

There Is
Something About
Marie



A Warhammer Fantasy Roleplay Scenario By Sami Jusitalo

There's *Something About Marié* is a scenario suitable for characters of any experience level that can be run independently or as an interlude in a longer campaign like *The Thousand Thrones*. For the purposes of the scenario it is assumed that the Player Characters are travelling in a river barge along one of the tributaries of the great River Reik, but could be placed along any river within Sigmar's Empire and with a little work even the river can be replaced with a road if the PCs are more of the footslogging persuasion.

The scenario consists of four chapters and its structure is directed by a few key events and the Player Characters' choices rather than any preset plot. First, some background and a brief synopsis are given, followed by the actual adventure. Finally, descriptions of all the key NPCs, guidelines for awarding experience, and handouts conclude the scenario. In addition to the core rulebook *Tome of Corruption* would be useful, but not mandatory since all the necessary information for running the scenario is provided.

Background

The story leading to the events of the scenario starts a year ago with a coven of poets and authors in Kemperbad. In their endless thirst for adoration and acceptance these learned men reached out to Slaanesh, the Lord of Pleasure, for inspiration and illumination, and the Dark Prince provided like he always does. His gift was a jade statue of a naked woman with a serpent coiled around her to act as a muse to the coven. Little did they know that to this statue was bound the Daemonette Sssil'ky-Synnn and for weeks her honeyed words snaked into their dreams and works, until the coven was transformed into a cult of Slaanesh. To show their love the Cultists prepared to summon their beloved muse during one of their gatherings. This proved to be their undoing.

Just as the Cult Magus was performing the summoning, Marié de Bray – a Witch Hunter – stormed their hedonistic ceremony. She had caught scent of the cult's plans and had tracked them down to their hideout. Several of the Cultists fell under her zealous charge, but the Cult Magus managed to finish the ritual just as he was run through. Sssil'ky-Synnn materialized only to find her worshippers lying dead all around her. Consumed with fury she launched a fierce attack and severely wounded the Witch Hunter. Laughing, the Daemonette leaned in to savor the kill, but de Bray was not finished yet, and her blade cut deep. Within hundreds of yards people fell to the ground bleeding from the ears as Sssil'ky-Synnn's screams of frustration ravaged the air when she was sucked back into the Warp. Wounded and bleeding, de Bray failed to stop one of the Cultists from fleeing with the jade statue.

Meanwhile, a young Wizard's Apprentice Zacharias Kohlenfeuer and his beloved had assisted their master in a ritual that went horribly wrong. The Winds of Magic are indeed fickle; a rift opened and a clawed hand cut the master down before dragging the screaming girl into the void. The bloodied and

shocked Kohlenfeuer found himself to be the sole survivor.

In a desperate effort to get his beloved back Kohlenfeuer turned to the Dark Arts. His studies eventually brought him to the escaped Cultist who sold him the jade statue. Soon after he had bought it, it started whispering to him, telling him secrets, promising things. This seductive whisperer is of course Sssil'ky-Synnn, who thirsts for revenge. She is pretending to be the voice of the young man's lover telling him he can still save her. All he needs to do is find Marié de Bray and perform a certain ritual.

Now, Kohlenfeuer has all the necessary ingredients except for one – Warpstone Dust. He has managed to make arrangements with some rogue Riverwardens to deliver this highly illegal and dangerous substance to him, and he is supposed to meet them in Rosendorf on the 13th.

Meanwhile, Marié de Bray has been tracking the remaining Cultists and has found out that a certain Riverwarden chapter-house is smuggling heretical cargo down the Reik for them. She knows that another shipment is coming to Rosendorf soon and has dispatched an agent to find out more details. All the while, the Witch Hunter waits in Rosendorf, hiding amongst the girls of a local brothel.

Enter the Heroes

The PCs are drawn into this series of events when a wounded man suddenly stumbles aboard their river barge. This stranger is Udo Genscher, the spy dispatched by Marié de Bray, who is chased by the Riverwardens. During this encounter Genscher hides a note aboard their barge that says Warpstone will arrive in Rosendorf on the 13th.

On the 12th, the PCs find themselves in Rosendorf when seeking shelter against a rainstorm. They are

directed to a local inn and brothel and soon start to get hints that everything is not as it seems. Especially, a certain mysterious Bretonnian woman seems suspect. Could she be after the Warpstone?

The next day, they will find out that the Bretonnian has caused quite a stir in the small community and almost everyone in the village seems to have some interest in her. While they wait for their riverboat to be repaired, the characters are approached at different times by a Toll Keeper, a local Racketeer, a Bounty Hunter and the matron of the brothel. They all try to hire, bribe, threaten, or plead the characters into helping them. It is very possible that

different PCs ally with different parties for some interesting situations in the big finale.

Of course, what noone knows, but the characters are about to find out, is the fact that the Bretonnian woman is actually a Witch Hunter. Her secret will be revealed and the events will reach their explosive climax on the evening when the Riverwardens arrive with the Warpstone, and the Witch Hunter comes to arrest the smugglers. However, unbeknownst to her, that is when all the other parties decide to make their move against her as well. And this will all take place at the tollhouse where the characters are on guard duty...

CHAPTER I

Gently Down the Reik

In this scenario it is assumed that the PCs are travelling the River Reik aboard a river barge. If this is not the case, see the *A Few Good Men* sidebar how to get the PCs aboard a river barge and on their way down the river.

The PCs have started their journey down the Reik and are well on their way towards their destination when the events of this chapter suddenly fall upon them. After a few days of travel the barge stops at a small town to resupply, check the boat for any damage, and spend the night. The shadows are already growing longer and the different vendors and dockworkers are preparing to call it a day when their barge glides in and halts next to one of the jetties. The PCs figure they should have maybe an hour of daylight left.

Just as they prepare to leave the ship there is a crash as something is knocked down, followed by angry shouts. A young, wiry man surges from behind a pile of crates and proceeds up the ramp to their ship. The stranger is dressed in good quality, yet practical, clothing and a sword hangs from his belt. He is as pale as a ghost and grasps his left side, a successful Easy (+20%) Perception Test reveals that he is wounded and bleeding heavily. The man's eyes dart from side to side as he desperately looks for a place to hide. Panting heavily, he stops to plead for help, *"Help me... They must not catch me... I have to find a place to hide..."*

A Few Good Men

The Reik is the lifeblood of the Empire and countless vessels ply its arteries every day. Trade flows back and forth the mighty river as Merchants seek the most lucrative markets. One such Merchant is Ruderigus Weissbier, a grey-haired and jovial man in his late forties, who is looking for a few good men to escort his cargo of fine wines for sale in Nuln (or any other larger city that suits your needs) during the upcoming Black Powder Week. His route will take him through some of the less travelled tributaries of the river and he wants extra insurance that he and his cargo will get there in one piece. He offers to pay the PCs a standard fee of 1 *gc* for every two days of travel.

Try to establish a sense of urgency by asking each player to quickly describe what their initial reaction to the situation is. As soon as everyone has had their turn, four Riverwardens run to the pier, swords and pistols in hand, obviously in pursuit of someone. While the Riverwardens question all passers-by, the PCs have d10/2 rounds to decide what to do.

The characters probably want to know who the stranger is and why the Riverwardens are after him. He promises to answer all their questions later, when he has evaded his pursuers and bleeding less profusely. The stranger is in fact Udo Genscher, an

agent in the employ of Marié de Bray. The Witch Hunter has been tracking the Slaaneshi Cultists and has learned that they use the Riverwardens of this area to smuggle heretical items for them every now and then. Genscher sneaked into their chapter-house, but was discovered. A fight ensued and he was wounded, but still managed to escape and is now trying to find a place to hide.

When their time is up, a successful Easy (+20%) Perception Test reveals one of the dockers pointing at their barge and the Riverwardens start towards their ship (*for stats, see p. 16*). Unless they remove the ramp the men board their ship without bothering to ask for permission. If the PCs bar them entry, Sergeant Winterhalter steps forth and demands to be allowed on board in pursuit of a dangerous criminal. If they continue to resist, he points out they have a chapter-house here with two armed patrol ships.

Once the wardens are aboard they proceed to search the vessel. If the PCs ask Sergeant Winterhalter who they are after, a successful Average (+0%) Charm Test earns them that the Sergeant is after a dangerous Cultist.

It is up to the PCs how they handle the situation with Genscher. Some possibilities are discussed below.

Talk or bribe their way out of it

As Genscher has indiscriminating evidence on the Riverwardens no amount of convincing, threatening, pleading, or bribing will prevent them from searching the ship. The PCs can of course lie that they saw him board some other vessel etc. This requires a successful Average (+0%) Charm or Blather Test and even then two of the Wardens will search the ship for illegal contraband while the others move on.

Fight

The PCs should realize that this would be an unwise course of action. If a fight breaks out another d10/2 Riverwardens arrive at the scene in five minutes. If the PCs survive and manage to flee, they will be dogged by patrol ships for the rest of their journey.

Turn Genscher in

They can turn in Genscher, in which case the Riverwardens take him away and he is never seen again. Sergeant Winterhalter thanks them for doing the right thing and the Riverwardens leave.

Hide Genscher

The Riverwardens proceed to search the vessel. The PCs need to distract or direct the wardens away from Genscher's hiding place. Also, Genscher's wound is bleeding heavily so the PCs need to cover the bloodstains, or somehow explain them. Once they fail to find any sign of the man the Wardens leave with a stern warning against harbouring wanted criminals.

If the Riverwardens find the fugitive

They will seize Genscher and take him away. The PCs are taken to the chapter-house and questioned. If they fail to give a satisfactory explanation, or a sizable bribe, they will be reprimanded (maybe even flogged) for attempting to help a dangerous criminal. If you see it fit, they could even be fined or imprisoned for a few days while their backgrounds are checked.

Whatever course of action the PCs decide on they will find Genscher dead, foaming at the mouth, by the time the Riverwardens leave. Any character with a suitable skill can confirm that the wound was poisoned. Disposing of the body should be the next item on their agenda.

In any event, even if the PCs didn't allow him to initially stay aboard, Genscher has still managed to hide a scroll case aboard their barge. The PCs should find this case a few days after the incident, after they have left town and are already well on their way. Inside the scroll case is a short note written by Genscher (give the players *Handout 1*). All they can glean from the note is that someone will be bringing the highly illegal warpstone to Rosendorf aboard the Twin-tailed Trout on the 13th. The purpose of this handout is to lay the groundwork for the events of the following chapters so that once the PCs arrive in Rosendorf they know someone in the village is expecting to get his or her hands on the illegal substance.

Chapter II

Genscher's note (*Handout 1*) says the 13th but the month has been left unnamed on purpose. This way it is up to you whether the PCs arrive in Rosendorf a few days after the events in the previous chapter, or after a longer time, and perhaps another scenario, has passed. What matters is that they arrive on the 12th.

Around midday on the 12th dark clouds roll across the sky and the wind picks up. The drizzle soon turns into rain and shows no signs of stopping. By the time the party can see the lights of Rosendorf they are in the hands of a serious rainstorm. Their only option is to secure the barge and seek shelter at the village.

The barge rolls and heaves dangerously, but they manage to dock safely. As they struggle to fasten the moorings, a shaft of light pierces the darkness as a Toll Keeper braves the dreadful weather to meet them. His lantern swings wildly in the wind in a valiant but desperate attempt to bring some light into the darkness. He shouts in order to be heard over the howling wind

Welcome to Rosendorf, travellers! Grace be to Manann, ye made it here safely! I am Hermann Treit, the Toll Keeper. Don't ye worry about them tolls now, we can settle them in the mornin'! If yer be lookin' for a place to spend the night I recommend One-eyed Jakob's, on the west side of the village. About the only place open at this hour too!

One-eyed Jakob's

Even in the heavy rain, One-eyed Jakob's is easy to find, as it is the largest building in the village. It looks like a typical two-storey inn, in front of which a sign with a jack of spades swings wildly in the wind. A successful Average (+0%) Common Knowledge (the Empire) Test, or Ruderigus Kniss if they are travelling with him, tells them that One-eyed Jakob's is a rather well-known establishment among the more regular travellers of the region, as the inn is also a brothel.

Inside, the place is very welcoming except for an ugly bouncer, Horst, sitting by the door to discourage anyone from doing anything stupid. The characters are warmly welcomed by two scantily clad lasses, Anette and Janna, who promptly help them out of their wet overcoats and show them to a vacant table. In spite of the weather, the place seems to be quite full; the mismatch of patrons is

enjoying warm ale, a hearty laugh and attractive company. A group of passing merchants are downing drinks and dancing with the girls, there is a loud card game going on, and a pale young man sits by the fire, writing in his journal.

Once the characters have settled down, a striking woman in her late forties approaches them. She is Erika Hertz dame, the matron, who comes to welcome them personally and to assure them all their needs will be taken care of. Jakob's has a rather impressive selection of fine wines and the food is tasty, if a bit spicy - not to mention expensive (+10% to all prices).

The PCs are free to indulge themselves. If they attempt to talk to the pale young man (Zacharias Kohlenfeuer, the Daemonologist) he refuses politely on the pretence of not feeling too well. The PC still notices that his journal contains many drawings of a young woman. If asked about it, a sudden sadness overcomes the man as he says that she is his fiancée and he is on his way to meet her.

Trouble with Horst

Horst, the bouncer, is getting drunker by the minute. Being an unimaginative brute he attempts to grope any female figure that comes even remotely near him. The PCs can easily tell that the women absolutely loathe the man. If asked about it they will quite openly admit that this Horst is not liked and a successful Charm or Gossip Test further reveals that the Thug works for a local Racketeer called Bruno Rattenkrantz.

A Note on Magical Sense

The jade statue is a corrupting artefact that warps the Winds of Magic around it, effectively making them unreadable. This convenient fact helps to keep the identity of the true recipient of the Warpstone a secret until the events described in Chapter IV.

At a suitable moment Horst demands more ale in a loud voice and Janna, the girl who was there to greet the PCs, goes to serve him one. As she hands him the beer, Horst gropes her shapely behind. Janna screams in disgust and tears herself away. She mutters something under her breath and then, just as Horst stands up and reaches for her; with one punch the petite blonde drops the brute to the ground. Everyone stares in total silence how Janna looks at her small fist, then at the unconscious Horst. Her face lights up and she shouts joyously,

"It worked! It really worked! Just like you said it would, Marié!"

Meeting Marié

Everyone turns to look at the stairs and lay their eyes on Marié de Bray for the first time. The beautiful Bretonnian descends down the stairs in a red corset. Her large, brown eyes look first at Janna, then at Horst, then at Janna again, and her lips curl up in an evil grin. Erika ushers Janna to a backroom, telling her to keep quiet. Two stable boys carry the unconscious Horst outside.

At this point, an Easy (+20%) Perception Test reveals that that upon seeing the Bretonnian, the pale man gets visibly upset and spills the contents of his inkwell across the table and his journal. He tears the smeared page out and flings it away, then quickly makes his way upstairs where he will lock himself in his room. The page has a smeared picture of Elise, his lost girlfriend, on it.

Once Horst and Janna are out of sight, they are also quickly out of mind and the merrymaking continues as if nothing had happened. Erika will dismiss the incident hurriedly and refuses to further discuss it. Marié will talk with them shortly, in her attractive Breton accent, and tell them she arrived here only recently. At your discretion, Marié could be all flowing locks, warm eyes, and honeyed words to have some of the PCs take an interest in her, or better yet, try to best each other in an attempt to gain her attention. Of course, she will turn them all down in the end.

If asked about the knockout Marié will quickly dismiss it with a disarming laughter. With a successful Challenging (-10%) Perception Test the PCs will notice she has a hidden dagger strapped to her leg. If confronted about it she will become openly suspicious and say it is for protection against the likes of Horst.

I Have a Bad Feeling About This...

It serves the purposes of this scenario that the PCs suspect Marié could very well be the unnamed recipient of the Warpstone. Therefore, once the PCs have downed a few drinks and are starting to relax you should start dropping subtle hints of something sinister lurking behind the inn's friendly façade. A sweet scent of incense lingers in the air, gently caressing the PCs' senses and making them giddy. There is always music in the air, even when the entertainers have put their instruments down. A Routine (+10%) Perception Test reveals the decoration of the candelabras to be quite suggestive. The women smile and flirt with them openly, but constantly whisper amongst themselves. Once your players start looking at each other muttering about the Ruinous Powers and witches, you know you are on the right track.

CHAPTER III

The Morning of the 13th

The morning of the 13th, the day the Warpstone is allegedly arriving in Rosendorf, is still cloudy but the rain has ceased. When they go down to the tollhouse they will find out that the storm has wreaked some minor damage on their barge and it will take about a day to get it fixed (see *The Toll Keeper's Offer* for more on this).

Suddenly, the PCs find themselves stuck in the village for the day and they probably want to have a look around. What follows is a short description of some of the more interesting locales in Rosendorf. This is followed by a description of the key events that will occur to our principals during their stay. In case the PCs want to investigate Marié further some rumours and red herrings are provided.

Welcome to Rosendorf

Rosendorf is a small trading outpost on one of the Reik's many tributaries. The people who live here are mostly the owners of the different establishments catering to the passing travellers. For a large part the buildings are simple one-storey houses, built in the vicinity of the river. Before the Storm of Chaos, the village used to be a frequently used and well-known stop along a route to Nuln, but has since then seen the number of merchants and travellers shrink as trade has been rerouted to better exploit the demands of the growing number of refugees. Many of the shops and establishments have closed their doors and now only a few shops, some pedlars, and One-eyed Jakob's remain.

The people of Rosendorf are used to all kinds of travellers and strangers from distant areas, but the steady decline of their village and the growing number of criminals and other unsavoury characters has made them wary and cautious. Although, any chance to make money is still greeted with a warm smile, and a greedy hand, and many of the villagers can still surprise the PCs with their knowledge of different trade customs from around the Empire.

The Tollhouse

The tollhouse is a part of an Imperial system to collect tolls from anyone travelling on the river. Tollhouses like this are commonly seen as a nuisance by travellers and are often scenes of violence and robbery.

The tollhouse effectively prevents riverboats passing the village before a toll is paid. The Toll Keeper is employed to operate the boom and charge a toll from passing vessels. Once a toll is paid a winch is used to lift the boom to allow passage.

One-eyed Jakob's

This inn and brothel is the largest and busiest establishment in Rosendorf. It was described in the previous chapter.

The Sigmar's Flask

This is a small, shadowy watering hole owned by an ex-Mercenary Ramirus Stein, called "Ram" by the regulars. Most of the patrons are gloomy locals trying to drown their lost dreams in the stale ale. "Ram" Stein himself is a large, scarred man who during his younger days hired his allegiance to the highest bidder. Nowadays, most of his money comes from the dog-fighting ring he runs with Bruno Rattenkrantz. Therefore, the tavern is also a hangout for Rattenkrantz's gang, and the man himself can be found here most of the time (see *Herr Rattenkrantz Will See You Now*, p. 8).

The General Store

Wilhelm Handelman runs the general store. His small and confined shop has a lousy selection with unreasonably high prices. This is because a lion's share of every crown Handelman makes goes to Bruno Rattenkrantz to insure his store against any spontaneous combustions. The lanky man is friendly but his shifty eyes make him seem nervous and edgy at times.

Rosenholz's Remedies

Lorinda Rosenholz, a local herbalist, lives in a small hut where numerous herb jars exuding overpowering aromas hang from the ceiling. The sweet old lady provides the locals as well as the girls and guests of the Jakob's with herbs to remedy any (embarrassing) ills.

Way Temple

A small, unmanned way temple sits on the outskirts of Rosendorf.

Key Events

These key encounters take place during the 13th, before sunset. They can take place at any time you see fit as long as they happen before the Twin-tailed Trout arrives. There are a few matters worth noting though. Firstly, that it is not necessary to have all the PCs present at all the events (as long as everyone is present in at least one). In fact, you are encouraged to have different PCs meet different NPCs as this can lead into some very interesting situations in Chapter IV. Secondly, *The Madame's Dilemma* does not directly concern the events of Chapter IV and therefore it is an optional event that you can leave out if necessary. *The Toll Keeper's Offer*, and *The Bretonnian and the Beast*, however, serve to explain why certain NPCs are present at the big finale in Chapter IV, while *Herr Rattenkrantz Will See You Now* might affect PC allegiances in that scene. Therefore, leaving them out is not recommended.

The Toll Keeper's Offer

In the morning when the characters come to the tollhouse to see to their barge, they find out that the last night's storm has caused some minor damage to the vessel. It seems they are stuck in Rosendorf until the barge is repaired.

Hermann Treit, having overheard their discussion, feels sorry about their fate and offers a helping hand. He knows some local artisans who can have their barge back on the waves in a day, a day and half at the most. He even promises they will do it for a very reasonable price. All he asks in return is that they lend him their eyes and ears for tonight.

Three nights ago Hermann caught his assistant, Maximillian, trying to break into the moneybox where he keeps the collected tolls and threw him into a cell in the tollhouse. He suspects that Maximillian was working for Bruno Rattenkrantz, as the young man's strengths have always been more martial than mental, but at the moment he can't prove anything.

Instead, he heard rumours yesterday that the Racketeer might be planning to break the boy out before Hermann can hand him in to the authorities. The Toll Keeper suspects the attempt will take place tonight, and is looking for someone to help him as he has no hope of standing up against Rattenkrantz's gang alone.

In case the PCs take him up on his offer, he asks them to come to the tollhouse at sunset. The workmen can be found working on their barge a moment later.

Herr Rattenkrantz Will See You Now

Sometime during the day a PC sees two rugged men pushing a pedlar around, and scattering his wares on the ground. The scared victim tries to protect himself against the blows and pleas for mercy. The Thugs, the Racketeer's men, are shaking up the poor pedlar for a "sales tax" (*for stats see Rattenkrantz's Thugs, p. 16*). If the PC does not intervene in anyway, the men give him a nasty look as they take what little money the pedlar has, and then leave the broken man sobbing in the mud.

If the PC intervenes, the Thugs turn to face him with an angry look on their faces. The way they crack their knuckles and measure him from head to toe tells the PC these lowlifes are no strangers to violence. The Thugs have a reputation to protect so they are looking forward to teaching any and all would-be heroes a lesson or two. Trying to speak or intimidate one's way out of the situation is probably not going to work unless the character come up with something brilliant, and fast. As soon as either of the Thugs is seriously wounded or it is evident they are outmatched, they retreat inside the Sigmar's Flask.

An hour later the same PC is approached by a filthy man with almost no teeth and hands scarred with dog bites. He is another of Rattenkrantz's Thugs, and says, "*Herr Rattenkrantz wants to meet ye in the Flask. Now.*" If he refuses, Rattenkrantz will come to meet him a little later. If he agrees, the Thug leads him into the tavern.

It is horribly noisy inside the cramped, smoky hellhole. A colourful crowd has gathered in a circle to loudly cheer and root at the two dogs barking and snapping at each other inside a small ring. Money changes hands as bets are placed. The Thug pushes through the press of bodies towards a small, rickety table at the back. Behind it Bruno Rattenkrantz counts his crowns, oblivious to all the hoopla around him (*stats, p. 16*). The Thug leans in

to say something to his boss and then takes his place behind him. Slowly, like being afraid to let the coins out of his sight, the Racketeer lifts his eyes to give the PC a rather contemptuous look. What happened earlier with the pedlar determines the Racketeer's approach.

If the PC ignored the pedlar's blight, he says,

Thank you for taking the time to see me. I heard from my men that, earlier today, you did not seem too uncomfortable with seeing, shall we say, business taken care of. Now, I could have some use for the likes of you, a business proposal if you will. I will make it worth your while, if you care to hear me out?

If the PC drove off the Thugs, he says,

Now, first off, let me start by apologizing for that little incident earlier. My men are sometimes... a bit eager, if you know what I mean. And speaking of the incident, I must say I was impressed with the way you handled yourself. I could have some use for the likes of you, a business proposal if you will. I will make it worth your while, if you care to hear me out?

The reason Rattenkrantz summoned the PC here is Maximillian, the Toll Keeper's assistant. Rattenkrantz convinced the young man to break into the safe in the tollhouse and steal the collected tolls. The fool got caught, however, and is now jailed in the tollhouse. The Racketeer wasn't too worried until he heard a rumour that a travelling judge summoned by Hermann Treit is on his way here. Now Rattenkrantz fears Maximillian will rat him out to the judge, and he is not willing to give up his lucrative business in Rosendorf not to mention his freedom.

Rattenkrantz's problem is that the Toll Keeper is a sanctioned official of the Empire and an attack against him would be an attack against the powers that be. Being a cowardly man, Rattenkrantz is not willing to go that far yet, and has been looking for a suitable outsider to do the deed for him. This way, should the PC fail, there is no direct link to him.

The Racketeer wants the character to make sure that Maximillian doesn't talk to anyone, preferably by killing him tonight. He is prepared to pay 10 *gc*, but can be haggled to 15 *gc*. If the PC refuses, he warns him not to share the details of this little exchange with anyone if he knows what is good for him.

The Bretonnian and the Beast

Last night, the sudden appearance of Marié de Bray caught Zacharias Kohlenfeuer completely by surprise and he panicked and locked himself in his room in One-eyed Jakob's. After he was certain the Witch Huntress did not follow him upstairs and, thus, was not aware who he was or why he was in Rosendorf, he started to weigh his options. As the first rays of the sun chased away the twin moons, he had a plan.

He would hire someone to capture the Witch Huntress for him, so that he could safely get the Warpstone when the Twin-tailed Trout arrives and then perform the ritual on the captured and chained woman in a nearby clearing. Around midday Zacharias Kohlenfeuer sneaked out of his room and made his way to the Sigmar's Flask to look for a suitable man for the job. One of the characters is now about to meet this Bounty Hunter.

As the PC is making his way through the outskirts of Rosendorf the character hears a plea of help coming from the direction of the way temple. Upon investigating, the character finds a gibbet next to the temple and in it Horst from last night. The drenched and dirty man desperately grasps at the rusty bars of the cage and eyes wide with fear stare at the PC from under streaks of greasy hair. With a whimpering voice he begs, *"Ye gotta help me. Please, ye gotta let me out 'fore that... monster returns! I'm beggin' ya! No, it's too late, it's behind ye..."*

The PC turns to see the monster, and lays eyes upon – a Halfling. That is, a Halfling with two nasty, growling war hounds and an evil smirk on his scarred face. Ludo Stoutfoot (*for stats, see p. 17*) looks at the PC and says, *"I hope you're not planning on doing anything stupid, are you now. Boris and Karl-Franz here will be at your throat before you can get your sword out of its scabbard."* If the PC doesn't show any immediate signs of hostility, he continues, *"Actually, you could be of more use to me than this wretched fool here. I'm lookin' for a dangerous criminal, one of them Bretonnians. They say her name is Maria, or something like that. You haven't seen her by any chance? There is a Karl in it for you if the tip's good. Don't say ask at the inn as I already did and they said she's not in."*

If the PC seems willing to co-operate Ludo will pay 1 *gc* for a good tip. Additionally, he is ready to pay as much as 3 *gc* for any piece of cloth where the dogs can get her scent. If asked why he is looking for the woman, a successful Average (+0%)

Charm Test has Ludo reveal that *"a sickly human hired me to capture one of them renegade sorcerers".*

Ludo is as cunning as Halflings come and knowing how dangerous sorcerers can be he is looking to have some (disposable) help. If the PC helps Ludo find out that Marié visits the river lock every sundown (*see below*) he will offer the character 10 *gc* for helping him capture her tonight. Of course, he has no intention of paying and plans to kill the character after the Bretonnian is in manacles. The Bounty Hunter's plan is detailed in the next chapter.

The Madame's Dilemma

Erika Hertz dame, the matron of the brothel, has a dilemma. She has been running the inn since the previous owner died in a bar fight in the Sigmar's Flask a few years ago. However, ever since taking over the business she has had trouble from Rattenkrantz. The Racketeer has in his possession documents of the inn's ownership he claims he won in a card game on the very night of the fateful bar fight. He uses these documents, and his alleged connections to the Belladonna crime family, to blackmail Erika for "protection" money (among other things).

When the Witch Huntress arrived she quickly noticed the predicament the girls were in. Unwilling to risk her cover she couldn't get directly involved, so she chose to teach the girls some basic skills how to defend themselves (hence Janna's knockout blow last night). The word quickly reached Rattenkrantz that a beautiful Bretonnian woman is staying at the Jakob's, and in his insatiable lust for women he has been trying to arrange a meeting with her. Erika has used all kinds of excuses to prevent the two from meeting as she, rightfully, fears that the encounter would end up in a disaster. She doesn't want to risk losing the inn, but she fears she has run out of excuses to deny the Racketeer for any longer. Therefore, she needs the help of an outsider.

In the late afternoon, Erika Hertz dame, careful not to soil her dress in puddles, hurries from One-eyed Jakob's to one of the characters. First and foremost she will be looking for any female PCs. If there are none, she will seek out a character who seems the most talkative, the most feminine, or has the highest Fellowship. Taking the PC's hand she leads the character back to the inn. Once she is sure there aren't any unwanted listeners around, she explains what this is all about.

"I have a small dilemma and I believe you could be able to help me. I believe you met the Bretonnian woman, Marié, last night. Rattenkrantz, a local Racketeer has been causing us

all kinds of trouble, blackmailing us and manhandling my girls. Now, Rattenkrantz wants to meet Marié, but she is nowhere to be found and I'm afraid what he will do if he doesn't get to meet her. This is where you come in..."

If the PC is a female, Erika proposes that she will pretend to be the Bretonnian and meet Rattenkrantz. He is notoriously bad at holding his liquor and all that is needed is to get him to down a few drinks until he passes out. If the PC is a male, she asks for help and wants to hear any proposals on how to handle this situation. Of course, it is a classic joke to have a man dress up as woman, and might allow for some comic relief if that suits your style.

Erika is willing to offer the character 5 *gc*, or whatever it is that might make him/her interested. She is very perceptive and imaginative when it comes to offering people what they want. If asked about what the Racketeer has to blackmail them with a successful Easy (+20%) Charm Test has Erika telling about the documents the man keeps in his room in the Sigmar's Flask. The room is accessible from the outside, but a Challenging (-10%) Scale Sheer Surface Test is required to get to the window. Furthermore, a Routine (+10%) Agility Test is needed to open the window's shutters from the outside. Once inside, a moneybox containing the documents and 13 *gc* can be found from under the bed. A Hard (-20%) Lock Pick Test or a Routine (+10%) Strength Test is needed to open the moneybox.

Investigating Marié

Once the PCs notice that everyone seems to have some interest in the mysterious Bretonnian, they might want to look into the matter a little further. Also, they could very well suspect her to be the recipient of the Warpstone. Marié has left Rosendorf at first light to check on a prearranged spot for a message from Genscher. Even if the PCs for some reason mentioned what happened to Genscher, she will go in an attempt to verify their story. She will return just before sunset, just in time for the big climax detailed in the next chapter.

Questioning the girls of brothel will learn them she arrived here about a week ago. She made some arrangement with Erika and has stayed in the inn ever since. A successful Routine (+10%) Charm Test reveals that she visits the river lock every evening around sunset (to ask about new arrivals). If the PCs seek out Janna and ask about what happened with Horst they must first gain her trust (or intimidate her) before she reveals that Marié

taught them a few tricks how to put men like Horst to their place.

A successful Gossip Test reveals that Marié has bought some strange items from the pedlars and the herbalist that sound awfully lot like spell ingredients (these are only herbs and superstitious paraphernalia Marié is always looking for).

In case the PCs want to search Marié's room it is accessible from within the inn with a successful Average (+0%) Lock Pick or a Challenging (-10%) Strength Test. Breaking the door down can be easily heard by everyone in the common room however. Searching the room reveals nothing out of the ordinary as the Witch Huntress has hidden all her gear in the cellar.

CHAPTER IV

In this chapter the events of the scenario reach their climax in a big finale at the tollhouse. The PCs should have several reasons to be at the tollhouse when the sun sets. They could be helping Hermann Treit, working for Bruno Rattenkrantz seeking to kill Maximillian, or they could be co-operating with the Bounty Hunter Ludo Stoutfoot. Whatever the reason, they should be at the tollhouse around sunset to see Marié's true identity revealed and the unravelling of Kohlenfeuer's, and ultimately, Sssil'ky-Synnn's plans. Be sure to read the *Running This Scene* sidebar for some helpful advice.

The final rays of the setting sun disappear behind the horizon just as the characters arrive at the tollhouse where moths dance around lanterns that cast pale reflections across the dark waves. As the PCs start towards the pier, Hermann Treit comes out of the tollhouse escorting the young Maximillian. He smiles cheerfully at the PCs and says,

"Thanks for comin', although it seems I might not be needin' ye after all. Ye see, the riverwardens jest arrived..."

Just like Hermann said a patrol boat has just docked and three Riverwardens stand at the pier. At the moment they are talking to the pale young man that the PCs remember seeing in the inn last night. One of the Riverwardens hands Kohlenfeuer a small box and receives a purse in return. This should have alarm bells ringing in the PCs' heads, but you can have them make a Routine (+10%) Perception Test to see that the patrol boat is named the Twin-tailed Trout. An extra degree of success on the test also reveals that the small box seems to be made of lead and inscribed with some sort of runes.

No-one Expects the Bretonnian Inquisition!

Give the PCs a few seconds to figure out what is happening here, before the following takes place. Marié de Bray has watched from the shadows as the

Running This Scene

Running an encounter with many plot threads, NPCs with different goals, and the characters who possibly have plans of their own, can seem like a daunting task. Worry not, for there are several things you can do to make it easier on you. First of all, the events in this chapter are divided into parts that follow each other to make it easier for you to control all the NPCs involved. Secondly, ask your players what their plans are. This will give you an indication of what is to come and some time to prepare.

There are a few things you should keep in mind when running this chapter. Firstly, this is the big finale of this scenario and it should be about how your players handle the situation. There are several NPCs involved but keep the focus on the PCs. Their decisions should be what determines the outcome. Also, even though there is a lot of potential for combat here do not concentrate on the combat rolls. Instead, use the situation as a narrative element; imagine the PCs shouting at each amidst all the chaos struggling to find out what is going on and who is the real enemy here. Again, keep the focus on the PCs and the combats they are involved in, describe the other battles as background to their fights, and don't bother to roll for the combats they are not involved in.

Warpstone changed hands, and decides that now is the time to take action. The Witch Huntress, in full gear and with a sword and pistol in hand, steps out of the shadows and starts walking down the pier. With zealous fire burning in her eyes she says,

"By the power invested in me by the Temple of Myrmidia I find you guilty of trafficking in blasphemous substances. There can be no mercy for such a crime, no penalty other than the cleansing fire of the pyres. In his wisdom Morr may yet grant your souls some clemency in death, I know I will not..."

With the Bounty Hunter's attack everyone jumps into action. Each party's actions are detailed below.

- This leaves the PCs to find out what is happening and what to do. This should be frantic, chaotic situation with the PCs shouting at each to find out what is going and who the real enemy here is. The PCs' earlier interactions with the NPCs might influence their allegiances, or even some NPC's plans, so make sure to be prepared for this.

Once the fighting ceases give the PCs a moment to catch their breath and realise that the pale man is nowhere to be seen. If Ludo's attempt to capture Marié fails, the Daemonologist has no other option but to proceed with the ritual here and now. He uses the Warpstone dust to draw a circle of dark magic on the pier, and then steps inside the circle with the statue in hand.

The sound of the Daemonologist chanting alerts the PCs to the far side of the pier. The Warpstone bursts into foot high pink flames. The Daemonologist raises the jade statue above his head and calls to the Warp, and the Warp answers. The pier is covered in frost as the temperature drops dramatically, the air in front of the wizard shifts and warps as laws of time and space twist and with a scream of a tortured lover, Sss'ilky-Synnn arrives (*for stats, see p. 18*).

Seeing the Daemonette, the Daemonologist falls to his knees like a marionette when its strings are cut. The Daemonette's cruel betrayal is now revealed and the only hope of ever seeing his girlfriend lost leaves him utterly devastated. He stares at the Daemonette and moans over and over again, *"What have I done... You are not Elise... You are not my Elise! I've been deceived..."*

"Finally, I will have my sweet revenge. Last time you resorted to guile and chance to slay my worshippers and banish me, witch hunter, but nothing can save you this time. I shall enjoy making you die a thousand exquisitely slow deaths."

Defeating the Daemonette

Hips swaying and the pincer snapping in anticipation the Daemonette starts towards the helpless Witch Hunter. It is up to our heroes to save the day! They should prevent the Daemonette from getting her pincers on Marié while finding a way to banish the abomination. There are several ways to defeat the Daemonette and these are discussed next.

Fighting the Daemonette

Facing the Daemonette in combat is a straightforward, if dangerous, way to banish her. When her Wounds are reduced to 0, the Daemonette returns to the Warp with a wailing scream. Like all Daemons, Daemonettes have the Instability special rule (*see p. 18*). However, Sss'ilky-Synnn is not subject to Instability as long as the jade statue is intact. Once it is broken, Sssil'ky-Synnn is susceptible to normal Instability.

Breaking the Statue

The PCs probably noticed that the Daemonologist used the statue to summon the Daemonette and is in fact still pressing it against his chest. If the PCs miss this, you could allow them an Intelligence Test, or have Marié point it out. Kohlenfeuer is still inside the magical circle and entering it requires a successful Routine (+10%) Agility Test to avoid touching the pink flames. Any PC who touches the flames must succeed in an Easy (+20%) Toughness Test or gain a mutation.

The PCs can take the statue by force in which case they must succeed in an opposed Strength Test against Zacharias Kohlenfeuer as he clings to it desperately. Another option is to convince the Daemonologist to break the statue. This act of penance might allow his damned soul some redemption.

Striking a Bargain

Of course, characters not burdened by normal morality standards might seek a bargain with the Daemonette. Whatever the bargain Sssilky-Synnn's price is Marié's life, without exception.

Looking Back with Fondness

Facing Sssil'ky-Synnn is the climactic fight that concludes the scenario. Here are a few suggestions on how to make her a memorable opponent.

- During melee the Daemonette leans in and, her lips brushing the PC's ear, whispers a pet name known only to a former lover.
- Her pincer snaps around a character's arm and she pulls him in for a passionate kiss. Excruciating pain turns into exquisite pleasure as her lips lock with his.
- The Daemonette giggles or sighs with pleasure every time she is wounded.

Aftermath

Silence falls upon the pier as the sounds of battle die down. As the dust settles it is time to see who came on top. The fight has likely been quite chaotic and deadly, and the outcome depends largely on the PCs, and whom they decided to side with in the end.

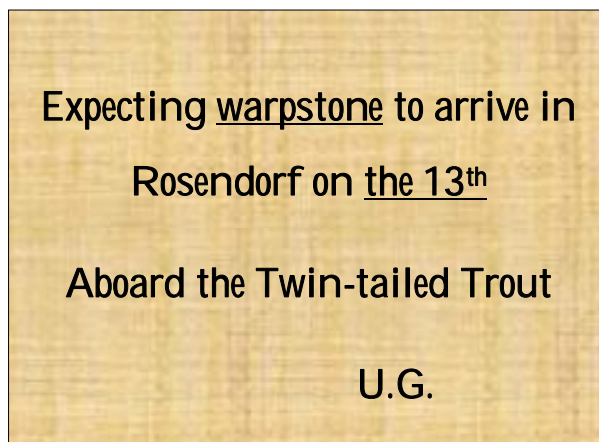
In the case Sssil'ky-Synnn manages to kill Marié the Daemonette returns to the Warp with a triumphant laugh. On the other hand, if Marié survives, she is eager to see all surviving wrongdoers burnt at the stake. If Kohlenfeuer, any Riverwardens, or Ludo survive, they can look forward to a steamy session with hot irons. If the PCs sided against her they have made an enemy for life. On the other hand, if they helped her they now have a powerful ally and if the PCs are left wondering what actually happened here and why, Marié can fill in all the missing details.

There are some possibilities for further adventures. Hermann Treit might ask them to escort Maximillian to the authorities. The Witch Hunter will be looking into destroying the pieces of the jade statue and this could require some special measures, and help from the PCs. If the PCs end up with the pieces, it will not be long before seductive whispers start snaking into their dreams. In any case, the next day their river barge is repaired and ready to take them towards further adventures.

Awarding Experience

- Dealing with Genscher and finding the handout 10 xp
- Each Key Event effectively dealt with 30 xp
- Breaking the Statue 10 xp (20 xp if they convince Kohlenfeuer to do it)
- Defeating the Daemonette 30 xp
- Surviving 20 xp
- Good Roleplaying 10 – 50 xp

Player Handout 1 – Genscher’s Note



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Dramatis Personae

Marié de Bray, the Mysterious Bretonnian

Career: Witch Hunter (ex-Vampire Hunter, ex-Bounty Hunter)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	55	43	43	50	35	50	60
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	3	0

Skills: Academic Knowledge (History, Magic, Theology), Charm, Command, Common Knowledge (the Empire), Concealment, Dodge Blow, Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface, Search, Shadowing, Silent Move, Speak Language (Classical, Reikspiel)

Talents: Marksman, Rapid Reload, Rover, Specialist Weapon Group (Entangling, Gunpowder), Sixth Sense, Stout-hearted, Strike Mighty Blow, Strike to Injure, Tunnel Rat

Armour: Leather Jack, Mail Shirt

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

Weapons: Pistol (6 shots), Best Quality (+5% to WS, included in the profile) Bastard Sword, Knife

Trappings: Wide Brimmed Hat, Numerous Good Luck Charms and Purity Seals, Rope, Blessed Water, Horse, Saddle & Harness, 18 *gc*

Marié de Bray was born to a noble family in Parravon, Bretonnia. When she was just ten years old, Cultists broke into their home on Hexenstag and butchered her family. Her chaperone helped her escape, and she ended up living with her cousin in Nuln. Her cousin was a devout follower of Myrmidia, and under her tutelage Marié grew into a strong, independent woman with a deep hatred towards all cultists that eventually made her become a renegade Witch Hunter. She has an explosive temper and she is notorious for her relentlessness and unforgiving zeal.

While staying at One-eye'd Jakob's, Marié has noticed the blight of the girls. Being a devout Myrmidian she believes in strong independent women who stand up for themselves and has therefore taught the local girls how to defend themselves. She is also very superstitious.

Marié is beautiful in a typically Bretonnian way with her flowing dark hair and dark brown eyes. She dons a wide brimmed hat characteristic to Witch Hunters and several purity seals and good luck charms are fastened to her long leather jacket. Also, she always wears a scarf around her neck to hide hideous scars caused by Sssil'ky-Synnn's pincer. While in the brothel she is dressed accordingly.

Hermann Treit

Career: Toll Keeper

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	31	32	40	33	31	36	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	3	0	0	0

Skills: Dodge Blow, Evaluate, Haggle, Perception, Read/Write, Search, Speak Language (Breton)

Talents: Marksman

Armour: Leather Jerkin, Mail Shirt

Armour points: Head 0, Arms 0, Body 3, Legs 0

Weapons: Crossbow with 10 bolts, Hand Weapon, Shield

Trappings: 8*gc*

Herman Treit is a stout man in his late forties, his hair rapidly turning gray around the temples. He has worked at the tollhouse for as long as it has been in Rosendorf and, unlike many of his peers, Hermann is actually an honest, hardworking servant of the Empire who takes pride in his work. He is well-known and respected as a no-nonsense kind of a man among the travellers in this region.

A violent encounter with smugglers a few years back left Herman with a limp and forced him to hire Maximillian to assist him. Maximillian's betrayal came as a huge shock and disappointment to Herman as he had learnt to trust the young man and thought he would some day take his place as the Toll Keeper. He blames Rattenkrantz but lacks tangible evidence.

Bruno Rattenkrantz, the Racketeer

Career: Racketeer (ex-Thug)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	40	37	35	40	35	35	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Command, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gamble, Gossip, Intimidate, Haggle, Perception, Shadowing, Secret Language (Thieves' Tongue)

Talents: Coolheaded, Disarm, Menacing, Streetwise, Streetfighting, Strike to Stun, Wrestling

Armour: Leather Jerkin

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

Weapons: Hand Weapon (Sword), Knuckle-dusters

Trappings: A Mismatch of Good Quality Clothing, Cheap Jewellery, 12 *gc*, 8 *s*

Bruno Rattenkrantz has found a good place in Rosendorf where law enforcement is almost non-existent and merchants pass by regularly. He and his gang run a protection racket that includes One-eyed Jakob's, the general store, as well as some wealthier locals. He also runs the gambling ring in the Sigmar's Flask.

In reality, Bruno Rattenkrantz is much like his codpiece – full of hot air with little to back up his claims. He is a coward who preys on helpless victims and avoids any direct confrontation. He has heard there is a new girl in the inn but has been denied a chance to meet her so far, and this hard-to-get routine has only served to make him more intrigued by the mysterious Bretonnian.

Bruno Rattenkrantz is a tall, skinny man with bad skin and a crooked smile. He wears a mismatch of good quality clothing taken from his victims and some cheap jewellery.

Rattenkrantz's Thugs

Career: Thug

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	30	34	35	34	26	27	26
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Consume Alcohol, Didge Blow, Gamble, Intimidate, Secret Language (Thieves' Tongue), Silent Move

Talents: Lightning Reflexes, Disarm, Resistance to Poison, Wrestling, Strike to Stun

Armour: Mail Shirt, Leather Jerkin

Armour points: Head 0, Arms 0, Body 3, Legs 0

Weapons: Knuckle-dusters, Hand Weapon (Club)

Riverwardens

Career: Riverwarden

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	39	35	30	35	30	30	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Gossip, Navigation, Sail, Perception, Row, Search, Secret Signs (Scout)

Talents: Orientation, Specialist Weapon (Gunpowder)

Armour: Leather Jack

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

Weapons: Pistol (10 Shots), Hand Weapon, Shield

Trappings: Uniform

Ludo Stoutfoot

Career: Bounty Hunter

Race: Halfling

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	52	30	25	44	31	28	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	2	4	0	0	0

Skills: Animal Care, Animal Training, Follow Trail, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move

Talents: Marksman, Rover, Specialist Weapon Group (Entangling, Gunpowder), Sharpshooter

Armour: Leather Jerkin, Leather Skullcap

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

Weapons: Crossbow Pistol (15 Shots), Hand Weapon

Trappings: 2 War Dogs, Net, Manacles

During the Storm of Chaos Ludo served the Empire in Wolfenburg. He and his dogs, Boris and Karl-Franz, braved the parts of the ruins too big for men to enter to drive out Mutants, and worse. He fought horrible things in hazardous places but managed to survive, although the things he saw during those dark and bloody days have left him with a mean streak as wide as the Reik.

After the war Ludo Stoutfoot had to find work to sustain him, so he turned to bounty hunting. The Halfling's ruthlessness and tenacious character suited his new line of work perfectly and he started gaining reputation as a dependable Bounty Hunter. He travels Reikland, looking for work or illegal dog fights to enter his dogs into. A long scar runs across his face and he is unusually skinny for a Halfling.

Boris & Karl-Franz, Ludo's War Hounds

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	0	32	38	30	15	43	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim

Talents: Keen Senses, Natural Weapons, Strike Mighty Blow

All tangled fur, sharp fangs, and mean attitude.

Zacharias Kohlenfeuer, the Fledgling
Daemonologist

Career: Journeyman Wizard (ex-Apprentice Wizard)
Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	28	33	35	40	45	40	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	2	2	0

Skills: Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magic), Speak Language (Classical)

Talents: Dark Magic, Fast Hands, Petty Magic (Arcane), Lesser Magic (Bind, Side-step*), Meditation

* See *Tome of Corruption*

Armour: None

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

Weapons: Dagger

Trappings: Merchant's Clothing, Jade Statue, Journal, Writing Kit, 13 *gc*

Ever since Zacharias Kohlenfeuer saw his girlfriend Elise dragged into the void, he has been looking for a way to bring her back. He blames himself for the incident and is obsessed with saving her. Once he got his hands on the jade statue he found a glimmer of hope as the statue whispered to him in his dreams, promising him he would get his girlfriend back. All he had to do was perform a ritual in the presence of the Witch Hunter Marié de Bray. Kohlenfeuer knows the ritual comes with a high cost – the Witch Hunter's life for Elise's. But that is a price he is willing to pay.

Zacharias is a young, handsome man with neat blond hair. However, his forays into the Dark Arts have made his skin grow pale and the fear and stress he is currently under have left him with rings around his eyes. In Rosendorf, Zacharias is disguised as a Merchant.

Sssil'ky-Synnn, a Handmaiden of Slaanesh

Race: Lesser Daemon of Slaanesh

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	0	40	37	52	31	40	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3(5)*	5	0	0	0

Skills: Charm +20%, Dodge Blow, Gossip +20%, Night Vision, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, Reikspiel), Torture

Talents: Ambidextrous, Daemonic Aura*, Frightening, Natural Weapons, Will of Iron

* *Against non-magical weapons the Daemonette's Toughness is considered to be 5.*

Special:

Aura of Slaanesh: The Daemonette is so seductive and bewildering that opponents within 4 yards take -10% penalty to WS and WP.

Chaos Mutations: Animalistic Legs, Pincer Hand.

Instability: On any round in which the Daemonette is injured in melee but fails to inflict any Wound in return, she must succeed at a Will Power Test or be banished back to the Realm of Chaos.

Armour: None

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

Weapons: Pincer hand (Precise)

Sssil'ky-Synnn was one of Slaanesh's favoured handmaidens, allowed to comb the Dark Prince's hair with her oiled claw. When she was banished by de Bray she lost her favoured position and was driven away from her master's dais. Since then, she has obsessively sought revenge against de Bray to win back her right to lounge on the divans in Slaanesh's presence.

Horrible and mesmerising at the same time, Sssil'ky-Synnn has creamy pale skin and large, emerald pools for eyes. Her left arm ends in a black, scythe-like pincer with which she can bestow the gentlest caress or the deadliest slash. Her legs end in two-toed feet fitted with black talons.