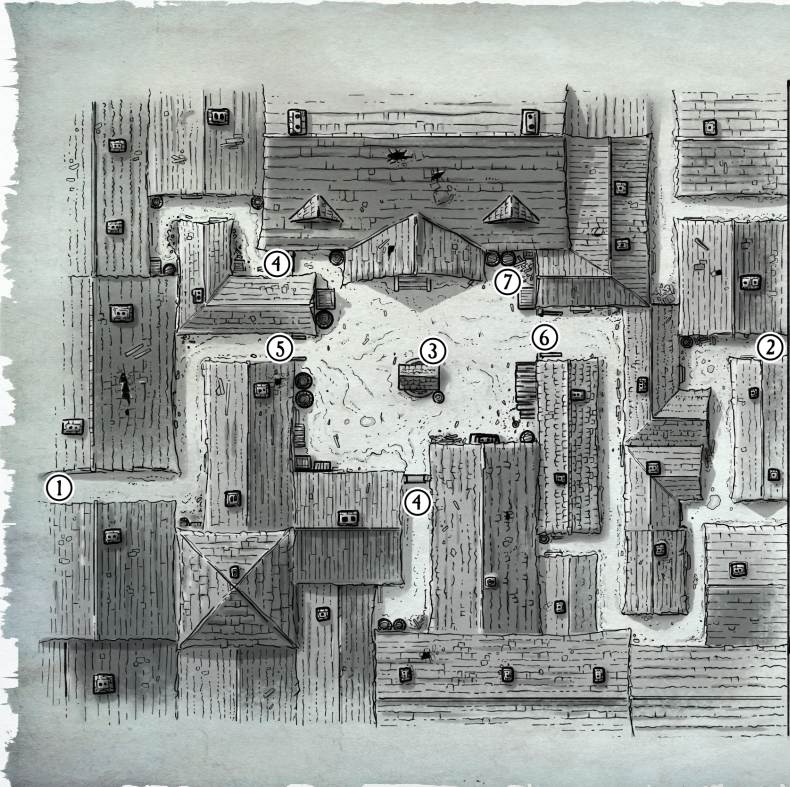
The Characters have several options for tracking down the apothecary:

☠ A Character could perform an **Opposed Track/Intelligence** Test against Cordelia to pick up her trail. Cordelia, despite hiring the Characters, doesn't have total faith in their ability to throw the 'witch hunters' off her trail, so is actively taking back streets and attempting to confuse any pursuers. This means that if any Character is spotted in the streets of Ubersreik actively looking for tracks, it undoubtedly raises suspicion from the Watch!

☠ A Character could gossip with some of Cordelia's neighbours to see if any of them have overheard her talking to her friend previously. Cordelia is naturally cautious, given her experience as an apprentice wizard, so this is a **Hard (-20) Gossip** Test. If a Character mentions the direction she was heading, and that it is likely she is seeing someone from out of town, the Test is reduced to Challenging (+0), as Rugger's Boarding House is a well-known establishment for travellers.

☠ Alternately, Wendlin the urchin could have been watching from the rooftops all along, and saw where Cordelia went. He's willing to part with the information for a silver shilling, and a Minor Favour (WFRP, page 198).

If the bounty hunters survive, they withdraw to the nearest inn and spend the rest of the day arguing about whose fault the ambush was.



WHISTLEBONE ALLEY

KEY	
1 To Wizard's Way	5 East Gate
2 To Punzenstrasse	6 West Gate
3 Well	7 Trashpile
4 Wooden gates	



STOP RIGHT THERE!

All this skulduggery is likely to arouse the suspicions of the Watch sooner or later. If the Characters are seen acting suspiciously around Ubersreik, or the Watch catch wind of any violence in the back streets, they may begin looking for the Characters directly. At first, a group of four Watchmen start asking questions, but if the Characters prove to be threatening, or any evidence of a serious crime is uncovered, this may soon turn to a fight, with more Watchmen showing up if word gets out.

Use the following profile for any Watchmen the Characters might encounter.

UBERSREIK WATCHMAN (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	40	30	30	30	30	30	40	40	14

Skills: Athletics 40, Climb 45, Consume Alcohol 40, Dodge 35, Endurance 35, Gamble 35, Gossip 50, Intimidate 50, Intuition 40, Lore (Local) 40, Melee (Basic) 50, Perception 40

Talents: Strike to Stun

Traits: Armour 1, Prejudice (Wise Guys and Hot Shots), Weapon (Cudgel) +8

Trappings: 1 shilling and 1d10 pennies, Copper Badge, Lantern, Leather Jack, Uniform

TO RUGGER'S BOARDING HOUSE

Once the Characters know where Cordelia went, they will have to navigate the bustling streets of the Artisan's Quarter. The streets are filled with folk going about their business, perhaps taking a quick lunch out the front of Satrioli's Sausage Shop (A Guide to Ubersreik, page 17). The Characters pass a group of shirtless men pulling a cart piled high with broken furniture, who stop to knock on each door offering coin for, 'anything you don't mind us burnin'. Eventually, the crowded warehouses and dilapidated, sagging buildings give way to the seedy Dock district, and the flea-ridden inn known as Rugger's Boarding House.

ARRIVING AT RUGGER'S

As the Characters enter the Boarding House, they hear loud shouting and screams from the upper floor. Upstairs, they find Hannah and Cordelia fighting in Alex's room. Alex is unconscious at their feet, bleeding from his left arm (he has the Unconscious Condition and 1 Bleeding Condition, and is at risk of dying each Round unless his wounds are attended). As they arrive, Hannah strikes Cordelia in the forehead with a rattling blow (inflicting 1 Stunned Condition) and turns to face the Characters.

HANNAH'S MOVEMENTS

When Cordelia left her store, Ophelin ran to tell Hannah. Hannah quickly caught up with the bounty hunters, and followed them in turn. She almost lost Cordelia when she went down Whistlebone Alley, but she took another side street and spotted the apothecary again. Realising the bounty hunters had fallen behind, she closed on her target as she approached Rugger's Boarding House.

Slipping into Rugger's a few minutes behind Cordelia, Hannah found her in animated conversation with Alex. Hannah pretended to enquire about room and board with Anna Rugger, the aging proprietor, and overheard them talking about witch hunters. Hannah correctly concluded that Alex was a witch, and decided to kill them both. Alex and Cordelia went up to Alex's room to continue their conversation, and Hannah followed.

Hannah Baumann – Rogue Witch Killer

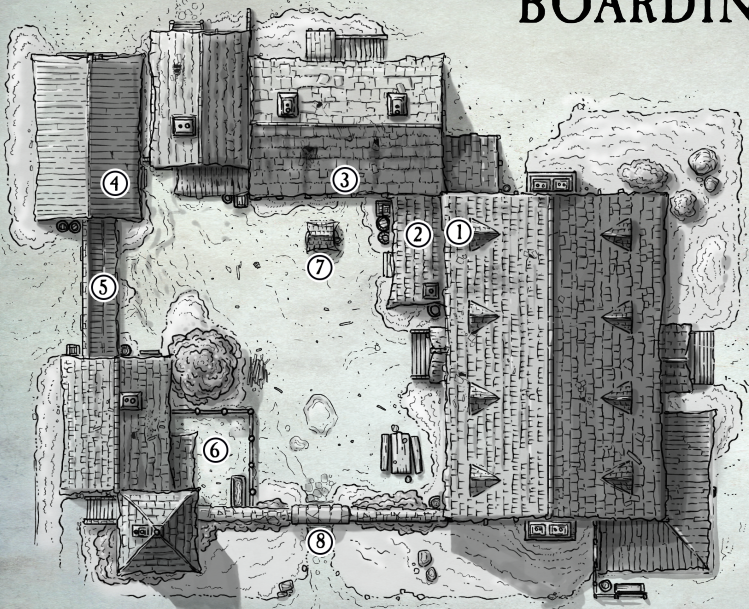
Hannah Baumann grew up in Skeltheim, a small village under the thumb of 'Granny Ragbeard,' a vicious hedge witch. When Hannah was 15, Sepp Makkarti, a witch hunter of some repute, arrived to investigate. Nobody dared to tell the witch hunter of the hated Granny, but Hannah secretly confided in him about her. The next morning, Granny Ragbeard burned at the stake and Hannah left with Makkarti, never looking back.

For ten years Hannah dutifully served her new master, learning a great deal about hunting witches, capturing them, and breaking their bodies until they confessed. But she could never understand why licensed wizards were tolerated. Were they not practitioners of foul magics, consorting with forces beyond mortal comprehension, certainly abominations in Sigmar's eyes? Yet her master insisted they must not be harmed, and Hannah obeyed.

That changed when Hannah's master was murdered by a corrupted Pyromancer from the Bright College of Magic. Her hatred of wizards then devolved into a full-fledged obsession. She swore to rid the Empire of magic, no matter what it took. Realising that assaulting fully trained wizards was exceedingly dangerous, she started with apprentices, former students of the Colleges of Magic, their servants, their family members, and their associates.



BOARDING HOUSE'S YARD



KEY	
1 Room Window	5 Outhouses
2 Boarding House Kitchen	6 Pigpen
3 Well	7 Well
4 Stables	8 Gate (locked)



HANNAH BAUMANN - WITCH HUNTER (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	42	33	46	33	31	32	29	45	28	15

Skills: Charm 33, Consume Alcohol 52, Cool 54, Dodge 43, Heal 36, Gossip 42, Intimidate 45, Intuition 41, Lore (Torture) 43, Lore (Witches) 40, Melee (Basic) 52, Melee (Brawling) 54, Perception 44

Talents: Menacing, Resolute

Traits: Armour 1, Hatred (Spellcasters and those who consort with them), Weapon (Sword) +7

Trappings: 2 shillings and 9d, Dirty Leathers, Sword

Hannah uses the tight confines of the room and hallway to keep the Characters at bay, cursing them for protecting, 'this pair of witches!' If she is badly wounded, she tries to escape via the open window at the far end of the room (unless one of the Characters is revealed as a spellcaster — in which case Hannah stays and focuses her attacks on them).

Alex's window looks out over the roof of the Boarding House's kitchen, which runs along the rear of the building. The dirty yard behind the Boarding House is enclosed by neighbouring buildings and a fence. There is a small stable to the right of the kitchens, and outhouses along the back of the yard. Hannah immediately realises she won't be able

to escape if she descends to the yard. The gate is locked, the fence is too high to climb and if she tries to go through the Boarding House, she will probably be cut off. But she quickly formulates another escape route. She can run across the kitchen roof to the end of the building, leap to the roof of the stable, and then climb the side of the neighbouring building before making her way across the rooftops to safety.

Running along the kitchen rooftop requires a **Simple Average (+20) Athletics** Test. Anyone failing begins slipping down the sloped roof. A second **Simple Average (+20) Athletics** Test allows a Character to grab the edge of the roof before going over the side, or take 1d10 + 9 Damage (minus Toughness Bonus, but not Armour Points) when they fall the remaining 3 yards.

The jump to the stable roof is 5 feet, so Hannah needs +1 SL on an **Average (+20) Athletics** Test. If she gets a +0 SL, she clumsily crashes into the edge of the roof, barely clutching on as she spends a Round climbing back up (the same applies for anyone following her!). Failing the roll results in a 4-yard fall (1d10 + 12 Damage).

Assuming she makes it, Hannah darts across the stable roof and climbs a neighbouring building, using window ledges and timber framing as handholds. This takes an **Average (+20) Climb** Test, (see page 165 of the **WFRP** rulebook for rules on Climbing). It is 6 yards to the top.

Once there, Hannah scrambles to the other side of the building and jumps down to the roof of a covered balcony 3 yards below (this takes an **Average (+20) Athletics** Test to reduce the falling Damage by 1 yard per +1 SL).

EVERY MAN AND HIS DOG

The scuffle upstairs in the Boarding House is likely to attract the attention of the toughs from the Boatman's Guild (*A Guide to Ubersreik*, page 25) who frequent the establishment. These rough and tumble men and women are happy to get involved in a fight, but are also easily swayed and very superstitious (as all good folk who live on the Empire's waterways ought to be). As such, if any Boatmen show up, they could just as easily fight with Hannah as they could fight against her.

Additionally, if the Characters have attracted the attention of the Watch, or someone raises the alarm, Watchmen may file into the scene adding another group who are ready to get stuck into the fight.

Lastly, the bounty hunters, Wenig and Fanger, may decide to resume their attempts to capture Hannah Baumann, if they happen to still be alive. They may be willing to work with the Characters – if they ended on good terms with them earlier – or not.

Feel free to really play up the farce in this scene, especially if it makes the Character's attempts to catch Hannah more difficult.

Hannah's next action depends on how closely the party are pursuing her. If they've fallen behind, she climbs down the side of the building and escapes. However, if they're right behind her, she attempts something more ill-advised. In the alley below there is a gong farmer leading a donkey-drawn cart filled with black, putrid excrement. Screaming, '*Sigmar, guide my fall!*' she jumps down into the cart. Again, this takes an **Average (+20) Athletics** Test to reduce the falling damage, but it's still 7 yards to the cart. The soft impact reduces the Damage suffered by 3 (so if she fails the Athletics Test, she suffers 1d10 + 18 damage, minus her Toughness Bonus). The shock of the blow will probably knock her unconscious (if not kill her). The gong farmer (who is half blind and deaf) continues on his way, depositing her (whether unconscious or dead) in Gart Fünke's Hog Pit (see the **Guide to Ubersreik**, page 28).

If Hannah reaches street level and is still able, she runs. For each extra Round it takes the Characters to reach the street, increase the Distance by 2 for using the Pursuit rules (see **WFRP**, page 166).

If someone catches up with Hannah, she turns and fights, but if she is knocked prone or suffers a debilitating critical, she surrenders.

RESOLUTION

Once Hannah is killed, captured, or otherwise driven from the Boarding House, Cordelia moves to stanch Alex's bleeding. If Alex has died then she is deeply upset, but still grateful to the Characters for saving her life.

The Hunted Witch

Alex grew up on a small farm, just outside of Stromdorf. As a child he was both lazy and curious, with the result that his family thought him more trouble than he was worth. One day, an itinerant herbalist came by the farm, offering an assortment of cures and charms in exchange for a hot meal and permission to sleep in their barn. The stranger took an interest in Alex, recognising his potential to be one of the 'Blessed Few', allowing him to possibly become a hedge witch. When the herbalist offered to take their son as an apprentice, Alex's parents had no objection, though they did not realise he was leaving to train in magic.

Alex now travels between the villages and farms around Ubersreik, offering his services and collecting rare herbs, which he uses in his potions or sells to Cordelia. He is familiar with the best routes throughout the region, especially for those anxious to avoid the authorities. Unbeknownst to Cordelia, Alex is not picky when it comes to his customers. He has happily provided medicinal aid to bandits, Mutants, and even some Beastmen, who all know him as a useful contact, meaning he is rarely harassed as he travels.



ALEXANDER GRÜN – HEDGE WITCH (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	24	25	29	48	45	28	52	45	31	32	13

Skills: Channelling 37, Endurance 61, Intuition 68, Language (Magick) 55, Lore (Folklore) 56, Lore (Herbs) 54, Lore (Ubersreik) 74, Outdoor Survival 60, Perception 52

Talents: Animal Affinity, Petty Magic (Bearings, Careful Step, Conserve, Protection from Rain, Purify Water), Hedgecraft (Mirkride, Nepenthe, Protective Charm)

Traits: Weapon (Quarterstaff) +6

Trappings: 3 shillings and 6d, Robes with Hidden Pockets (containing spell ingredients), Rucksack (containing an Antitoxin Kit, a Digestive tonic, 2 Healing Poultices, a Vitality Draught, and various herbs as required), Quarterstaff

If the Characters ask Cordelia why Hannah thought she and Alex were 'witches,' she admits that she once studied at the Jade College, but was unable to master the forms necessary to become a wizard. She insists Alex is a simple herbalist, not a witch, just visiting Ubersreik to sell herbs. Searching Alex's belongings reveals plenty of rare herbs to back up her story. However, a **Difficult (-10) Perception** Test reveals a hidden pocket inside his robes, containing more unusual items — a bundle of thorny twigs wrapped in red string, a chicken's skull, and a crude doll made of sticks and bones. If he is turned over to the authorities, Alex will be found guilty of witchcraft and burned at the stake. The Characters receive 20 shillings as a reward. No harm comes to Cordelia (the Grey Wizard, Christoph Engel, makes sure of it), but the Characters are no longer welcome at her store, and she makes their lives a misery if she ever sees them in Ubersreik again. Perhaps with a spilled potion or two in their drinks...

REWARDS

The following experience points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session for good roleplaying or clever ideas:

- 10 points for dealing with the Bounty Hunters
- 5 points per Bounty Hunter that survives the encounter
- 15 point for tracking Cordelia to Rugger's Boarding Houses
- 15 points if Cordelia survives
- 10 points if Alex survives
- 50 points for capturing Hannah alive and turning her in
- 10 points if Hannah is killed

Assuming the party doesn't press the question of witchcraft, **Cordelia is very grateful** towards the Characters. In addition to paying the agreed fee and giving them a 10% discount on her products, she'll offer them a free dose of her new healing draught, which she can prepare now she has Alex's herbs.

'Cordelia's Enhanced Restorative Tonic' restores twice the imbiber's Toughness Bonus in Wounds, but requires a **Difficult (-10) Endurance** Test be passed or a side effect is suffered for a number of minutes equal to the number of Success Levels the roll failed by. Roll 1d10 to determine the Condition used as a side effect: 1-3: **Blinded (3)**, 4-6: **Broken (1)**, 7-9: **Stunned (1)**, 10: **Unconscious**.

Cordelia can prepare more Tonic which she sells for 15 shillings a dose, but will soon run out of ingredients. She might ask a friendly group of adventurers to trek into the Grey Mountains to collect some more...

AFTERMATH

If the Characters remain on good terms with Cordelia, she will prove a useful ally. In addition to providing herbs and draughts, she is a good source of town gossip, and might mention them to someone looking to hire 'problem solvers'. The party also come to the attention of Grey Guardian Christoph Engel, a Wizard and close associate of Cordelia. Engel has diverse interests and a unique sense of humour, and might have some more unusual jobs for the party.

If Alex survives, he could provide an advantageous guide for those looking to range beyond Ubersreik. However, this may lead to encounters with Alex's more unusual clientele. Alternatively, Cordelia may grow alarmed when Alex asks her for exotic and dangerous ingredients associated with the dark arts, and ask the Characters to find out what he is up to.

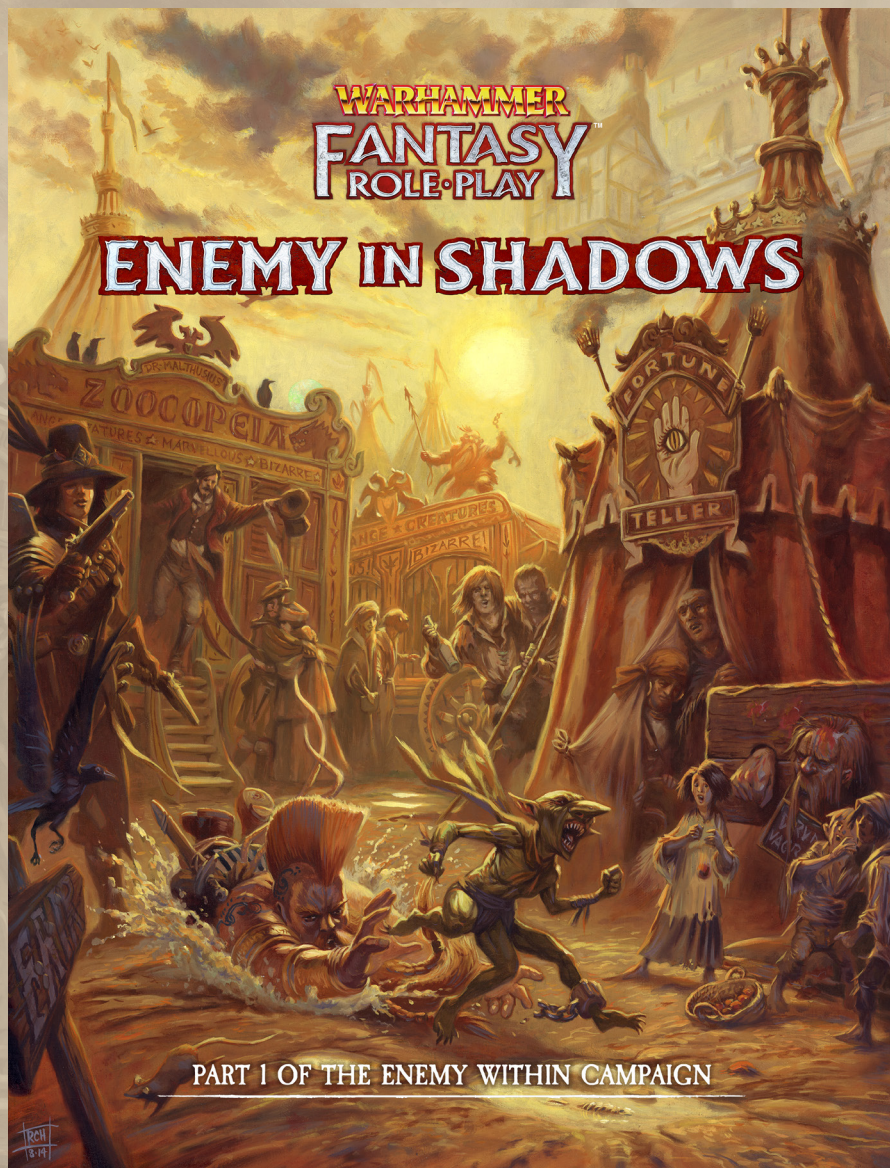
If Hannah escapes, she must be hunted down. If she was captured, her trial will have to await the arrival of a magistrate from Altdorf, where she is wanted. But there are those who agree with Hannah's stance regarding wizards. Perhaps there is a threat to the magistrate's life, an agitator rouses a mob demanding her release, or someone slips her a key to her cell? The Characters may not have heard the last of Hannah Baumann.

The same goes for Jannik and Ingrid. The upheaval in Ubersreik presents them with ample opportunities for work. They decide to maintain their partnership (for now), and will probably encounter the Characters again, as they have a habit for getting into trouble.

Depending on how the Characters comport themselves in the Boarding House, Grandma Rugger or the Boatman's Guild may take interest in them. Rugger is well connected to a number of criminal enterprises throughout the fortress-town, and can be a valuable source of information, work, and introductions. The Boatman's Guild are likely deep in the criminal underworld, and could serve as useful allies, or terrible enemies, if the Character's cross them.



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