

# The Mystery of the Stolen Thunder

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**Overview:** *After getting some name for themselves the party is hired to investigate the kidnapping a small but vicious dog owned by a noble lady. It seems that the vile skaven are behind this heinous act but it just might be that all is not as it seems...*

## Act 1: Visiting lady von Perle

Once the characters have gained some fame in the higher society of a larger city (Carroburg, Nuln, Middenheim, Altdorf etc.) they are contacted by a local bailiff **Simon Frechheit**.

He asks them to help him to find out what happened to a precious dog of one lady **Hilma von Perle**.

Lady von Perle is a wealthy widow living in a large manor at the edge of the city. She is accomanied only by her servants from whom she values **Ria Halsband** above all else. She is her personal dog trainer. And lady von Perle surely loves her dogs!

The party will be greeted at the manor premises by at least a dozen well-bred dogs and hunting hounds, all in excellent condition. In fact von Perle is famous for his quality stock of canines.

Once the lady gains control of her emotions she explains that foul villains have stolen her most priced possession, a *Zwergspitz* dog called she lovingly refers as **Donner**.

This rogue left a note (*handout*) pinned to the manor door with a rusty knife.

## Act 2: Delivering the Ransom

If the characters accept the lady's plead for help she asks them for total discretion in the matter.

*"The news of this misfortune could cause a shadow of shame upon the very name of my family!"* lady von Perle explains.

The ransom note directs that the lady should bring a purse of gold to the local garden dedicated Shallya and leave it beside a gazebo.

Though the party will be suspecting skavens to pick up the purse it is actually a hired thug called **Jörg** who comes to pick up the gold purse.

## Act 3: The Villains Revealed

The characters may manage to catch up with Jörg when he tries to run away. He will put up a fight only if he sees a opening for a quick knock-out. He has no interest of gaining a death sentence.

Should Jörg manage to escape the characters may try to track him down. He smells strongly of fish and tar as his hideout (where Donner is held up) is at the local docks.

If the party tries to get Jörg alive and interrogate him, he will quite easily reveal that the whole plan as orchestrated by none other than the lady's dog trainer, Ria Halsband!

Confronting Ria should happen in a public place where she might cause shame on von Perle if she sees her plan has failed.

### **Possible Complications**

Lady von Perle is terrified about losing Donner as it was bred as a perfect sacrifice for Slaanesh for giving her a very special breeding hound.

Skaven learn about Jörn and Ria using them as scapegoats. This increases the public awareness about the Children of the Horned Rat so anyone involved has to be dealt with.

If the group would like to avert from using social actions and concentrate on combat, Jörn could be a member of local Docker's Guild and have a number of guild brothers as accomplices.

Heinous characters could also try to keep the ransom money for themselves. Such an act would not go without severe punishment.

### **Alternative Uses**

If the GM does not want to introduce yet another noble family von Perle is easily replaced. The same goes for Donner. He could as easily be a son or even a fiancee - anything of importance for the patron.

### **Of Origins**

This one page scenario is based on a comic in Finnish Aku Ankka 14/2013 by **Pat & Carol McGreal**.

