

WARHAMMER FANTASY ROLEPLAY

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THE WITCH'S SONG

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

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FAVOUR & KEY FACTIONS

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



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



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



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

NEW RULES

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

HEDGE MAGIC

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

SET ICON

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

USING THE MATERIALS INCLUDED WITH THE WITCH'S SONG

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

NEW CARDS

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

CREATURE CARDS

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



PUNCHBOARD

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

MUTATION CARDS

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



GAME MASTER TOOLS & RESOURCES

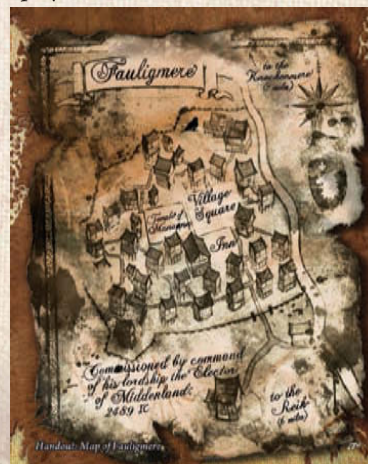
FACTION FAVOUR

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



MAP

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





INTRODUCTION

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

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

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

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

This book is divided into the following sections:

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

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

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

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

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

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

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

A MURKY PAST

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

A TRAGIC AFFAIR

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

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

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

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

HEIDRUN & THE WITCH CHILD

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

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

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

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

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

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

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

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

DEADLY NIGHT SHADE

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

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

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

NOTHING IS AS IT FIRST SEEMS

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

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

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

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

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

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

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

THE CRUELTY OF STRANGERS

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

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

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

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

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

BY SIGMAR'S GRACE

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

RECENT EVENTS

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

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

THE MOUTH OF MORR

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