

## **Do not gaze into the Abyss...**

### **Overview**

This adventure takes place in Marienburg, but can be set in any city in the Empire, Kislev or any other Old World country, as long as it has access to a large body of water, preferably the sea. It is the time of Winter Solstice and there has been a mysterious plague of disappearances in the Suiddock district, situated right next to the main canal. People from all walks of life have been disappearing, from merchants to shop owners to Black Hats. No one knows what's happening, but the amount of missing people is making the town magistrate worried. The Heroes are hired to find out what's going on and quick, before even more people will disappear.

### **Act 1: Where did everyone go?**

Checking the Suiddock district, the PC's will in fact notice that the streets are almost empty, the taverns and shops nearly deserted and that people don't really want to go outside, even during the day. Inquiry rolls and charisma checks will be needed to find any info on the disappearances. If successful, the players will find out that many of the lost people were last seen near the Schadenstrasse, a place which is popular for its many markets and street vendors.

### **Act 2: The Street of statues**

The Schadenstrasse is deserted, its many stands and shops abandoned or closed. However there is one curious thing: the lines of statues, which have been set alongside the entire length of the street. The statues look very realistic, depicting men and women of various professions with terrified looks on their faces. The statues lead to the canal bank, more specifically to the big grate that's been set there. The grate appears to be closed, but closer inspection will reveal that it's been loosed a bit and can be easily opened.

### **Act 3: Into the darkness**

Navigating the sewer system beneath the city can be a tricky business. After a couple of hours (and maybe a few random encounters) the PC's will be aware of being stalked. The unnamed terror that has caused all the disappearances and turned all those missing people into lifeless statues, is now hunting them. The light from their torches and lamps will only reveal so much, but it's important for the players to realise that they **CANNOT** see the thing. Otherwise they'll end up just like the poor souls from the Schadenstrasse. The PC's can see the glimpses of the beast and the fact that their vision blurs and their eyes hurt, should make them realise the danger it represents.

### **Act 4: In the kingdom of the blind**

The final encounter will take place in a large, partly submerged chamber, with a set of columns, holding up the ceiling. The trick is to kill the beast by making it see its own gaze. By the time of final encounter, the player's light sources should be put out and their paranoia and awareness of the beast stalking them, brushing by their sides, need to be sufficiently stoked. One of the PC's can be even tripped by the monster or thrown to the ground. From the fact that the creature has not killed them yet, even though it had move very close to the party a couple of times, the PC's can deduce that its main weapon is the ability to kill anyone, who looks upon its full form. From here, the players should devise the way to kill the creature, forcing it to see its own reflection in the water, without actually seeing it themselves.

### **Epilogue:**

When the beast is dead, the players can look upon it safely, although they won't know it and will probably try to escape the sewers as soon as possible. It is unknown what the beast actually was and how it did get into the city. Was it a daemon, some sort of eldritch sea monster? Was it worshipped by some sort of cult, who then set the statues on the Schadenstrasse? The answers to these questions are unknown and will probably remain so forever.