

# The Prisoner

---

**Overview:** The PCs are asked to help release a man from prison. But who can they trust, and who exactly is being held captive?

## Act 1: Please help!

---

Approaching a village the PCs meet a young woman, Eva, who looks distraught. She tells the PCs that the wicked mayor of the village has made her boyfriend captive because he is jealous and angry that his marriage proposal has been spurned.

When the PCs get to the village they will see an old, boarded-up, no-wheeled, strigany caravan parked on the edge of the village, guarded by a couple of the villagers. They won't let anyone get near it. Twice a day one of the guards will bring some stew and bread to the caravan and shove it through a narrow slit.

If asked, almost everyone will say that the prisoner is a chaos sorcerer from the forest, who the mayor caught. He has been locked up, awaiting the arrival of the witch hunter. He's been there for about a week, but they aren't expecting the witch hunter any time soon.

## Act 2: What's in the box?

---

The villagers should be suspicious if the PCs are hanging around the caravan for no good reason or asking too many questions. They might even be suspected of being in league with the sorcerer. If they are not careful, they will be asked to leave by a pitchfork wielding mob.

If the PCs are diplomatic the villagers might admit that the chaos sorcerer is a woodsman who lives on his own a few miles away. They had never known him do anyone any harm, but when you think about it, that's a very good cover for a chaos sorcerer, anyway.

The mayor will insist he saw the prisoner consorting with daemons in a fairy circle.

## Act 3: The Prisoner Revealed

---

If the PCs can get near to the caravan they will see it has attracted a cloud of flies and there is a terrible stench coming from it.

If they can open the caravan then they will be able to release Erick, a young woodsman who is the innocent victim of the mayor's ambition. He will be very grateful. (The flies and the stench are only to be expected around someone locked in a caravan for a week!)

## Possible Complications

---

Erick really is a chaos sorcerer and after the PCs leave he will unleash his vengeance upon the mayor and the villagers. When the PCs come back that way they will see the result of their meddling.

Erick really is a chaos sorcerer and has mutated and the PCs have little choice but to fight him.

Erick is innocent, but he is dead, killed by injuries sustained and his incarceration. Should the mayor be punished?

The mayor's dead body lies in the caravan! Erick the chaos sorcerer killed him and stole his form.

## Alternative Uses

---

The GM can pretty much stick any plot hook he wants in the wagon and have Eva 'in on it,' if required.

Or, if the PCs are in pursuit of a character they need to talk to for their own investigation, he can be incarcerated by the mayor simply for being an outsider.

This is a FAN MADE resource for Warhammer Fantasy Roleplay

Warhammer Fantasy Roleplay © Games Workshop Limited 1986, 2005. This edition © Games Workshop Limited 2009. Games Workshop, Warhammer, Warhammer Fantasy Roleplay, the foregoing marks' respective logos and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer World and Warhammer Fantasy Roleplay game setting are either ®, ™ and/or © Games Workshop Ltd 1986-2009, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.