

# The Prehensile-tailed Comet

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**Overview:** *A mysteriously abandoned village, a missing astrologer and a falling comet are all drawn together by an ancient Lustrian prophecy.*

## Act 1

The characters are swept into these events when they are about to leave any larger town or city. Just when they are ready to depart (by coach or by river boat) a quarrel breaks out nearby.

As they investigate the PCs see two academics going at it. They are debating loudly, waving star maps and spyglasses at each other. Both are astrologers and both claim to have recently discovered a new comet. Furthermore, both have groups of hanger-ons, students and scribes, with them and things are about to get ugly.

A student throws a rotten apple and a fight breaks out. Some of the boxes and barrels are knocked over. The PCs should save one of the astrologers from being stabbed by a roguish student.

The Watch eventually breaks up the fight. After the dust settles, the PCs learn that the academic they saved is one **Tycho Keppler** who will be sharing a ride with them on his way to **Altdorf** to claim the newly discovered comet in his name. Keppler's astrological apparatus are carried aboard and they depart.

## Act 2

What the PCs don't know is that few of the crewmen are *Cultists of the Horned Rat*.

One night the cultists poison the water supply. The next thing the PCs know is they find themselves, tied-up, in a sinking dinghy. After they manage not to drown and free themselves, they eventually find their way to a small village.

The river boat is docked here, but no-one is there (their equipment is though). The village has an air of doom and gloom hanging over it and the few people to be found are quiet and morose (think Innsmouth).

Judging by the number of houses there should be more villagers around. The characters manage to find a place to rest, but are woken at night by a child.

The child warns them that they are in danger and should escape the building right away.

As it happens, moments later a group of Skaven appears, clearly looking for the PCs. They have to evade the patrols by hiding in cellars, the woods etc. And the Skaven can see in the dark...

## Act 3

Some time ago, a Skaven Grey Seer paid a lawful of warpstone tokens to get its paws on an ancient **Lustrian clay tablet** and the prophecy printed there.

The Lustrian prophecy foretold about the appearance of the new comet and the Grey Seer believes it will have a motherload of wapstone.

With a force of Skaven it stormed the village and used the villagers as slave labor (with a rat-ogre to do the heavy lifting) to build a crooked, rickety observation tower. With the help of the cultists it captured Keppler, and more importantly, his observation equipment and is now using these to track the comet.

The child pleads the PCs to save her family. Keppler is being held captive at the top of the tower to help with his apparatus.

The PCs should save the villagers, Keppler and/or escape with their lives with *Clan Eshin* assassins at their tail.

## Possible Complications

The comet could be headed right at the tablet. Destroying the tablet makes the comet burn to cinder before reaching the tower.

A group of villagers could be hiding in the forest and willing to help the PCs.

The Grey Seer accidentally summons a daemon from the tablet.