

Things That Squeak In The Night

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Overview:

The players are Skaven- Filthy, self-centred ratmen with an endless hunger and a superiority complex that would put any megalomaniac of another race to shame. Their master, Grey Seer Squikrit, has tasked them with abducting a man from the city on the surface above their lair, in a simple double-cross.

Once they finally get through the countryside and city to their prize, he turns out to be a powerful mage who offers them a chance to double cross their master instead, and take his place as ruler(s) of Under-Halldenbad. Either way, plenty of backstabby, sneaksy, baby-eating fun will be had.

Under-Halldenbad:

It's a small Skaven community, say 1500 heads. It's ruled by the iron paw of Grey Seer Lord Squikrit, an old (around 13 years!) Skaven of immense power and cunning, and his seconds, 2 Grey Seers. Squikrit came to power by the tried-and-true method of murdering his superior, his underlings, and anyone else who would have opposed him, in the space of one night. He had at least 7 alibis at the time, despite being seen cutting off the heads of his superiors and putting them on his belt. The players are near the bottom of his heap of minions, although clearly it's a conspiracy against them to keep them down, because their natural talents would simply shine through on a level field. Or if they murdered and ate all of their rivals. Either way...

Intro: Under-Halldenbad, Squikrit's throneroom

Grey Seer Lord Squikrit fills the players in on final details:

- The town's name is Halldenbad.
- Their quarry's name is Wolfgang Hauplieter. He lives in the largest building in the town, by the big lake.
- There are several ways to the surface:
 - Through an old mine, **“abandoned by the man-things because a lone ghost haunts it. Pathetic dead-thing, you would crush it easily!”**
 - Through a cave by a camp where the man-things cut wood. “It is guarded by few man-things, they are pitiful!”
 - Up through the sewers by the town's docks, which is “Heavily guarded, but a man-thing's nose cannot find a Skaven! Quick-sneak by, and victory is yours.”
 - Up a latrine hole at either of 2 farmhouses outside the town to the north or the south. “Foolish manthings know nothing of this passageway, there is a lone family watching over the food-things with four legs.

Any wayward behaviour by the players is punished harshly by Squikrit, who will vaporise a nearby NPC with black fire who just happens to be joining in the banter... He hands them the map of Halldenbad.

“Here is a map of the pathetic town, and here is an item of the man-thing, with his scent. Now go quick-quick, and bring me this Wolfgang man-thing!”

(Optional dramatic crackle of lightning from Squikrit's hands, incinerating another unlucky NPC)

Getting into Halldenbad:

The players can choose which route to take, but have to make a difficult Navigation, tracking, or survival roll to emerge there. Good ol' Squikrit didn't give them directions TO the surface. If they fail, you can choose where they end up. They're numbered 1-4 on the map.

Overland routes into the city:

If, at any point after getting to the surface, the players want to head through the forests, send in a beastman ambush, just a small patrol of 6 minions led by a bigger one, stats here...

Leader:

WS: 45 BS: 25 St: 41 To: 47 Ag: 37 Int: 25 Wp: 35
A: 1 W: 14 SB: 4 TB: 4 Move: 5 (as fast as the players!)

Underlings (Lack skill/talent marked *):

WS: 35 BS: 21 St: 31 To: 35 Ag: 30 Int: 24 Wp: 24
A: 1 W: 10 SB: 3 TB: 3 Move: 5

Skills: Dodge blow*, Follow trail, Outdoor survival, Perception, Silent Move

*Talents: Strike Mighty Blow (+1 damage)

Woodcutter camp(1):

There are 3 huts, occupied, with only an old watchman in the middle one. The others have 6 peasant workers asleep. Only the guard house has a light on. Stats are:

Guard:

WS: 31 T: 41 Ag: 30 Int: 33
A: 1 W: 12 SB: 3 TB: 4

Armour: 1 point on arms and shoulders.

Skills: Dodge blow, Follow trail, Perception, Search.

Workers:

WS: 25 Ag: 31 W: 11 SB 3 TB: 3

No relevant skills!

The guard can make search, perception, or follow trail (Int) rolls as appropriate if the players fail their stealth (Ag) tests moving about. Sight rolls are at -15 for the darkness.

Dark forest lies north and West. There is a farmhouse directly east, lights on, by the lake, several hundred yards off. The lights and sounds of the city can be heard behind a series of small hills to the southeast.

Abandoned Mine(2):

The mine walls are *interesting*. There is occasional very high-quality stonework, pillars, that sort of thing. Get the players to make Perception rolls, and if they PASS, tell them "You thought you saw something out of the corner of your eye, a shadow looming menacingly, but there's nothing there..." or tell them "Did you just hear a noise? Sort of like breathing behind your ear, or distant laughter?"

Just as they emerge into the relatively bright moonlit night, a wight attacks them out of the blue:

"A dessicated once-human figure in shattered mouldy plate-mail, wielding a black, heavily notched longsword whose deathly chill mists the air around it, leaving foggy trails as it swings at your neck."

Wight:

WS: 40 BS: 35 St: 45 To: 45 Ag: 30 Int: 25 Wp: 35
A: 1 W: 15 SB: 4 TB: 4

Armour: 3 points everywhere.

Wight Blade: SB+2 damage, roll twice on the critical hits table and pick the worst result (Good to get a couple of fate points out of the way near the start to drive home how dangerous things are :)).

Sewer Outlets(3):

A band of mutants (6 of them) are hiding from the guards above here, huddled pathetically around a small fire. the players can try to sneak past or fight. If a fight happens, guards make a -15% perception test to hear the fighting.

All of them not marked * have Stats at 31%, 10 wounds and the skills/talents Perception, Silent Move, and Flee! Their mutations are:

1: Thick scales (2 armour on all locations), Stubby legs (move 3)

2: Goat legs (move 5, +1 damage to kicks)

3*: Grossly fat (12 wounds, St: 41/SB: 4)

4*: Grossly fat (13 wounds, St: 51/SB: 5)

5: Snout (Follow trail, +10% on perception(smell) tests)

6*: Tail (Ag: 41), Thick fur (armour 1 all locations)

Farmhouses (4a/4b)

Farmhouse North (4a):

2 guard dogs (Acute smell/Hearing, Keen senses)

16 livestock

5 Family members, 4 children and their father. The kids are not worthy of stats...

Farmer:

WS: 34 BS: 39 St: 35 To: 44 Ag: 38 Int: 29 Wp: 34

A: 1 W: 14SB: 3 TB: 4

Skills: Animal Care, Concealment, Row, Silent Move

Talents: Flee! (can leg it without attacker getting a free shot at him), Strike To Stun (deals no damage but target rolls toughness or gets knocked out)

Crossbow (Damage 4)

Quarterstaff SB-2,+10% to parry and -10% to target's To roll in a Strike To Stun move.

The humans are asleep, but the guard dogs each have a 20% chance (less penalties if the players are being actively stealthy, award semi-generously) of sniffing them out and barking like mad. They're easily silenced (no real toughness) but setting them off will wake the farmer, who will try to sneak his kids out the back and fire a crossbow at a random player (damage D10+4, -1 to armour) before legging it to a boat by the lake. He'll try to row across the lake to the town and raise the alarm. If caught in a fight he'll use his quarterstaff. The children are paralysed with fear, or leap out of the boat to drown rather than face the players.

Farmhouse South(4b):

A crop farm...

1 guard dog

4 humans, 2 old enough to have the same stats as the farmer above, the other 2 are babies.

From here, the town is just across the river. The dock is straight across, and a faint glow can be seen from the sewer gates. A guard can be seen making his rounds every 6 minutes.

Warehouses (5):

There are 5 warehouses, with 4 guards (stats below) patrolling outside. The 4 furthest from the river store grain. If the players have avoided action until now, make them roll willpower at -20 to resist their hunger, or they have to crack open a bag and chow down, giving the guards a +10 perception check to hear them and come in looking for a fight.

The other warehouse is filled with Pottery, a couple of weapons (nothing beyond a sword), and other “useless junk” that wouldn't interest a Skaven, such as books on the secrets of anatomy, and various other priceless works...

Guards:

WS: 31 BS: 31 St: 33 To: 41 Ag: 30 Int: 38 Wp: 28

A: 1 W: 12SB: 3 TB: 4

Skills: Dodge blow, Follow trail, Perception, Search.

Talents: Strike Mighty Blow

Armour: 1 on arms and body

He carries a Hand weapon (SB) and dagger (SB-2), and a lantern on a pole.

Common “Quarter”(6):

This run-down area is nearly empty at night, except for a few filthy beggars and children, wrapped up against the chill. Players should fit in easily here (+20 to stealth tests)

Commercial District (7):

Very busy area, even at night, due to the taverns full of boistrous folk, and even a couple of Pie shops. Again remind the players how hungry they are, even if they just ate something/someone...

Mayor's Estate (8):

Well guarded (6 guards, 1 sergeant (+10 to physical stats) outside). There are sewer entrances via the latrines. The player's will have to find that out somehow, either by getting lost in the sewers, or spying a handy manhole by the back walls... The mayor's house itself is a 2-story town house, with skeleton staff (the mayor is off in a nearby town on business right now)

Wolfgang's Estate (9):

Not as spread out as the mayor's estate, but the main house is 5 stories tall. Curiously, it's only got 3 guards and 1 sergeant (+10% to physical stats), and while the back gate is locked, it could be climbed or burrowed under easily enough. Doing it in time to get everyone through before guard patrols came along though would require a joint effort Strength roll with 6-7 degrees of success total. There is also an entrance via the sewers which they can find by spying a handy manhole, getting lost in the sewers, making a difficult (-20) Navigation roll, or any other handy lucky happenstance. The sewer entrance comes up in the servants' quarters, close by where the gate would have left them. Just inside the door is a large kitchen with 3 staff asleep on bedrolls in the corner. The smell of meat and cooked food is DELICIOUS (Willpower rolls again at -15). Failed stealth will wake the staff, who can be instantly killed if taken asleep.

A perception roll will spot a dumb-waiter big enough for one player to fit in at a time. It's labelled by floor, and the top stop is "Master Haupleiter's reading room"

If they take the dumb-waiter, skip straight to Wolfgang's chambers. If not, they have to find their way up through the house, which is nearly empty. They will pass 3 guards on their way, requiring good stealth tests (-10/20% unless they think of something cunning to distract or quietly dispose of the guards) and come to Wolfgang's chambers. The first door is locked, requiring either a lockpick roll (or half a player's Ag), or a brute Strength roll (they can work together to combine successes, but the guards will rush to the scene within a few seconds).

Wolfgang's chambers:

The dumb-waiter exits in the reading room itself, which is stacked with books, and one doorway out to a solar, with another doorway leading to the hall they'd have come through without using the dumb-waiter.

The chambers are very well-furnished, fine drapery, carpets, crystal goblets and decanters and the like. The reading room has a fine log fire at the far end, with two enormous wolfskin rugs on the floor in front of the fireplace.

Wolfgang's scent is everywhere, but he can't be seen. He's invisible. He first addresses the players in perfect Queekish (Skaven language):

"I was hoping you'd get here sooner, you wouldn't believe the trouble I had getting your master to finally make a move against me."

A difficult Perception test (-30) will tell a player that the voice is coming from everywhere- except a large armchair in front of the fire.

They'll also notice that the wolfskin rugs have filled out a bit, and are now sitting up and looking at them with hungry eyes. If they are attacked, they countercharge, burst

into grey mist before collision, and suddenly reappear behind the players knocking them and pinning them to the ground. (Magical creatures, no need to bother with stats, they disappear when hit, but are very hard TO hit...)

If anyone makes a move at the chair, Wolfgang suddenly appears and uses nifty undefined telekinetic powers to stop the weapon, or hold the player in place by the throat, before offering the players a deal:

Squikrit intends to sacrifice Wolfgang to the Horned Rat. He will agree to go along with the players, as long as they kill Squikrit and his 2 Grey Seers during the ceremony. He will give them a sign when the time is right, and if they make the move, he'll aid them with his own sorcerous skills which are, apparently, considerable.

“Think about it- this is your perfect chance to strike at your master. His attention will be focused on the ritual, he will be open for an attack. With Squikrit out of the way, who will take his place? Why you good Skaven, of course! Your master's cruelty and short-sightedness have caused your talents to go unnoticed by those with REAL power. Killing Squikrit will be the perfect way of showing you are all deserving of as much power as he had and more!”

The sign he offers is the mark of Tzeentch, glowing above his head for all to see. What he wants in return is warpstone to continue his research, and closer ties and better information exchange with whoever takes Squikrit's place.

Wolfgang is an imposing character, tall, well-built, moving with confidence, dressed in rich multi-coloured robes and several gold rings on his fingers.

He's also a rather powerful mage of Tzeentch, but none of the players need to know that just yet...

Wolfgang:

WS: 46 BS: 30 St: 37 To: 26 Ag: 37 Int: 50 Wp: 37

Fel: 49

A: 1 W: 12 SB: 3 TB: 2 Magic: 4

Wolfgang rolls 4 dice when casting spells. He knows:

Boon of Chaos (Casting 9, full action, get +10% to WS, BS, To, Wp or Fel for 6 rounds),

Burning Blood (Casting 13, half action, 24 yard ranged attack doing 4 damage 4 hits)

Lure Of Chaos (Casting 16, full action, target makes a Wp test or his next action is decided by the caster)

More, according to his needs.

Either way, Wolfgang goes along with the players, beaten up or not. He continues to reason with them on the way back if they refused his offer, and only becomes mildly irritated if they refuse.

Finale- Squikrit's private sanctum:

Wolfgang is brought back to Under-Halldenbad, and a group of Black Skaven tell the players to bring him to Lord Squikrit's private chambers within 30 minutes. If they haven't been convinced by this time to follow Wolfgang, he casually mentions how Squikrit will likely have them all killed as soon as he's done with the ritual. He helped Squikrit DESIGN the ritual, after all, and it requires the blood of 5 Skaven to be complete. "Now where will the good master Squikrit obtain 5 Skaven, do you think?"

Squikrit congratulates the players, and commands them to attend the ceremony in 10 minutes, in his private sanctum. His eyes gleam with a certain malice above even his usual cruel expression.

Squikrit's inner sanctum is a private temple to the Horned Rat. It's a 20 yard square chamber, with an altar to the Horned Rat in the middle. Wolfgang is chained to that altar. Squikrit and his 2 cronies are in front of him, marking his body with Skaven runes and sharpening a sacrificial blade.

When Squikrit picks up the blade and advances towards Wolfgang, the sign appears above his head, as he screeches "Aid me, Lord of Change!". The players can either do nothing, in which case Wolfgang dies with a confused scream on his lips, and Squikrit and his seers will then turn on the players, or they can ambush the seer trio, getting a surprise round in. If they want to kill Wolfgang after that, they're free to do so. Either way...

Grey Seer Lord Squikrit:

WS: 30 BS: 40 St: 40 To: 48 Ag: 58 Int: 67 Wp: 44
A: 1 W: 17SB: 4 TB: 4 Mag: 5

Squikrit rolls 5 magic dice when casting. He knows ALL the below spells:

Blade of Corruption: SB If it causes a wound, target makes a -10% To test or takes another 3 wounds from poison.

Grey Seer lieutenants:

WS: 30 BS: 25 St: 28 To: 33 Ag: 41 Int: 39 Wp: 37
A: 1 W: 12SB: 2 TB: 3 Mag: 3

The seers roll 3 magic dice. They know the following spells, EXCEPTING the ones marked *:

Wrack (Casting 5, half action, target makes a To test or gets -5% to all stats for D10 rounds)

*Black Whirlwind (Casting 20, full action, create a whirlwind of smoke/stinging ash which moves 5 yards a turn in caster's direction. Anyone hit takes a damage 2 hit and make a To test or get -20% to WS, BS, Ag, and sight Perception tests for D10 minutes)

Crackling Doom (Casting 7, half action, 12 yard range bolt that causes a damage 2 hit, and force a +10% To test or be stunned for a round)

*Warp Lightning (Casting 11, half action, target takes Damage 5 hit. Every 1 rolled in casting causes a damage 1 hit on caster).

Ending:

Squikrit dies, regardless. He tries to get off one last spell by cramming a huge lump of warpstone in his mouth, but he loses control. Those who make a perception test might see Wolfgang's fingers making spell-like gestures that cause a rip in reality to open, and suck in Squikrit and his followers in a horribly unpleasant manner.

Assuming they all survive, the players are left with one question: Which of them is in charge now? If there's tie, feel free to let them work it out in their own ways...

Giznat, clanrat (Minor clan)

WS: 31 BS: 28 S: 37 T: 34 Ag: 44 Int: 37 Wp: 21 Fel: 24
Attacks: 2 Wounds: 10 Fate Points: 1 Damage resistance: 4

Skills:

Common knowledge-Skaven(Int+10) Concealment(Ag) Outdoor survival(Int)
Scale sheer surface(S) Silent move(Ag) Perception(Int) Swim(S)
Speak language-Queekish(Int)

Talents:

Night vision
Tunnel rat (+10 to Concealment/Silent move/Perception when in underground settings)
Tail fighting (2nd attack)

Equipment:

Leather armour (+1 damage resistance)
Swords (1d10+3 damage each)
Shield (+10 WS to parry)
Healing draught (heals 4 wounds)

You are Skaven! Amazingly talented, fiendishly clever, incredibly handsome... You should be RULER of your clan! But bad luck, bumbling incompetence of your underlings and outright sabotage by your peers within and outside your clan have all conspired against your RIGHTFUL DESTINY. Fools. You'll make them pay. YOU'LL MAKE THEM ALL PAY. But first, obey Grey Seer Squikrit, yes, he is to be feared with his powerful magics and bodyguards, at least until he makes a mistake. Then you will KILL-KILL him and RULE Under-Halldenbad in his place... And soon after you will RULE THE WORLD!

Irksiz, clanrat (Minor clan)

WS: 26 BS: 37 S: 31 T: 39 Ag: 35 Int: 29 Wp: 26 Fel: 25
Attacks: 1 Wounds: 11 Fate Points: 1 Damage resistance: 4

Skills:

Common knowledge-Skaven(Int+10) Concealment(Ag) Outdoor survival(Int)
Scale sheer surface(S) Silent move(Ag) Perception(Int) Swim(S)
Speak language-Queekish(Int)

Talents:

Night vision
Specialist weapon group(sling)
Tunnel rat (+10 to Concealment/Silent move/Perception when in underground settings)

Equipment:

Leather armour (+1 damage resistance)
Sword (1d10+3 damage)
Sling + ammo (1d10+3 damage)
Shield (+10 WS to parry)
Healing draught (heals 4 wounds)

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Skreezulz, Clan Skab Mercenary

WS: 38 BS: 24 S: 30 T: 44 Ag: 42 Int: 27 Wp: 25 Fel: 20
Attacks: 1 Wounds: 9 Fate Points: 1 Damage resistance: 6

Skills:

Animal care(Int) Common knowledge-Skaven(Int+10) Concealment(Ag)
Dodge blow(Ag) Drive(S) Outdoor survival(Int)
Scale sheer surface(S) Silent move(Ag) Perception(Int) Search(Ag)
Speak language-Reikspiel(Int) Swim(S) Speak language-Queekish(Int)

Talents:

Night vision
Tunnel rat (+10 to Concealment/Silent move/Perception when in underground settings)
Quick-draw (ready weapon is a free action instead of half action)
Strike mighty blow (+1 damage (included))
Sharpshooter (+20 BS when aiming instead of +10)

Equipment:

Crossbow+ammo (1d10+4 damage)
Sword (1d10+4 damage)
Shield (+10 WS to parry)
Mail armour (+2 damage resistance)
Healing draught (heals 4 wounds)

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Yurz, Clan Skryre Black Skaven

WS: 46 BS: 28 S: 45 T: 38 Ag: 29 Int: 28 Wp: 33 Fel: 17
Attacks: 1 Wounds: 13 Fate Points: 2 Damage resistance: 5

Skills:

Common knowledge-Skaven(Int) Perception(Int) Swim(Ag)
Speak language-Queekish(Int) Dodge blow(Ag) Intimidate(S)
Scale sheer surface(S) Silent move(Ag)

Talents:

Night vision
Specialist weapon group (2-handed)
Street fighting (+10 WS fighting unarmed unarmed, damage 1d10+2)
Strike mighty blow (+1 damage)

Equipment:

Great axe (Damage 1d10+5, roll 2d10 and pick the highest)
Mail armour (+2 damage resistance)
Healing draught (heals 4 wounds)

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Vurk, Clan Mors Grey Seer Apprentice

WS: 24 BS: 20 S: 28 T: 33 Ag: 41 Int: 44 Wp: 42 Fel: 34
Attacks: 1 Wounds: 10 Fate Points: 2 Damage resistance: 3

Skills:

Command(Fel) Common knowledge-Skaven(Int+10) Perception(Int+10)
Speak language-Queekish(Int) Academic knowledge-Magic(Int) Channeling(Wp)
Magical sense(Wp) Read/Write(Int) Search(Int) Prepare poison(Int)
Speak arcane language-Magick(Int) Speak language-Reikspiel(Int)

Talents:

Aethyric attunement (+10 to channeling) Night vision

Equipment:

Quarterstaff (1d10 damage, +10 WS when parrying)
2 warpstone tokens (Consume 1 for +3 to a casting roll)
Healing draught (heals 4 wounds)

Spells (Apprentice- Rolls 1d10):

Blessed weapon:

Casting target: 6
Half action
Enchant a single weapon to harm Intangible monsters (ghosts etc.)

Aethyric armour:

Casting target: 5
Half action
+1 damage resistance for one fight scene

Favour:

Casting target: 5
Half action
+5 to next roll

Ghostly flame:

Casting target: 6
Half action
Creates torchlight for 1 hour. Or can be thrown for damage 1

Rat thrall:

Casting target: 3
Half action
Summon a small brown rat for 1D10 hours. It obeys your every command insofar as an ordinary rat can do so

Wrack:

Casting target: 5
Half action
Target must make a Toughness test or take -5 penalty to WS, BS and Ag for 1D10 rounds

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