

THREE GENTLEMEN OF PAVONA

A SCENARIO FOR SECOND EDITION WFRP

INTRODUCTION

This adventure takes place over the course of several encounters in Pavona, starting when Belisimo Topolino sends the messenger to the Characters, asking them to meet with him at the Grovabiza Bathhouse in the Macelleria District of the city. It works best for Characters in their second or third Careers, preferably with some reputation that would encourage Belisimo Topolino to seek to hire them.

The reasons why and how the Characters arrive in Pavona can be as simple or as complex as you need them to be. Characters from the Empire or Bretonnia may be present in a diplomatic role or being involved in a grand tour of the southern Old World, while Characters from the Border Princes may be involved in the trade, perhaps journeying here along the Silk Road. Characters from almost anywhere in the Warhammer World could be present in Pavona looking for work as mercenaries, or simply holidaying in the Tilean carnival season. Alternatively, if you want a faster paced scenario, you can just throw the Characters straight into the combat at the start of Part One and work out all the whys and wherefores later or use the four pre-generated Characters provided in Appendix Three.

The three gentlemen of the title are Belisimo Topolino, Aretino and Maràvho. Having met in a radical club, they conspired to kill the Princess of Pavona, Lucrezzia Belladonna. However, on discovering that Aretino was a mutant and cultist, Belisimo Topolino's nerve broke and now seeks to prevent the assassination by hiring the Characters to kill Aretino before the plot can take place.

SYNOPSIS

This fast-paced adventure is reasonably linear in that the Characters should move between the six parts presented one after the other. In Part One, the characters are summoned to meet the notorious moneylender Belisimo Topolino in a bathhouse, where they witness cultists of

QUIRKS

Some NPCs detailed in this document have an additional list of qualities called Quirks. Quirks essentially act as additional Fortune Points, but are restricted in their use by the descriptor. Therefore, an NPC with the Quirk '**Practiced Throwing Arm**' could use that fortune point only to an effect to do with throwing a weapon or object.

For more information, including how to allow the PCs to have quirks and a wide selection of examples, see the unofficial '**Character Quirks**' document.

These rules are entirely optional. Groups not wishing to use them should simply regard the listed Quirks as a guide to the character's reputation and personality.

Slaanesh attempting to slay him. Part Two acts as an interlude from the main plot as the characters travel through the city and experience the Carnival, possibly gaining allies and enemies for later in the scenario. Part Three sees the Characters seek out the cultist's base and discover the whereabouts of Aretino, the cult magus. In Part Four the Characters hunt down the cult's magus in the catacombs under the Pavona, but arrive too late to prevent him unleashing seven Undead horrors upon the city. Part Five takes place in the busy carnival as the Characters frantically try to stop the Undead assassinating Lucrezzia Belladonna and finally Part Six allows them to take the fight to Maràvho, the shadowy mastermind whose plot they have (hopefully) foiled.

This document also acts as an introduction to Tilea, not only exploring the city of Pavona and the Tilean phenomena of the citywide Carnival, but also detailing some established personalities of the Warhammer World. In addition, Appendix Two contains some new poisons and potions are provided, the speciality of this Tilean city.

By Alexander J Bateman

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THE COSTUME SHOP

One thing the characters should realise quickly is that to fit in to the Pavona carnival scene they will require a costume. There are many costume shops throughout the city, such as the small shop on Festing Strada. The shopkeeper is a small rotund man with a pencil moustache, pebble glasses and a fez perched on top of his head. As the Carnival is probably in full swing when the Characters arrive in the city, the shop has limited selection of costumes remaining. These include:

A Best Craftsmanship ball-gown with a multicoloured featured cape and an exquisitely blue-feathered raven-head's Bauta mask. Due to the craftsmanship, this costume grants a +5% bonus to all Fellowship tests while worn. Cost: 550 gc.

A Best Craftsmanship High Priest of Myrmidia's costume with a Moretta mask styled after a monkey and a small box hat. Due to the craftsmanship, this costume grants a +5% bonus to all Fellowship tests while worn except with members of the Myrmidian Clergy, who it grants a -10% Fellowship penalty instead. Cost: 125 gc.

A Good Craftsmanship and very low cut Sartosan style dress with a traditional white Bauta mask carved to resemble a buccaneer's face with a black tricorn hat. This costume comes with a matching cutlass. Cost: 78 gc. (Solia)

A Good Craftsmanship silk costume of a rather pantomime Araby Sultan with a papier-mâché bearded Bauta mask attached to the jewelled turban. Cost: 38 gc. (Adolphus)

An Average Craftsmanship set of purple robes with a skull-shaped Moretta mask and an ornamental scythe. This costume represents a Mardagg, a Tilean Death Elemental. Cost: 32 gc.

An Average Craftsmanship Luccini guardsman's outfit with a large Columbina mask decorated as a leopard and a short sword with a leopard patterned grip. Cost: 26 gc. ('Smasher')

An Average Craftsmanship Bretonnian Troubadour's outfit, with a Columbina mask that fails to match the rest of the outfit. Unlike most of the other costumes for sale, this is the real deal: an actual Troubadour's outfit from Bretonnia. Cost: 6 gc. (Ingryd)

For Characters who cannot or will not afford such prices, the shop also sells masks without matching costumes, at the standard prices listed. Such characters may suffer a penalty in dealing with other carnival goers due to their poor attire. If you are using the pre-generated characters, assume they have purchased the costume indicated in parentheses prior to the adventure's start.

Carnival Masks

| Item | Cost | Enc | Availability |
|---------------|-------|-----|--------------|
| The Bauta | 5 gc | 4 | Rare |
| The Columbina | 10 gc | 2 | Common |
| The Moretta | 2 gc | 5 | Rare |

The most important part of the carnival costume is the mask, which provides the wearer to both conceal their identity and blend into the crowds of carnival goers that populate the streets and bridges of Pavona. Pavona's craftsmen form these ever more elaborate carnival masks from leather, papier-mâché, wood or even solid precious metals such as silver or gold. Good and Best craftsmanship masks often feature huge plumages of exotic feathers, gemstone studs and decoration picked out in gold or silver leaf.

The Bauta – This large full-face mask relies upon its carving to make an impression, as it is normally made of a single colour, such as white, silver or gold. Traditionally, carnival goers wear this mask with a tricorn hat and a matching suit or ball gown. This mask is very popular in Pavona as it provides almost total anonymity. The Bauta does not fit tight under the chin, so its wearer is free to lift food and drink to the lips while they are wearing it.

The Columbina – A wooden half-mask held to face with a stick, this mask provides almost no anonymity and requires the use of one hand at all times to keep in place. On the other hand, the Columbina is cheap and very durable.

The Moretta – Made of an oval of velvet with a trailing veil that covers the neck, traditionally the wearer holds the Moretta in place a button grasped between their teeth. While the Moretta does provide a great deal of anonymity, it also means that to talk or drink, the wearer must hold the mask in place with one of their hands. In times past, many religions viewed the wearing of the Moretta mask as a sign of devotion and it remains a popular choice among the clergy of Pavona as a result.



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PART ONE

The Baths is a large building of made of marble and granite, which dominates the northern end of the piazza. Here one can find every strata of citizen from Pavona, mingling in the quest to remove the grime of city life from their bodies. As washing outside of the baths is normally limited to rubbing strong vinegar into your armpits and other stinking areas, the Baths prove very popular with all but the poorest citizens of the city.

The building is octagonal, with eight main deep pools of various temperatures linked by steam-filled chambers. Leading from these are many private chambers that rich merchants and nobles may rent to bathe in some privacy. While the main pools are a throng of labourers mingling with petty merchants and harlots, each private room is a much more opulent affair, often containing a single rich bathing merchant eating from a floating tray with his favourite courtesans. Barely dressed young women and men patrol the bathhouse, selling fruits, drinks and occasionally, themselves.

Wearing armour, carnival costumes or any other heavy clothing is both socially inappropriate and impractical to wear in the baths, with the heavy heat and steam quickly exhausting anyone silly enough to insist on wearing such. Weapons are likewise discouraged, although characters may wear a either a dagger or foil without looking an unfashionable bore. The ambient steam will render gunpowder and bowstrings permanently unusable within a minute of anyone taking them into a steam room.

Belisimo Topolino is relaxing in a tepid private pool towards the rear of the building, dining on a meal of wine, bread toasted in garlic and olive oil and local hard cheese. As the characters are show through to meet him, the bathhouse explodes into commotion, as at the very moment that the Characters arrive to meet with him, the cultists of the Winged Cobra attempt to assassinate him. There are six cultists present, all young women dressed as bath attendants, who draw their curved daggers and attempt to strike down both Belisimo Topolino and his visitors.

Each of the would-be assassins carries a curved dagger and has a small tattoo of a winged cobra somewhere upon their body. While they have been somewhat brainwashed into their behaviour, they are not fanatical and will attempt to flee if they are either reduced to zero Wounds or if half their number have been slain.

If Belisimo Topolino's profile is required, it is available in Appendix One – Famous NPCs: Note that while he is in the bathhouse he will be without any of his armour, weapons or other listed trappings.

WINGED COBRA CULTISTS

Human Camp Followers

- Cultist Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 32% | 31% | 31% | 32% | 41% | 35% | 33% | 43% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 1 | 13 | 3 | 3 | 4 | 0 | 0 | 0 |

Skills: Charm, Common Knowledge (Tilea), Drive, Gossip, Haggle, Perception, Search, Sleight of Hand, Speak Language (Tilean), Trade (Cook)

Talents: Flee!, Lightning Reflexes, Resistance to Disease, Street Fighting, Suave

Combat:

Armour (None): Bath Attendant's Outfit

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Curved Dagger (1d10+0)

Trappings: Face Paint, Purse containing 1d10 pence

If captured, then a successful application of Charm, Intimidate or Torture will quickly get any of the girls to tell the Characters what she knows. Each of the girls is a member of the Cult of the Winged Cobra, recruited from among the prostitutes and dispossessed of the city. Meeting at a house owned by Aretino in the Magazzino district of the city, each has been brainwashed into believing that they must transform Pavona into a republic like Remas and Verezzo, and the only way to do this is to execute every citizen with noble blood.

If the Characters fail to capture one of the girls alive, this information is not readily apparent and the Characters may well be somewhat confused as to what has transpired. If Belisimo Topolino is alive, he will feign ignorance of what transpired and ask the Characters to find out whom the girls were working for, offering a reward of 100 gold if the Characters can locate whoever wants him dead. Of course, if the girls succeed in actually killing Belisimo Topolino, this will cause an additional level

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of complication, although the Characters should be aware that after the slaying, they attempted to take a large copper cylinder resting concealed beneath the cloth draped over the bench that he was sat upon.

Regardless of the outcome, after a few minutes a senior bath attendant will appear with a patrol of pole-arm wielding guardsmen, looking somewhat edgy due to the deprivation of their armour. If Belisimo Topolino is alive he quickly defuses the situation and send the guards on their way, otherwise the Characters will have to endure explaining the situation in some detail to the suspicious authorities. Unless they respond with violence, the Guardsmen will ask the Characters to report to Capitano Gallardo in his office located nearby, to assist with his enquiries into Belisimo Topolino's murder.

BELISIMO TOPOLINO'S CYLINDER

If the characters retrieve the copper cylinder that Belisimo Topolino carries, they can open it like a tin to reveal a scroll kept inside. If opened in the bathhouse the ink on the scroll will immediately begin to run from the steam present, rendering it largely illegible. Otherwise, the characters can see it is some form of coded document and any character with Academic Knowledge (Cryptography)* can deduce it needs some sort of cipher disk to read correctly. If they decode it, give them the information in 'Hand Out 1'.

*See page 51 in the Career Companion.

HAND OUT ONE

Belisimo,

Our plans to pluck this rotten city from the corrupt hands of its nobility take apace. Maràvho has provided me with the required ritual and my followers stand ready to strike during the delicious revelry of the Carnival. Your mercenaries should strike at this time, and bring the city into our grasp!

Waiting in anticipation, Aretino

THE CIPHER DISKS

Belisimo Topolino, Aretino and Maràvho each have a matching cipher disks, a small steel and copper device that allows them to encode and decode each other's messages. All three disks have at their centre the symbol of a small crowned skull, which Maràvho has told them is a symbol of their intent to decapitate the nobility.

Even with the disk, decoding any of the documents in this scenario is a long-winded business, taking around an hour or so. Characters with the Academic Knowledge (Cryptography) Skill may halve this time.

BELISIMO TOPOLINO'S PLANS

'The Time of Kings and Emperors is at an end. The only sovereign with any power in the Old World is made from Gold.'

- Matthiaus Kluge, High Order of Honourable Freetraders

Belisimo planned to become a powerful senator in Pavona once the nobility had fallen, so that he could control the movement of mercenaries through Dark Maiden Pass into the war torn Border Princes. His role in the conspiracy was to call upon his contacts to raise a mercenary army to capture Pavona once the assassination of Lucrezzia Belladonna had taken place. To that end, Belisimo made contact with several mercenaries that he felt would be willing to help transform Pavona into a Republic, including General Hragged the Black, 'Ragged' Ricco's Republican Guard, Roderigo Delmonte and his Alcantani Fellowship and Mad Malvolio and his Tilean Cutthroats. However, upon discovering that Aretino is actually a member of a Slaanesh Cult, he has decided to disassociate himself from the whole conspiracy.

CAPITANO GALLARDO

The local watch commander, Capitano Gallardo was once a bright energetic and principled officer of the law, but years of service in the Macelleria District have reduced him into a bitter cynic who is more interested in collecting bribes than dispensing justice. As such, his main motivation is maintaining a quiet life, to which end he will attempt to persuade the Characters to investigate the situation on his behalf. To this end, he will offer a bounty of 100 gold if the Characters can locate and deal with the rest of the cult. If the characters ask for written authority, he will offer them a signed piece of paper that they can use to prove they are working for him, but it does not give them any special rights or privileges.

You probably will not need a profile for Capitano Gallardo, but if you do for any reason, he is a pretty average Sergeant (ex-Mercenary) with perhaps a couple of advances from Captain.

RUN AWAY

If the characters simply decide to leg it from the city, this scenario probably ends at this point. The Cult of the Winged Cobra may well send a few more-competent assassins after them; especially if they take Belisimo Topolino's cylinder with them, but all-in-all are content to wait until their plan to take over Pavona is complete before enacting any serious revenge.

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PART TWO

Having encountered the Cult of the Winged Cobra, the Characters should hopefully wish to investigate further, due to either innate curiosity or the payment promised by Belisimo Topolino or Capitano Gallardo.

The architecture of Pavona is closed, introspective and secretive. The grand windows of the great houses only open onto interior courtyards, leaving on mere slits looking into the outside world. Secret passages link buildings of plastered sandstone, painted shades of terracotta, yellow and beige. Despite its lack of canals of major waterways, Pavona is a city of bridges that link house to house with a number of aerial streets. Originally, the nobles and rich merchants of the city had these built to enable them to be able to go from one house or palazzo to another, without having to descend into the bustle of the streets below. Over time, these bridges have become great thoroughfares, dotted with market stalls and cafés. Stone spiral stairways crowded with drunken carnival goers provide the links between these many layers of the city, and in some places rope ladders dangle down from these offering a shortcut for those brave souls willing to risk the climb while others shower flowers and perfume on those below.

Statues are scattered throughout the city. Some depict famous figures, typically naked, while others show acts of rape and murder, with carved representations of blood and guts. Tilean tradition holds that it is lucky to touch and caress these statues, as you would a lover, leading to many statues have areas exquisitely polished by many hands.

ENJOYING THE CARNIVAL

'Look at it this way; at least it's posh sick.'

- Alexa Drull

For the week that this scenario takes place, Pavona is in the grips of its main Carnival. Each night, drunken merchants and nobles alike roam the streets and piazzas of the city dressed in huge ball gowns, full face masks and extravagant feathered capes or cloaks. Many men dress as women and many girls dress up as boys. The Carnival is a feast for the senses, due to not only bright costumes and riotous music, but also strange intoxicating fumes emitted from pipes, pomanders and thuribles. Among the crowds of costumed partygoers, stride beautiful stilt-walking ladies, Arabyan fire-jugglers and famous minstrels, all adding to the strange atmosphere.

Nobody and nothing should be quite what it seems during carnival season, for everything about the carnival is a

deception, a shallow mask over reality maintained by mutual consent. Costumes and masks hide rotten teeth and blemished bodies, while strong perfume covers the odour of flesh decayed from unpleasant disease. Even the dancing and song is a mask of sorts, for many disguising their own despair over everyday life.

THE LOONY

A popular carnival figure throughout the Old World, the Loony represents Morrslieb on earth. Traditionally costumers and puppet-makers depict him as a hunchbacked goblin-like figure with a large leering crescent moon mask. During important calibrations, the town or village council will secretly select someone to take the role, often a youth or even a Halfling is one is available. In cities, there may be a loony selected for each district or more, although by tradition they should avoid each other and pretend they are all one being. The role of the Loony is to make to minor mischief and thwart the plans of others, in particularly those who are fortunate enough to be rich or of noble birth. The Priesthood of Mórr in particular seem to have an interesting relationship with the Loony, with his intrinsic links to their cult. Many an Abbot of Mórr has spent a celebration plagued by the Loony; more often than not, one selected from the temple's own initiates. Striking or otherwise obstructing the Loony is very unlucky and anyone doing so is bound to meet with the full misfortune of the Chaos Moon.

While not an encounter, per se, during this scenario, you can use the Loony as the recurring face of anarchy, heralding major events upon Pavona's Streets. He will not actually contribute anything meaningful apart from occasional (annoying) comedy, hitting people with the traditional inflated pigskin or his 'mini-loony' sceptre.

CATHAYAN FIRECRACKER VENDOR

A short man dressed in a swath of multicoloured silks with a yellow painted mask is selling 'Firecrackers from far off Cathay' to carnival goers for one silver a piece. These tiny pouches of gunpowder are too weak to set something on fire or even injure someone, but they do create a very loud bang, causing alarm in animals, children and old people. The vendor is actually a local alchemist who creates the firecrackers himself and speaks in a ridiculously over the top Cathayan accent to drum up trade.

This encounter has no repercussions; however, the firecrackers may prove useful to gain a bonus to Feint manoeuvres or for helping to gain the attention of crowds later on.

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LADY IN A SEGGIOLI

An obviously beautiful lady, wearing a revealing crimson ball gown and a tiny jewelled Columbina mask, passes the Characters in an open-top seggioli (a Tilean palanquin with two bearers). If she passes a male character (or more) that are particularly renowned or wearing Good or Best Craftsmanship Carnival costumes, she will drop a single red rose from her seggioli as she passes them. This lady is the wife of Don Colossimo, a powerful and jealous Crime Lord. Characters that follow or interfere with his wife will have to contend with a band of thugs sent by her vengeful husband.

While this encounter can indeed have many later implications, none of these has any real effect upon the rest of this scenario.

THE MASK SELLER

As the Characters wander around the streets, a somewhat drably dressed old man carrying a huge wicker basket full of masks on his back will approach them, hoping to make a quick sale. This man is actually Enkalon of Garusa, an ageing acolyte of Amon 'Chakai, ruler of the Impossible Fortress. His enigmatic master has sent him to tempt the mortals of the city as part of some unfathomable scheme. Sensing the touch of destiny upon the characters, he will attempt to sell one of them a '**Gift of the Raven**' (see sidebar) in the hope it will draw them into worship of Tzeentch. To this end, he offers to sell the mask extremely cheaply, especially any spell caster.

Apart from the potential side effects of the mask, this encounter has no further ramifications as part of this

GIFT OF THE RAVEN

Academic Knowledge: Daemonology

Powers: Characters wearing this mask gain an extra Fortune Point (as the Luck Talent), however each time this Fortune Point is used you must make a Will Power Test or the mischievous schemes of the Raven overwhelm you, stunning you for a round and inflicting a single Insanity Point upon you. Additionally, if the character is a Magic-User, they gain access to the Dark Magic and Dark Lore (Tzeentch) Talents.

History: The Raven is one of the Norse gods of mischief, an evil being much taken to cunning schemes all purely for his own entertainment. Norse tales say that if the Raven sees a mortal as a promising prospect then he will grant him this gift of an elaborate feathered mask.

scenario, although it may well have some further on. If Enkalon is attacked for some reason, he simply escapes into the warp with an explosion of multicoloured sparks.

HAGER THE POISON MAN

Hager is a large balding Norscan with elaborate tattoos that cover his naked muscled torso and legs. Unlike the majority of people in the Carnival, Hager wears no mask and has a long drooping Ostermark styled moustache. Standing with him is a clean-shaven stocky figure whose costume makes him look like a steward or viceroy, with a red and black chequered mask obscuring his upper face. Beside them both is a wooden crate filled with live spiders, snakes and centipedes. After demonstrating the box and its contents to the crowd, the tattooed man climbs in and slowly lowers himself into the box, with the creatures within quickly crawling over him. His companion shuts the lid and then taunts the small children and drunkards in the crowd to band upon the crate with small sticks to antagonise and annoy the venomous creatures within. After several minutes of such abuse, the companion throws open the crate and Hager steps out to much applause, miraculously untouched by lethal creatures.

Characters with the Animal Care skill that get a good look at the creatures within the box will quickly realise that all of them have had their venom glands cut out, and are completely harmless. If the characters expose this fraud, Hager and his companion will flee from the carnival goers, who will chase after them with sticks yelling '**shenanigans!**'

Regardless, this encounter has no further repercussions.

THE CUCCAGNA

Locals play this traditional sport in piazzas all over Tilea. It consists of athletic men dressed only in their undergarments attempting to scale a tall greased pole to grab a pair of ducks that the organisers have tied to the top. Characters are free to attempt to join in this sport, but it requires stripping down to the briefs and making three Hard (-20%) Scale Sheer Surface Skill Tests followed by a Challenging (-10%) Animal Care Test to not fall off the pole empty handed. The crowd will only allow any Character to make this attempt once.

Should a Character manage to actually successfully grab and descend with the ducks, the crowd will applaud them raucously and a fat Tilean man will reward them with the special '**Duck Crown**' (actually a hat with a wooden duck fixed upon it). Should a Character be wearing this hat when trying to elicit the help of the crowds, he will find his task much easier (See Part Five for details).

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THE MARIONETTE SHOW

A Strigany showman is performing this traditional wooden puppet show out of the back of his small painted caravan, parked in one corner of the piazza. The show is very popular and winding through the crowd will take at least a minute. Characters that decide to pay attention to the show will realise it is rather political, with the female Judy puppet being a poisoner that kills a succession of male Punch puppets in succession to keep her job. The Strigany is actually in the employ of Maràvho, hired to rouse up feelings against Lucrezzia Belladonna.

If the Characters cause problems for the showman, other Strigany may harass them as they move throughout the city. On the other hand, the Strigany carries a 'Finger Pendant Talisman', which if stolen or looted off him may prove very helpful later on.

Finger Pendent Talisman

| Talisman | Cost | Enc | Availability |
|----------------|-------|-----|--------------|
| Finger Pendent | 15 gc | - | Scarce |

Description: Those that fear the walking dead, such as Grave Robbers, Strigany and even some Cultists of Mórr make use of these gruesome charms. Consisting of a single salted human middle finger hanging on a piece of twine or fine silver chain, the charms are said to be able to ward of necromantic magic. Once per day, the Charm has a 5% chance of totally negating any spell cast at the wearer from the Arcane Lore (Death) or Dark Lore (Necromancy) spell lists.

STRIGANY RUFFIANS

Strigany Badlander

'By stealing from us, you steal from our father. Stealing from my father makes him most displeased.'

The Strigany are a race of wandering itinerants, often making their homes in wagons or river barges. They make their money selling lucky charms, carved pegs and sharpening knives or other jobs Tileans feel are beneath them. Strigany are a close-knit nomadic people who travel the Old World in mobile family bands. Many Strigany are rumoured to serve vampires or be members of strange cults worshipping gods long forgotten in the Old World, and are widely distrusted as a result.

As is customary, many Strigany are present in the carnival, often instantly recognisable as many go unmasked. The Strigany see carnival as a time of celebrating the past wealth and splendour, and help the carnival along by fiddle playing, dancing and running side-street gambling booths running 'find the empress' or 'cripple my pig'. Behind this façade of goodwill, the Strigany use the Carnival to perform elaborate rituals to appease 'Ushoran, the Lord of Masks', the 'Undying King' who ruled over them during the golden age of Strigos.

- Strigany Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 38% | 41% | 40% | 32% | 46% | 41% | 24% | 28% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 1 | 12 | 4 | 3 | 4 | 0 | 3 | 0 |

Quirks: Light Fingers or Practiced Throwing Arm

Skills: Common Knowledge (Strigany), Concealment, Consume Alcohol, Follow Trail, Navigation, Outdoor Survival, Perception, Row, Scale Sheer Surface, Search, Silent Move, Speak Language (Tilean, Strigany), Swim

Talents: Lightning Reflexes, Orientation, Sixth Sense

Special Rules:

Stigma: Strigany suffer a -10% penalty to Fellowship when dealing with other Old Worlders.

Combat:

Armour (Light): Leather Jerkin

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (1d10+4), Dagger (1d10+1), Two Throwing Knives (1d10+1), Strangling Scarf (Garrotte, see Old World Armoury)

Trappings: Climbing Equipment, Two Doses of Corpse Lique (See Appendix Two – Potions and Poisons), Purse containing 1d10 silver

Slaughter Margin: Average

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DONNACCIA – STREET WENCH

Down one of Pavona's many alleyways an attractive raven-haired girl sits on a stair, crying and holding one side of her bruised face while her Columbina mask hangs idly at her side.

Over her, looms a Tilean man dressed in the costume of Bright Magus of the Empire with a sturdy buttoned crimson long coat and a Bauta mask with painted flames around the eyes. The girl, Donnaccia, is a working girl from one of the many brothels of Pavona. An hour ago, she refused to provide entertainment for a particularly loathsome merchant, resulting in the brothel's manager sending Parretti, the brothel's bouncer, to 'convince' her to think otherwise.

If the Characters intervene to help Donnaccia, then Parretti will quickly back off and flee back to his masters, unless for some reason he feels he can easily beat the Characters. This intervention will make the Characters and ally in the form of Donnaccia, who can help them later on (See Part Five) but will also earn them the enmity of Parretti, who may return to harass them with a band of other Footpads. Should you need a profile for Donnaccia, you can use the Winged Cobra Cultist profile from Part One.

LIFE IN PAVONA: THE CRIMSON LIGHTS

'Ah yes, I was just admiring the... er, frescos...'

– Father Leos von Vauk, Sigmarite Tourist

In many taverns and inns of Pavona, it is possible to purchase more than just a glass of wine and a dish of pasta and sauce. Such establishments advertise by hanging lanterns coloured with red paper or glass, often with their hostesses posing outside in little more than a shift and a scarlet cloak. Inside lavish and gaudy frescos adorn walls draped with bright silk and satin decorations, in stark contrast with the dull and gloomy alleyways of the city outside.

Visiting nobles and rich merchants abound here, with Bawds guiding their clients to establishments known for the depths of their hospitality or even the artistic magnificence of their frescos. Cheap snacks such as bowls of stewed figs and novelty cakes known as Estalian paps are sold to waiting clientele, often at extortionate prices.

As is to be expected, these buildings are also where many members of the thieves' and assassin's guilds can be found, deep within Pavona's underside.

PARRETTI – GROTESQUE THUG

Thug (ex-Mercenary)

Parretti works as a bouncer in one of the many brothels that occupy the Macelleria District of Pavona. A typical bully, in his youth he travelled to Fyrus* off the coast of Araby, where his nose was severed from his face as a punishment for trespass. His carnival mask hides the unpleasant crater in the middle of his face that grotesquely whistles when he sucks air through it and continually seeps a steady stream of blood-flecked mucus that Parretti constantly has to wipe away with a grubby silk handkerchief.

*See 'The Thousand Islas'

- Parretti Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 44% | 34% | 43% | 36% | 37% | 28% | 33% | 28% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 2 | 12 | 4 | 3 | 4 | 0 | 0 | 0 |

Quirks: Leg Breaker, Mercenary Nature

Skills: Common Knowledge (Tilea), Consume Alcohol, Dodge Blow+10%, Gamble, Gossip, Intimidate, Ride, Search, Secret Language (Battle Tongue, Thieves Tongue), Speak Language (Tilean)

Talents: Disarm, Lightning Reflexes, Quick Draw, Strike Mighty Blow, Strike to Stun, Very Strong, Warrior Born, Wrestling

Combat:

Armour (Medium): Good Craftsmanship Mail Shirt with Leather Jack and Leggings

Armour Points: Head 0, Arms 1, Body 3, Legs 1

Weapons: Knuckle-Dusters (1d10+2, Pummelling), Sword (Hand Weapon, 1d10+5), Dagger (1d10+2)

Trappings: Bright Wizard's Costume with Painted Mask, Healing Draught, Silk Handkerchief, Purse containing 25 silver

PART THREE

If the characters interrogated a member of the cult in Part One, then they already know the location of the cultist's base, otherwise they need to question people to find it. This is actually not that difficult, as the Winged Cobra tattoo the girls sported is the symbol of the Laurentian Trading House, one of the lesser merchant houses that profits from Pavona's involvement in the Silk Road.

The Trading house is a classical four-story affair, with four banners embroidered with a Winged Cobra hanging from the second floor windows. Vast wooden doors that allow the caravans entry into the buildings warehouse dominate the front of the lower floor, although beside them is a single small iron door embossed with the Winged Cobra symbol.

The only occupants of the building are Pietro, the cult acolyte, Ribeira, a half-witted stable boy, and any of the girls who successfully fled Part One. Ribeira can be found in the warehouse, alternating between tending the single horse and drinking watered wine, while Pietro and the girls will most likely be located in the buildings common room, located at the top of the stairs behind the iron door.

Pietro is hostile to anyone entering the house without his consent, relentlessly attacking in a desperate attempt to prevent the Characters gaining any information. If the Characters are foolish enough to knock upon the door, Pietro will answer it and attempt to lure them inside to poison them with glasses of wine laced with Red Lotus Juice, before killing them.

Killing Pietro provides little in the way of information and capturing him fares little better. Even the use of Torture will draw little information and Pietro actively seems to enjoy the process. The girls and Ribeira know little beyond the Laurentian compound, although if captured

PIETRO – FANATICAL REPUBLICAN

Mutant Cult Acolyte of Slaanesh (ex-Agitator)

Pietro is Aretino's right hand man and spends his days recruiting and training girls to enact Aretino's plans to kill the nobility of Pavona. Aretino met him in the port of Luccini on his return from Lustria, and recruited him after hearing his tirades against the Prince there. Unlike the girls he recruits, Pietro is a true believer in his cause and a mutant to boot, and will fight the Characters to the death.

- Pietro Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 34% | 32% | 35% | 32% | 47% | 52% | 32% | 62% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 1 | 13 | 3 | 3 | 4 | 1 | 4 | 0 |

Quirks: Crazy!, Unnatural Reflexes

Skills: Academic Knowledge (Daemonology), Arcane Language (Daemonic), Channelling, Charm, Common Knowledge (Tilea), Concealment, Disguise, Gamble, Gossip, Intimidate, Magical Sense, Perception, Performer (Dancer), Read/Write, Speak Language (Tilean)

Talents: Dark Magic, Dealmaker, Etiquette, Flee!, Inured to Chaos, Keen Senses, Night Vision, Petty Magic (Chaos), Public Speaking, Street Fighting, Streetwise, Suave

Mutations: Agile (+3% Agility, included in profile), Sado-Masochist (Whenever you deal or suffer a Wound, you gain a +10% bonus to Strength, Toughness and Willpower for 1d10 rounds. This bonus is not cumulative.)

Combat:

Magic: 1; Petty Magic (Chaos)

Armour (Light): Best Craftsmanship Cult Vestments over a Studded Leather Jack

Armour Points: Head 0, Arms 1, Body 3, Legs 1

Weapons: Pair of Daggers (1d10+0)

Trappings: Religious Symbol of Slaanesh, Purse with 20 gc



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TALENTS FROM TOME OF CORRUPTION

‘Join our pageant, little one, and dance for pleasure and the joy of pain.’

Several Talents that the members of the Winged Cobra Cult possess come from Tome of Corruption, including various spell lists. If you do not have that book, replace the Talent Petty Magic (Chaos) with Petty Magic (Arcane) and Dark Lore (Slaanesh) with Dark Lore (Chaos). You can ignore any other Talents listed, such as Inured to Chaos.

and questioned they will confirm that Pietro is not the master of the cult.

If the Characters decide to check the Laurentian building out at the Tax Offices, they will discover it belongs to Aretino.

A search of the building however will prove more fruitful as there are several rooms of interest.

The Common Room

This is probably where the players fought Pietro, and takes up most of the first floor of the building. The main entrance is the staircase that leads down to the door on the ground floor, although there is also a trap door with a ladder leading down to the warehouse and stables that the common room is directly above.

In the common room is a long table with matching chairs, while a variety of kegs of wine and crates of Estalian tobacco and other narcotics (there are 2 Trade Units of Ale and Tobacco here if you use the WFRP Companion).

A staircase leads up to the second floor, where a corridor provides access to the three rooms on that level.

The Kitchen

Adjoining the common room is a small kitchen, containing various foodstuffs. In one corner a large wine press stands, with red flowers lying all around it. Characters with either the Prepare Poison or Trade (Herbalist) Skills may make a Skill Test to identify the flowers as Red Lotus Blossom (see the relevant Sidebar for details).

The Study

The largest of the rooms on the second floor, this room is Aretino's study. On the walls of the study, a number of luridly coloured oil paintings demonstrate the Six Deadly Seductions of Slaanesh: Avidity, Gluttony, Carnality, Paramourcy, Vainglory and Indolency.

A coffee table with a map of Pavona and the surrounding area is located here, with various skull tipped pins marking various houses (these are the cult's targets). Also marked with a ruby studded pin is what appears to be a small shrine to Mórr in the Contrada Vecchio district of the city.

The desk here contains a half written note that is clearly encoded. If the characters have seen the document in Belisimo Topolino's copper cylinder, they will realise this is the same code. However, there is no sign of any decoder wheel here.

Aretino's Room

The Cult Leader Aretino dwells in this room on the second floor. It an opulent chamber decorated in a style inspired mainly by his experience in Lustria. A private bath stands in the corner and a large bed bedecked with silk cushions takes up the majority of the room. The room is tidy with a made bed and no clutter.

Pietro's Room

Located on the second floor, this is a surprisingly Spartan chamber, containing a small bed, dresser and sparring frame.

The Attic

The attic of the building is where the girls sleep and a dozen straw cots line the walls. A ladder outside of the door to Pietro's room provides the sole means of access.

LIFE IN PAVONA: THE SILK ROAD

Pavona, along with its rival Trantio, has established itself as the official end of the Silk Road that winds its way to far off Cathay. Although less than one in every ten caravans that set out from Pavona return successfully, the sheer fortune that a man can make means that the risk is more than equal to the reward, prompting greedy merchants to attempt again and again to seek further and greater profit.

Daring explorers bring back tales of perils that are many and varied. Along with tribes of Goblins and Orcs, the nomadic hordes of the Hobgobla Khan and fearsome mountain dwelling Goldtooth Ogres must be passed on the way to the great golden pagodas and jade cities of Cathay.

The fruit of this trade are for sale in Pavona, including exotic spices, fireworks, finest silks, luxurious porcelain vases and many other strange and wonderful Cathayan items.

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PART FOUR

The Contrada Vecchio District is at the centre of Pavona, containing the Palace along with many other significant buildings.

Everything here is crowded and decrepit, with squalid terraces standing besides rotting mansions. The bridges here are many and wide, casting long shadows that give the lower reaches of the district an oddly gothic feel, even in the middle of the day.

THE SHRINE OF MÓRR

'Hear lies Kharask the second, King of Marrossa, Overlord of Teal. Our Protector in death, as he was in life...'

– Inscription carved upon a Tilean Tomb

The shrine is located in a small grey stone building and as is customary has a single unbarred portal as its only entrance. Characters approaching the shrine may make Perception Skill Tests, with success indicating they can smell blood and charred flesh upon their approach. Inside, a raven statue to Mórr dominates the room, and at its feet are two Temple Guardians that have been savagely hacked apart and burnt with what appears to be some form of acid. Someone has raised one of the large flagstones in the building, revealing a staircase that descends into the darkness under the city.

The catacombs under Pavona provide both a burial place for the dead and a convenient place to flush wastewater and other trash. The stairs from the shrine are a secret passage that leads down into this system of passageways. In the walls, roughly carved alcoves contain fragments of cloth and splinters of gnawed bone. The area is damp and shrouded in pitch darkness, requiring a torch, lantern or spell for the characters to make any progress (both of the dead Temple Guardians carried lanterns if the Characters are without them).

With light, following Aretino through the catacombs is relatively simple due to the trail of footprints he has made within the damp cake of mud that lies upon the floor here. Characters that make a Follow Trail Skill Test can determine that they are following four individuals who passed this way several hours ago, three of which appear to be wearing armoured boots and the fourth with cloven hooves instead of feet.

After just short of a mile of twisting passageway the Characters will come upon a battered stone door where the footprints stop. The Characters will have no problem swinging the door open and as they pass through, they

will find a stout wooden bar that someone recently smashed apart when forcing their way in. On the other side of the door, the rough walls of the corridor make way to a carefully worked stone passageway. At the end of it lies an ornate 30-foot square chamber containing four Crypt Ghouls feasting upon the remains of three mercenaries.

The Crypt Ghouls have just survived a fight with the mercenaries who have already badly injured them, thus all the Crypt Ghouls start this fight on just 5 wounds. They are savage but stupid and cowardly; it is only due to a spell that is forcing them to be here that they do not immediately flee from the arriving Characters. Aside from the ghouls the room contains a scroll, the remains of several scattered candles, six large open stone coffins and two doorways, one of which has a trail of blood leading through it. If a character spends combat rounds looking around rather than fighting the Crypt Ghouls, more information follows the Ghoul's statistic block.

CRYPT GHOULS

'Hey! You sticka with me and you be'a ok. We just shoota them wivva the crossbows, see, and stay away from their filthy claws, or we will need a new clothes, and maybe a new legs too.'

– Maximilian Lace, Tilean Crossbowman

'Stinky humies. Dere Scary!'

– Noglik the Gobbo

'A degenerate form of a degenerate creature, they are the twisted and misshapen remains of grave robbers, who when trapped within the tombs they attempted to plunder, committed the mortal sin of feasting on the corpses within.'

– Lord Magister Günther Klaus, Lecturer and Dean of the Amethyst College in Aldorf

Even more bestial than their more common kin, Crypt Ghouls are stooping, ugly creatures with dark filthy skin bursting with bony protrusions. Unlike their graveyard dwelling brethren, Crypt Ghouls have adapted to an underground existence, haunting the underworld catacombs of the Old World. Crypt Ghouls are selfish and cowardly scavengers who prey on the weak and buried dead. They avoid light and fire, and can often be intimidated away with an aggressively wielded torch.

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- Crypt Ghoul Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|----|-----|-----|-----|-----|-----|-----|
| 32% | 0% | 37% | 45% | 34% | 18% | 31% | 4% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 2 | 11 | 3 | 4 | 4 | 0 | 6 | 0 |

Skills: Concealment, Dodge Blow, Perception, Scale Sheer Surface, Search, Shadowing, Speak Language (Tilean)

Talents: Tunnel Rat

Traits: Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

Poisoned Attacks: Targets injured by a Crypt Ghoul's attacks must make a Challenging (-10%) Toughness Test or suffer 2 additional Wounds. Note that this test must be made for each attack that inflicts damage.

Survival of the Un-fittest: Although not actually Undead, the degenerate nature of the Crypt Ghoul allows them to survive in the most hostile surroundings. They suffer no detrimental effects from poisons or diseases.

Insanities: The Beast Within

Combat:

Armour (None): Tattered loincloths made from rags of funeral shrouds

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Filth Crusted Claws (1d10+3, Poisoned)

Slaughter Margin: Average

Any captured Ghouls provide very little information, they are compelled to be in this room for no reason they can understand and their only other motivation is a hunger for human flesh.

Once the Crypt Ghouls have been defeated, the Characters are free to search the chamber. Unlike the other scrolls the Characters may have found, this scroll is unencrypted and actually contains a ritual, anyone who can read Arcane Language (Magick) can be told the details of the '**Revenge of the Bond Betrayed**' Ritual on page 23. The Candle stubs were a part of the ritual as are various other ingredients scattered around the room (they will crumble to dust if handled due to the ritual). The six tombs are all unmarked and there is a stone plinth between the two doorways leading out that has an empty urn lying alongside it.

The two exits of the room are both located at the far wall to where the characters entered either side of the plinth. Stairs leading up are behind the bloodstained doorway on the left, while the right hand door contains stairs leading further down into the catacombs. Both doorways have iron portcullises retracted into the roof.

If the Characters head down further into the catacombs they will come across a small antechamber containing a single black robed skeleton with glowing blue eyes. This is actually under the direct control of Maràvho who has transferred his consciousness into the skeleton so he could cast a spell drawing the Crypt Ghouls here. He will not attack the Characters unless it looks like a single skeleton could kill them, but nor will he attempt any communication. Apart from the black robes, the skeleton has an iron medallion embossed with Maràvho's symbol of a crowned skull. Wandering beyond this initial chamber is largely pointless. Occasionally they may hear the scuffling sounds of Crypt Ghouls and other subterranean things, but unless they split up or allow the light source to go out, they are safe from assault.

Heading up the bloody steps is more productive, Aretino fled from the Ghouls up these stairs while they fell upon his guards. Accompanied by the newly raised Undead, he has dressed the six Wights in now somewhat bloodstained costumes and loosed them and the Ash Spectre upon the city. This done, he has finally allowed himself to slump over in one corner of the room where he has passed-out from the blood loss. When the Characters arrive, Aretino is unconscious and looks to be near death. One of his arms drapes by his side as a bloody ruin and unless the Characters stabilise him within a few rounds of entry, he will expire.

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If they revive and question Aretino, he will rant manically, spilling the entirety of his plans. See the Aretino's Plans sidebar. Aretino will also implicate Maràvho as the instigator of the conspiracy and reveal the location of Castello Xhelonya (See Part Six).

Aretino also has a cipher disk, allowing the Characters to read the various coded messages if they do not already have one.

HAND OUT TWO

Aretino,

I have provided you with the ritual that force the Princess' murdered husbands to arise and take their revenge. My agents among the Strigany will aid your cultists in paving the way for these Undead to take their revenge. Belisimo Topolino's mercenaries should sweep in the day following this assassination to take the city. I suggest that you join me in Castello Xhelonya while we wait for the city to fall, so that you and your followers are safe from any royalist recriminations.

Yours faithfully, Maràvho

NOTES ON CREMATION

'Be most ware of those that overuse fyre or pyre, lest they send a raveing crescendo of souls to Van Hal's dread kingdom and overwhelm us all.'

- Reinhardt Mortarian the Wise, Chronicler and Priest of Mórr

After a modern cremation, it is customary to use heavy ceramic balls to grind down the burnt remains of the corpse into a fine powder of ash, unidentifiable as human remains. In times past, this did not happen and so in the Old World cremated remains contain splinters of burnt bone, chunks of teeth and warped bits of any metal the deceased was wearing.

Cremation is uncommon in the Old World, mostly reserved for cultists and other members of the Damned. The orthodox doctrine of Mórr requires a formal burial as part of the rite that safeguards a corpse's soul. Thus, either the Ruinous Powers consume the soul of a cremated body, or worst still Mórr's evil half-brother Khaine snatches the soul away to dwell in the Realm of the Raving Dead, from which they can often return as a Ghost, Wraith or even an Ash Spectre.

REVENGE OF THE BOND BETRAYED

'Remember, your soul has no destination, no purpose. I give you purpose, I give you life once more!'

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: eight sticks of Wormwood Incense, eight Red Candles, eight White Candles, eight Black Candles, a Best Craftsmanship Dagger once used to stab someone in the back, a piece of vellum inscribed with the name of one who has betrayed the Ritual's target(s).

Conditions: You must have the Dark Magic Talent to perform this ritual. You must be in the presence of the remains of the dead you wish to animate.

Consequences: The dead arise but are convinced that you are the person who has betrayed them.

Casting Number: 12

Casting Time: 1 hour

Description: You raise the angry dead to take vengeance upon someone who has betrayed them in a manner that led to their demise. There is no limit to how many corpses this ritual raises, but the remains of each must be present at the ritual and the betrayer must be the same person for every target. Each set of remains raises as a member of the intelligent Undead relevant to its station in life, typically a Wight or Wight General, although cremated remains typically return as Ash Spectres. These Undead are not under your control per se, but will relentlessly track and attempt to destroy the person who betrayed them to the best of their ability, for ends they may follow your plans if that would improve their chance of success.

THE RED GOLD FIGURINE

'Screams are flowers, and pain their fragrance'

- Prince Gilberion, the Denied Lord

Aretino carries an image of Gilberion, who inducted him into the worship of Slaanesh. Gilberion appears as a naked, multi-jointed four armed Elf, with a face of twisted beauty and a long sinuous tongue. The Sword Masters of Hoeth destroyed all records of this former High Elf Prince when his depravity and excesses came to their attention.

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ARETINO – COVEN LEADER

Mutant Cult Magus of Slaanesh (ex-Cult Acolyte of Slaanesh, ex-Merchant, ex-Stevedore)

Aretino grew up on the docks of Luccini working as a stevedore before signing up to the crew of The Ezmeraldá, part of Emelio Cornelius's Treasure Fleet heading out to Lustria. When the ship's Quartermaster died in a brawl over a whore in the Porto Vega*, Aretino took over his role. Upon arrival in Lustria, the vivid colours and exotic perfumes of the continent overcame him, and when he visited the Norse Port of Skeggi, a four-armed Elf converted him to the worship of Slaanesh. Upon his return to Tilea, he invested his fortune in a merchant business located in Pavona, where he built up a cult dedicated to spreading pleasure and decadence to the street dregs who are customarily denied it.

*See 'The Thousand Islas'

- Aretino Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 35% | 40% | 44% | 33% | 55% | 66% | 44% | 72% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 2 | 16 | 4 | 3 | 4 | 2 | 5 | 0 |

Quirks: Locus of Slaanesh, Silver-Tongued Devil

Skills: Academic Knowledge (Arts, Daemonology, Law), Arcane Language (Daemonic), Channelling, Charm, Common Knowledge (Lustria, Tilea, the Empire), Consume Alcohol, Disguise, Dodge Blow, Drive, Evaluate, Gamble, Gossip, Haggle, Intimidate, Magical Sense, Perception, Performer (Actor, Musician, Singer), Read/Write, Ride, Secret Language (Guild Tongue), Speak Language (Norse, Reikspiel, Tilean), Swim, Trade (Merchant)

Talents: Aethyric Attunement, Dark Lore (Slaanesh), Dark Magic, Etiquette, Fearless, Flee!, Inured to Chaos, Keen Senses, Lesser Magic (Aethyric Armour, Dispel), Lightning Reflexes,

Menacing, Petty Magic (Chaos), Resistance to Poison, Savvy, Schemer, Streetwise, Sturdy, Suave, Super Numerate, Very Strong

Mutations: Cloven Hooves

Combat:

Magic: 2; Aethyric Armour, Dark Lore (Slaanesh), Dispel, Petty Magic (Chaos)

Armour (None): Elaborate feathered carnival costume.

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Jaguar Mace (Hand Weapon, 1d10+4, Special), Best Craftsmanship Dagger (1d10+1)

Trappings: Religious Symbol of Slaanesh, Cipher Ring, Purse with 35 gc, Red Gold Figurine, Town House with attached Warehouse, Chaos Cult

Note that Aretino's Jaguar Mace is a Magic Weapon. If the Characters lack any magic weapons or spells, they will probably need this weapon to deal with the Ash Spectre of Luigi.

JAGUAR MACE

'Some inhabitants of Lustria emulate the jungle creatures, such as Eagles, Alligators, Piranha and Jaguars: These castes of so-called totem warriors, gain great skill from their chosen beasts.'

- Zichmni Zeno, Tilean Noble Explorer

Academic Knowledge: Magic

Powers: Counts as a Hand Weapon; once the wielder has caused at least one wound on a warm-blooded creature, the Jaguar Mace gains the Defensive Quality for the next hour. Additionally, during this time, the wielder may make a free parry each round just as if he were wielding two Hand Weapons, regardless of what weapons he is actually wielding.

History: Aretino looted this oddly shaped bronze mace from a Skink killed on an expedition to the ruined Pyramid of Cholulec. Enchanted by a powerful Mage-Priest, once sated with blood this mace grants its wielder the swiftness of its totem animal, striking out with preternatural speed to block incoming attacks.

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PART FIVE

The Characters now have a race against time to find the six costumed Wights that are patrolling the carnival looking for Lucrezia Belladonna.

The small room in which they encountered Aretino emerges into a small private graveyard in the grounds of the Royal Palace. At the gates, a single disembowelled guard lies dying, the first victim of the Undead. Two other city guards stand over him, listening to his dying whispers, and they are naturally somewhat concerned to see the Characters emerge out of the royal crypt. Unless the Characters really botch their attempt to explain the situation, the guards will not provide much of a problem and can actually be quite helpful in explaining what is going on. If the Characters have a writ of authority from Capitano Gallardo, this will prove helpful in establishing their credibility.

They saw the cloaked backs of six costumed individuals heading quickly off into the streets, while they did not see their masks, they did note that their costumes were splattered with blood. As their orders preclude them leaving the Palace, they need someone to go and catch the murderers. They will also explain that as an added complication, many of the city guard have been celebrating the Carnival and have fallen into a deep sleep from which they cannot awaken them. This is because the Cult of the Winged Cobra has delivered free bottles of wine to many of the mercenaries who work as Pavona's guards, on the pretext of helping them celebrate the carnival. This was the wine laced with the Red Lotus Juice that the Characters may have discovered in Part Three, and has rendered much of the city guard unconscious.

If the Characters ask the Guards as to the location of Lucrezia Belladonna, the Guards will explain they do not know. As tradition demands, she has taken up an elaborate costume and is mingling among the populace. The guards will ask the Characters (and anyone whose aid they can enlist) to search the streets of Pavona looking for bloodstained cloaks or simply ripping the masks of everyone they meet in the hope of them being Undead abominations.

THE HUNT

Running this scene can be very challenging, with many things all happening all at once. It is important to stress that the Characters are running against the clock to find and kill the Undead Husbands before they find and kill Lucrezia Belladonna. Hampering this search is the fact

that many of the city guards that should be patrolling the streets are not in attendance, as the remains of the Cult of the Winged Cobra and some of Maravho's minions have acted to detain them. The final complication is Luigi, who as an Ash Spectre has become invisible and waiting for his moment to strike.

Nobody knows exactly where Lucrezia currently is, fortunately including her Undead ex-husbands. Note that while Lucrezia is herself a powerful combatant, she will prefer to flee and let the Characters protect her from the Undead. If Lucrezia Belladonna's profile is required, it is available in Appendix One – Famous NPCs.

RACING AGAINST THE CLOCK

It takes two hours for the Undead Husbands to locate and attempt to murder their former wife, Lucrezia Belladonna. At the end of this time, you should reveal that one of the revellers near the Characters is Lucrezia Belladonna as any husbands not destroyed descend upon her. At this point move forward to the 'Luigi Strikes' section. You may want to make a track for the two hours, divided into twelve ten minute blocks to track the Characters' progress against the clock.

There are several ways that the Characters may go about hunting down the Wights, and each character may take a different approach.

Looking for bloodstained outfits is perhaps the most subtle of approaches, but also takes the longest. For every half hour a Character spends searching in this way, they may make a Search Skill Test. If successful, they spot one of the Undead Husbands. If they split up for this search, each searcher will find a different Undead Husband; if they remain as a group, they will only find the one. If the characters helped Donnaccia in Part Two, she will be present and able to help the Characters in their hunt. Her Search Skill is 35%.

Simply rushing around ripping the masks of everyone they meet, is perhaps a less than ideal plan. For every ten minutes a Character spends unmasking people, roll 1d10. On a 10, they find an Undead Husband; on a 1 however, they offend a party goer who challenges them to fight a duel, here and now! Use the profile for Rakes on page 235 of the Core rulebook for the offended partygoer.

Actually asking people if they have seen anyone with a bloodstained costume is a workable idea, although it could raise some panic. For every twenty minutes, a character spends asking they may make a Gossip Test. On a success, they find an Undead Husband. While on a failure, they panic the crowd, increasing the time required

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for attempting any of these methods to find the Undead Husbands by 10 minutes! If a character is wearing the special 'Duck Crown' from Part Two when attempting this, he gets a +10% bonus to his Gossip Test and does not panic the crowd on a failure.

If a character has the Magic Sense Skill, they may attempt to use it to follow the trails of Dhar that the Undead leave in their wake. For every twenty minutes spent concentrating on the Aethyr, a Character may make a Magic Sense Test; success located one of the Undead Husbands.

The Return of Capitano Gallardo

If the Characters made Capitano Gallardo's acquaintance in Part One, or simply want to talk to a Watch Captain, Capitano Gallardo can be found in his offices near the Grovabiza Bathhouse. He is conscious; having decided that the gift of wine looked suspiciously like it was cheap plonk, and therefore passing it to his subordinates rather than drinking it himself. If they explain the situation, he will harass the Characters into getting on with it while he attempts to organise some semblance of a city defence. If the characters spend too much time delaying here, remember to adjust the clock accordingly.

Luigi Strikes

Once the two hours are up, Luigi the Ash Spectre and any of the Wight Husbands that the Characters have not already dealt with will find Lucrezia Belladonna and strike. If more than one Wight Husband remains, a good way to make this scene more dramatic is for them to approach her from several sides at once, with the Characters located between the Undead and their target. Additionally Luigi himself will materialise as a smouldering cloud of ash right next to his former wife, using his Terrifying Display to disperse the crowd before attempting to burn her with his Searing Touch.

Run this fight as normal, Lucrezia will fight defensively and try to escape as best she can while the Undead will attempt to slay her.

LIFE IN PAVONA: NECROMANCY

The Amethyst Wind of Shyish has long congregated around the city of Pavona, attracted by its many tombs, graveyards and hideouts of assassins. In some places, this congregates into pools of pure Dhar, a hold over from the Great Ritual of Awakening.

Tilea contains many focus points of Dhar, akin to Sylvania and Mousillon. The most prominent of these areas is the Zombie Marshes, a vast swamp cursed by Nagash, when he struck out at the Skaven Lords of Decay during his duel with Alcadizaar.

THE SIX POISONED HUSBANDS

Wight Generals

These are the corpses of Lucrezia Belladonna's other six husbands, the ones that have not been cremated, including Borso, Donato and Poggio. Each is dressed in a long black cloak with an outrageous wide brimmed and feathered hat. Under this, each has a large papier-mâché mask hiding their skull like visage. The masks are shaped to somewhat resemble animals, being a bull, turtle, pig, cockerel, goat and pangolin. These disguises enable them to blend into the carnival crowd effortlessly.

- Wight General Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 40% | 35% | 45% | 45% | 30% | 25% | 35% | 20% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 1 | 13 | 4 | 4 | 4 | 0 | 0 | 0 |

Skills: Academic Knowledge (Strategy/Tactics +20%), Perception, Read/Write+20%, Speak Language (Tilean)

Traits: Frightening, Night Vision, Undead

Special Rules:

Wight Blade: The generals wield ancient, deadly weapons infused with the power of the Undead. In the hands of a Wight, these blades count as magical weapons and inflict SB+2 Damage. When a Wight causes a Critical Hit, it makes two rolls on Table 6-3: Critical Hits on page 133 in the 2nd edition WFRP Core Rulebook and inflicts the deadlier result. The Wight Blades are otherwise ordinary hand weapons when wielded by anyone else.

Combat:

Armour (Medium): Elaborate Masked Carnival Outfit over full Chain Armour

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Wight Blade (1d10+6, Special)

Trappings: None

Slaughter Margin: Hard

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LUIGI – FORMER PRINCE OF PAVONA

Ash Spectre

‘Give up your life and lay down with the dead, for Balefyre feeds on the righteousness of vengeance and sweet death must come to all things!’

The cremated remains of Luigi have risen as an Ash Spectre rather than a Wight, making him considerably more powerful in death than his fellow ex-husbands. He manifests as a man shaped form of cremation ash wearing a black shroud with burning eyes of malevolent balefire.

Ash Spectres are among the most powerful of the ethereal Undead, created from those cremated souls cursed with Unlife until they can address a broken vow, atone for a promise undone or repay an act of treachery.

- Ash Spectre Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|----|-----|-----|-----|-----|-----|-----|
| 56% | 0% | 40% | 53% | 48% | 44% | 72% | 30% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 4 | 28 | 4 | 5 | 4 | 0 | 0 | 0 |

Quirks: Spirit of Vengeance

Skills: Academic Knowledge (Magic+10%, Necromancy+10%), Concealment+20%, Perception +20%, Read/Write, Speak Arcane Language (Magic), Speak Language (Classical, Tilean)

Traits: Frightening, Night Vision, Undead

Special Rules:

Ancient Will: As the former ruler of Pavona, Luigi has an iron hard will, preventing Necromancers controlling him as they can other Undead. Indeed, his will is such that lesser Undead, such as Skeletons and Zombies, obey him and he can control Undead just as if he was himself a necromancer (see WFRP, page 161).

Ethereal: An Ash Spectre is insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. An Ash Spectre partially hidden inside an object gains a +30% bonus on all Conceal Tests. An Ash Spectre that wishes to be so is completely silent, with no need to make Silent Move Tests. An Ash Spectre is also immune to normal weapons, which simply pass through its body as if it was not there. Daemons, spells, other ethereal creatures and opponents with magic weapons may all injure an Ash Spectre normally. An Ash Spectre cannot normally affect the mortal world, and thus cannot damage non-ethereal opponents without using its Searing Touch ability.

Invisible: Ash Spectres can become invisible as a free action. Whilst invisible, opponents cannot target the Ash Spectre with ranged attacks, including Magic Missiles. Because they are also ethereal and silent, opponents may not make melee attacks against them either.

Searing Touch: As an Attack, an Ash Spectre can sear the flesh of opponents with a touch, dealing a Damage 4 attack that ignores Armour Points; it can be dodged but not be parried. If the Ash Spectre hits its opponent, it also paralyses them with horror for 1 round unless the subject should succeed on a Will Power Test. This paralysis effect applies whether or not the Ash Spectre's touch inflicts any damage. Paralysed Characters are helpless and can take no actions.

Terrifying Display: An Ash Spectre can put on a terrifying display as a full action. The Ash Spectre is surrounded by a glowing nimbus of radiates malice as its cackles madly. Anyone seeing this display must make a Terror Test.

Combat:

Armour (None): Spectral Robes

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: None

Slaughter Margin: Hard (Impossible without a magic weapon or spells)

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PART SIX

At this point, the Characters should have found out about Maràvho and his hideout through one of any of the numerous ways.

If the characters seem reluctant to do this under their own initiative, Lucrezia Belladonna will command Capitano Gallardo to scout out the fort, and he will ask (or beg) the Characters to either accompany him or perform the task for him. In this case, Lucrezia Belladonna will provide each Character that helped save her either a Potion of Pavona or a Potion of Undead Bane (see Appendix Two).

If Lucrezia Belladonna died during the attack, Pavona will be plunged into chaos and the Characters will not be popular at all. However, as Belisimo Topolino has cancelled the mercenary assault upon the city, the contenders for Rulership will resolve this transfer of power with politics rather than warfare. All major contenders, such as Belisimo Topolino (if alive), Enzo Ferrante and Duce Salvatore Cuocovecchio will be interested in the Characters hunting down Maràvho to remove the threat to the city, again possibly ordering Capitano Gallardo to organise the raid.

CASTELLO XHELONYA

Castello Xhelonya lies around fifteen miles southeast of Pavona and is part of a chain of forts that one guarded the city around the turn of the last millennium. Once it stood as a classic example of the Tilean architect's art, with whitewashed walls and a great hall bedecked in colonnaded galleries and roofed with terracotta tiles. Now, the outer walls have long since crumbled away and the great hall looks a desolate ruin, the perfect home for the Necromancer Maràvho.

The land around Castello Xhelonya counts as an **'Ancient Battlefield'** due to the littered corpses of fallen mercenaries that have died here during the troubled history of Tilea. There is never a shortage of aged remains to create skeletons or Wights within the Ancient Battlefield. Additionally, when a Necromancer uses a Spell, Ritual or other ability that raises a random number of the Undead in this location, they add +1 to each d10 rolled to determine the number of Undead raised.

Due to Belisimo Topolino's treachery, the army that Maràvho expected at this point is not present, and the only retainers he has guarding his keep are a few Undead and a handful of Strigany Mercenaries camped outside. Bypassing the Strigany is the first task required to gain entry to the great hall of Castello Xhelonya. Sneaking past them is probably the best approach,

OR ALTERNATIVELY

Groups that want to take the final encounter between Pavona and Castello Xhelonya to another level might want to resolve it using the Warhammer Fantasy Battle rules. There have been many editions of these rules over the years, all of which you can map to the WFRP rules with relative ease. You can best represent the forces of Pavona with either a Bretonnian or Dogs of War army list, while the Undead or Vampire Counts army list is best suited for the bolstered forces of Castello Xhelonya. Around 1500 to 2000 points each side should give a suitable pair of forces, with the Undead General representing Maràvho himself.

although the Strigany have posted a watch due to their natural suspicion of persecution. Inside their camp of brightly decorated wagons, they have placed a large bronze gong, and if they see the characters (or are attacked), they will bang this to summon Maràvho and his Undead in 1d10+4 Combat Rounds.

The Strigany Ruffians have a Perception of 41%, the rest of their profiles can be found in Part Two.

Assuming the Characters have not faced Maràvho outside, then they will find him sitting in his throne of carved bone with in the great hall. Behind him is located his Icon of Rulership, while beside him on a carved bone podium stands his Necromantic Grimoire. His throne room contains two skeletons per Character, plus another skeleton per ally, henchman or other hireling the Characters have brought along with them. Maràvho will try to stay out of combat, taking advantage of the **'Ancient Battlefield'** rule to overwhelm the Characters with his **'Raise the Dead'** spell (He has enough Mummy Dust to act as an ingredient for this spell five times). To this end, his Skeletons will attempt to grapple any characters that engage Maràvho in combat, and drag them away from him.

This should be a dramatic climax to the adventure, with Maràvho doing everything in his power to win. Unless the Characters take the fight to him rather than his Undead minions, they will be overwhelmed by the increasing force of numbers.

When either Maràvho or the Characters lay dead, move on to the Aftermath.

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MARÀVHO

The Necromancer who would be Prince Master Wizard (ex-Journeyman Wizard, ex-Apprentice Wizard, Ex-Noble)

Brother to Luigi, the one time Prince of Pavona, Maràvho has long desired the crown he feels is his birthright. To this end, he had lurked in the shadows of the city, gathering magical power and dubious allies for the day he can overwhelm the city and sweep the whore princess from power. A gaunt figure with slick oiled hair formed into a widow's peak with a long mustachio, in private Maràvho dresses in long black robes and wears a black iron crown upon his head.

- Maràvho Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 42% | 43% | 28% | 38% | 47% | 72% | 78% | 44% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 1 | 15 | 2 | 3 | 4 | 3 | 2 | 0 |

CURSED BLACKBLADE

Academic Knowledge: Runes

Powers: Counts as a Hand Weapon. Once each round, the wielder of this weapon may make an additional Attack; this can take them above the number of Attacks per round allowed by their Attacks Characteristic. However, each time this ability is used the wielder ages 1d10 years (Halfling and Dwarfs age 3d10 and Elves 8d10, other creatures should age an amount depending on their active lifespan).

History: The history of this weapon is unknown, although the Amethyst College of the Empire allegedly has with their library a book referring to it that has large sections of text neatly removed with a razor. Whatever its origin, the Gromril Blade of this broadsword contains ancient runes that wrap a strange cocoon of Shyish around its bearer allowing the manipulation of time itself.

ICON OF RULERSHIP

Academic Knowledge: Genealogy/Heraldry

Powers: The item grants its owner and all of his retainers (but not allies) within 12 yards (6 squares) of it a +10% bonus to Weapon Skill and Will Power. Note that while the Icon is too heavy for a single individual to carry, it is transportable by Chariot, Seggioli or Palanquin.

History: This large totemic pole dates to the time when the Great Empire of Khemri controlled most of Tilea. A solid gold pillar depicting scenes of royal victory and retribution, and when its owner engages in combat it pulses with an aura of greatness.

Quirks: Keeper of Vendettas

Skills: Academic Knowledge (Genealogy/Heraldry, Law, Magic, Necromancy), Arcane Language (Daemonic, Magick), Blather, Channeling+10%, Charm+10%, Common Knowledge (Border Princes, Khemri, Tilea), Consume Alcohol, Gossip, Intimidate+10%, Magical Sense, Perception, Read/Write, Ride, Search, Speak Language (Araby, Classical, Strigany, Tilean+10%)

Talents: Coolheaded, Dark Lore (Necromancy), Dark Magic, Etiquette, Fast Hands, Lesser Magic (Aethyric Armour, Silence), Luck, Meditation, Petty Magic (Arcane), Resistance to Magic, Savvy, Schemer

Combat:

Magic: 3; Aethyric Armour, Dark Lore (Necromancy), Petty Magic (Arcane), Silence

Armour (None): Best Craftsmanship Black Noble's Outfit

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Cursed Blackblade (Hand Weapon, 1d10+2, Special)

Trappings: Icon of Rulership, Gold Signet Ring, Black Iron Crown, Purse with 10 gc, Skeletal Steed with Saddle and Harness, Necromantic Grimoire, Castello Xhelonya containing Necromancer's Laboratory

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AFTERMATH

Depending on how the Characters did (assuming they survive), there are several outcomes of this scenario.

If they failed to save Lucrezia Belladonna and they failed to kill Maràvho, then they will awake in the ruins of Castle Xhelonya to see Maràvho's flag proudly hoisted over the city of Pavona. Smart Characters should probably skedaddle, through either Dark Maiden Pass into the Border Princes or to a rival Tilean city such as Remas or Verezzo. GMs looking for more information on both these cities may wish to see the Tilea Fan Project for details.

If they failed to save Lucrezia Belladonna but they killed Maràvho, then Pavona is plunged into chaos as numerous factions attempt to take over the city. Unless the Characters also failed to prevent his assassination, Belisimo Topolino is the most likely candidate to seize power, who will reward the characters with around 100 gold each before banishing them from the city with threats to never tell anyone what they know. Otherwise, the aged Mercenary-General Enzo Ferrante will take command of the city with the backing of the Casetta dei Conservatori, who will also reward the players but without the overt threats.

If they saved Lucrezia Belladonna but they failed to kill Maràvho, then he will flee through Dark Maiden Pass to his secret hideaway in the Border Princes. The vengeful Maràvho will no doubt fail to let the matter lie, declaring vendetta upon the characters and plaguing them with assassins until they hunt him down and settle the matter once and for all.

If they saved Lucrezia Belladonna and they killed Maràvho, then they will be justly rewarded! A nice parade through the streets of Pavona, possibly a nice town house within the city and if one of the Characters is suitably good looking the hand of the Poison Princess in marriage! Smart Characters should probably skedaddle, through either Dark Maiden Pass into the Border Princes or to a rival Tilea city such as Remas or Verezzo. GMs looking for more information on both these cities may wish to see the Tilea Fan Project for details.

Whatever the outcome, you should reward the characters with around 100 experience points for each session taken to complete the scenario. You should reward them a further 50 experience points each for saving Lucrezia Belladonna and that amount again if Maràvho was slain.



THE CASETTA DEI CONSERVATORI

This quasi-secret society has prestigious and powerful members in several Tilean cities, united in the common goal of preventing the spread of democracy. It therefore recruits its members almost exclusively from Tilea's upper classes, many of who still hold significant economic and political power, even in the republics. The Casetta dei Conservatori has branches all over the Old World, and receives substantial aid from royalist factions in the Empire, Bretonnia and Estalia. This has ranged from financial support to troops of loyal men to aid the Casetta against the republicans, posing under the cover of wandering mercenary companies or bandits.

The current grandmaster is Duce Salvatore Cuocovecchio, a resident of Pavona who claims descent from a noble line of Miragliano. A vain and arrogant man, Salvatore lives a life of pampered luxury in his fortified palace, from which he organises a network of spies and agents who infiltrate the organisations of powerful merchants with orders to sabotage any ploys formed against the rightful rule of the nobility.

If the Characters have preserved the noble right to rule and generally acted as anti-republican, the Casetta dei Conservatori may well have need of their services in future. If however the Characters seemed to be acting to bring about revolution; then this is another group of shadowy antagonists that may well feel it has scores to settle.

LIFE IN PAVONA: KNIGHTS VANGUARD

'The nectar of victory is only for those who wish to pay its price.'

– Ri Dong wu Yuan, Vimto Monk and adept of the Orange Simca

The powerful merchants of Pavona travelling abroad along the Silk Road demand the finest Bodyguards that money can buy. Typically, these guards are drawn from the ranks of the former nobility, such as disgraced knights from Bretonnia or the Empire, or even warriors from more exotic lands such as Ulthuan or Nippon. Knights Vanguard are often equipped with the very finest equipment that money can buy, to aid them in protecting the lives and property of their paymasters.

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APPENDIX ONE - FAMOUS NPCs

LUCREZZIA BELLADONNA

The Princess of Pavona

Master Wizard (ex-Assassin, ex-Journeyman Wizard, ex-Apprentice Wizard, ex-Border Courtier, ex-Hedge Wizard, ex-Noble)

The Princess of Pavona, Lucrezia Belladonna knows what it takes to be a woman and stay in power in the mercenary land of Tilea. In Pavona and beyond, citizens acclaim her as the most attractive women in Tilea, if not in the whole World.

As a young girl, she married Luigi, the Prince of Pavona. This match was short lived however, when assassins, apparently hired by a rival merchant prince, struck and killed him. Lucrezia was not willing to give up her position of power, and quickly married a mercenary general, who quickly deployed his forces to defend the Principality. The General too was not long for this world however, dying due to food poisoning while out at a hunt. Every one of her following husbands has been poisoned or otherwise assassinated under one or one other mysterious circumstances. For example her third husband, Prince Borso, died when he returned wounded from the catastrophic battle of Etobruttii and his wounds were accidentally dressed with poisonous herbs. While Donato, her fourth husband died eating poisonous toadstools.

LUCREZZIA'S POISONED LIPSTICK

Academic Knowledge: Alchemy

Powers: When applied to the lips, the wearer of this lipstick can poison someone with Red Lotus Juice* with a mere kiss. Alternatively, if the wearer kisses a bladed weapon, that weapon counts as coated with a poison that has the same effect as Red Lotus Juice* for its next blow. There is no limit to the amount of times that the user can apply Lucrezia's Poisoned Lipstick to her lips.

*See Appendix Two – Potions and Poisons

History: Lucrezia created this magical lipstick to enable her to sneak poison into the most difficult situations. The lipstick is the shade of the Red Lotus plant, a common component of cosmetics.

With Prince Poggio, her latest late husband, recently made the mistake of drinking three bottles of wine that had been laced with Manbane, Lucrezia is now said to be again searching for a new groom. Lucrezia is a powerful sorceress and alchemist, and often brews Potions of Pavona to aid the champions of her Principality in Battle.

- Lucrezia Belladonna Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 53% | 51% | 38% | 49% | 69% | 71% | 67% | 64% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 3 | 14 | 3 | 4 | 4 | 3 | 0 | 0 |

Quirks: Expert Poisoner, Renowned Beauty

Skills: Academic Knowledge (Alchemy, Arts, Genealogy/Heraldry, Magic), Animal Care, Arcane Language (Ancient Elf, Magick), Blather, Channelling +10%, Charm+20%, Command+10%, Common Knowledge (Border Princes, the Empire, Tilea+10%), Concealment, Disguise, Dodge Blow, Gossip, Intimidate +20%, Heal, Magical Sense, Perception, Performer (Musician), Prepare Poison+10%, Read/Write, Ride, Scale Sheer Surface, Search, Secret Signs (Thief), Shadowing, Silent Move, Speak Language (Breton, Classical+10%, Reikspiel, Tilean +10%), Trade (Apothecary)

Talents: Aethyric Attunement, Arcane Lore (Death), Etiquette, Hedge Magic, Lesser Magic (Aethyric Armour, Dispel, Magic Alarm), Lightning Parry, Lightning Reflexes, Mighty Missile, Petty Magic (Arcane, Hedge), Public Speaking, Quick Draw, Resistance to Poison, Savvy, Schemer, Sharpshooter, Specialist Weapon Group (Entangling, Parrying, Throwing), Street Fighting, Streetwise, Strike to Injure, Strong-minded, Suave, Swashbuckling, Very Resilient

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Combat:

Magic: 3; Aethyric Armour, Arcane Lore (Death), Dispel, Magic Alarm, Petty Magic (Arcane, Hedge)

Armour (None): Best Craftsmanship Exquisite Dress

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Sword (Hand Weapon, 1d10+3) Lucrezzia's Poisoned Stiletto (Dagger, 1d10+0, Special), Throwing Knives (1d10+0)

Trappings: Lucrezzia's Poisoned Stiletto concealed in her garter, Lucrezzia's Poisoned Lipstick, four Throwing Knives in special sheaths that automatically coats the blade with poison when drawn, four doses of Poison (Manbane), four Potions of Pavona, four Healing Draughts, Purse containing 25 gc, Huge Palace within Pavona including the City Treasury and a Library of Books, Stable of Fine Tilean Horses, Wardrobe of Best Craftsmanship Exquisite Dresses, countless Servants, seven Dead Husbands

LUCREZZIA'S POISONED STILETTO

Academic Knowledge: Alchemy

Powers: Counts as a Dagger; Lucrezzia's Poisoned Stiletto always counts as being coated with both Spiny Yellow Toad Venom* and Mad Cap Cocktail*. Even if affected by a spell such as 'Law of Gold' that negates its magical ability, Lucrezzia's Poisoned Stiletto will still count as poisoned due to the amount of venom left on the blade. This weapon may not have any other Blade Venoms applied to it.

*See Appendix Two – Potions and Poisons

History: Lucrezzia created this magical stiletto for her own defence and the occasional off-the-cuff assassination. The potent glyphs etched into the iron blade mean the dagger is constantly envenomed.



BELISIMO TOPOLINO

Notorious Moneylender

Merchant (ex-Mercenary, ex-Burgher)

A native of Miragliano, Belisimo Topolino is one of Tilea's most famous moneylenders, making his fortune by investing in Emelio Cornelius's treasure seeking expeditions to Lustria, the Southlands and beyond. Belisimo is a short and somewhat ugly Tilean, with jug like ears and a constant leer.

Although not the mightiest looking of individuals, Belisimo Topolino is no stranger to battle, often accompanying Emelio Cornelius when he goes campaigning with the men he has hired to remind them why they are fighting.

- Belisimo Topolino Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 37% | 36% | 39% | 38% | 37% | 54% | 47% | 56% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 2 | 15 | 3 | 3 | 4 | 0 | 0 | 0 |

Quirks: Merchant's Contacts, Resourceful

Skills: Charm, Common Knowledge (Border Princes, Bretonnia, The Empire, Tilea), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gamble, Gossip, Haggle+10%, Perception, Read/Write, Ride, Search, Secret Language (Battle Tongue, Guild Tongue), Speak Language (Breton, Reikspiel, Tilean), Trade (Merchant)

Talents: Dealmaker, Disarm, Hardy, Streetwise, Strike Mighty Blow, Strike to Stun, Suave, Super Numerate

Combat:

Armour (Medium): Good Craftsmanship Clothing with Mail Shirt and Leather Jack

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Good Craftsmanship Mace (Hand Weapon, 1d10+4)

Trappings: Abacus, Cipher Disk, Healing Draught, Purse containing 50 gc, Town House, Warehouse containing 2000 gc in Trade Goods

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ENZO FERRANTE

Mercenary General

Captain (ex-Crusader, ex-Veteran, ex-Mercenary)

A grizzled veteran of many campaigns, Enzo Ferrante has commanded forces throughout Tilea and the Border Princes, as well as skirmishing with the Undead forces of the Blueblood Bandits within the Grey Mountains. Enzo is a taciturn man for a Tilean, respected for his leadership and ability to inspire the men under his command to hold the line.

Enzo is also highly regarded with the Cult of Myrmidia and they have rewarded him with wealth and treasures for several campaigns against the enemies of the cult, notably the Orcs of the Blue Face Tribe of the Black Peninsula. He has also worked for many of Tilean towns and merchant guilds, as well as Lucrezia Belladonna of Pavona.

DRAGON BLADE

Academic Knowledge: History

History: The blade of this weapon is ancient beyond telling, forged in the fiery breath of a Great Red Dragon and quenched in Dragon's Blood. Dragon's Blood has many magical properties and a blade forged in it cuts deeply into anything it strikes. However, the sword also contains the pride of a Dragon, and refuses to co-operate with an unworthy wielder.

Powers: Counts as a Hand Weapon; the wielder of this blade has a chance of triggering Ulric's Fury on a roll of 9+ rather than a 10. Before drawing this weapon from its scabbard, its wielder must succeed on a Blather or Command Test to convince the sword they are worthy of the honour (this may be made once each round). Failure to return the Sword to its scabbard once combat is finished or otherwise dishonouring the blade, results in the Dragon Blade preventing you from using any Fortune or Fate Points until you have rectified the issue.

- Enzo Ferrante Statistics -

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 65% | 48% | 51% | 57% | 50% | 47% | 64% | 67% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 3 | 18 | 5 | 5 | 4 | 0 | 4 | 0 |

Quirks: Battle Hardened, Favoured of Myrmidia, Master of the Dragon Blade

Skills: Academic Knowledge (History, Strategy/Tactics +10%), Animal Care, Command, Common Knowledge (Border Princes, Bretonnia, Tilea), Consume Alcohol, Dodge Blow+20%, Gamble, Gossip, Intimidate, Navigation, Outdoor Survival, Perception+10%, Read /Write, Ride+20%, Secret Language (Battle Tongue), Speak Language (Breton, Reikspiel, Tilean)

Talents: Coolheaded, Disarm, Lightning Parry, Orientation, Quick Draw, Seasoned Traveller, Specialist Weapon Group (Cavalry, Fencing, Parrying), Stout-Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong-minded, Suave, Very Resilient

Combat:

Armour (Heavy): Best Craftsmanship Full Plate Armour

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Dragon Blade (Hand Weapon, 1d10+5, Special), Sword Breaker (1d10+2, Special), Lance (1d10+6, Fast, Impact, Tiring, Special), Shield (1d10+3, Defensive, Special)

Trappings: Good Craftsmanship Red Cloak with Fur Trims, Religious Symbol of Myrmidia, Map, Healing Draught, Silver Hipflask full of Good Craftsmanship Bretonnian Brandy, Barded Destrier with Saddle and Harness, Army of Mercenaries

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APPENDIX TWO - POTIONS AND POISONS

SAMPLE POTIONS

'In this vial, all the eight elements are contained, likened to the world and the composition of the world.'

– **Balthazar Gelt, Supreme Patriarch of the Colleges of Magic**

If you are using the potion rules from Realms of Sorcery, each potion has the relevant Characteristics to create it listed under its effect. Potions require rare ingredients and are time consuming to make, meaning they are seldom for sale in the Old World. Thus potions have no listed price, they should be the rewards given in exchange for noble deeds or confidential favours rather than a simple commodity.

POTION OF PAVONA

Invented by Lucrezia Belladonna herself, from various herbs around the city of Pavona, this potion improves the abilities of whoever drinks it. True heroes of Pavona know that the enhancement this potion provides is well worth the risk that it will prove slightly poisonous.

Effect: When you drink this potion roll 1d10/2. If the result is a 1 you are poisoned and must make a Hard (-20%) Toughness Test or suffer the loss of 1d10 wounds. Otherwise, you may raise that number of your primary Characteristics by +10% for the next 24 hours.

Lag Time: 1 Round

Volatility: Moderate

Ingredient Cost: 200 gc

Ingredient Locale: Pavona

Ingredient Difficulty: Challenging (+10%)

Creation Difficulty: Challenging (+10%)

Creation Time: 1 Week

POTION OF UNDEAD BANE

This foul smelling unguent is smeared upon a weapon like a Blade Venom, rather than drunk. Containing Garlic, Graveroot, True Lawfoil and Powdered Silver, it causes the magic animating the Undead to falter and fail. Note that while you do not drink this potion, applying a Spoiled Potion to your weapon will still affect you due to the fumes that they emit.

Effect: Weapons smeared with a Potion of Undead Bane do an additional 3 points of Damage against creatures with the Undead Trait to the disruption of the Magic that animates them. The potion is good for the first 1d10 hits made. This potion is not a poison.

Lag Time: None

Volatility: Mild

Ingredient Cost: 50 gc

Ingredient Locale: Graveyards

Ingredient Difficulty: Challenging (-10%)

Creation Difficulty: Average (+0%)

Creation Time: 1 week

SKALM

Skalm is a thick tar-like substance that Skaven smear on wounds and severed limbs to 'quick fix' them. Containing powdered Warpstone, Skalm causes agony as it literally mutates the flesh whole. Possession of Skalm is illegal in most of the Old World.

Effect: When smeared on the flesh, this potion heals any Critical Effect other than a 4, 9 or 10. This does not remove an Insanity Points gained and will not return a corpse to life, but can be applied at any time. Skalm mutates the wound away rather than truly healing it and anyone who has had Skalm applied immediately gains a Chaos Mutation. (Roll randomly on the appropriate Table from WFRP, Old World Bestiary or Tome of Corruption.)

Lag Time: None

Volatility: Extreme

Ingredient Cost: 400 gc (or 1 Skaven Warp Token)

Ingredient Locale: Underground

Ingredient Difficulty: Challenging (-10%)

Creation Difficulty: Average (+0%)

Creation Time: 1 week

SUBLIME POTION OF THE SUPREME ALCHEMIST

The pinnacle of the alchemist's art, this wondrous and closely guarded potion offers the most sought after of prizes, immortality.

Effect: Upon being drunk, this potion restores 1d10 Wounds and cures any and all diseases the drinker has. Further, each dose of the potion counteracts all detrimental effects of a years worth of ageing, offering the heady prize of immortality to anyone with a continuous supply. However, the prospect of immortality is not good for the mind, and each time this potion is used the drinker gains an Insanity Point.

Lag Time: 3 Rounds

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Volatility: Moderate

Ingredient Cost: 1000 gc

Ingredient Locale: High Mountains

Ingredient Difficulty: Very Hard (-30%)

Creation Difficulty: Very Hard (-30%)

Creation Time: 9 weeks

WYRDSTONE PERFUME

Squirting yourself with this seductive fragrance can have amazing effects, making you simply irresistible. Unfortunately, the Wyrdstone used in the mixture makes it expensive and dangerous.

Effect: Everyone who smells you must make a Will Power Test or will find you strangely alluring for the next hour, regardless of race or gender. The precise effects of this are left up to the GM to adjudicate, but will reasonably stop anyone effected attacking you (although they may decide to kidnap you!) If you apply a dose of Wyrdstone Perfume more than once in a single month, you must make an Easy (+20%) Toughness Test or gain a Chaos Mutation for each dose after the first taken. Each dose of perfume used retains the scent for 1 minute.

Lag Time: None

Volatility: Extreme

Ingredient Cost: 325 gc

Ingredient Locale: Temperate Swamp

Ingredient Difficulty: Challenging (-10%)

Creation Difficulty: Challenging (-10%)

Creation Time: 3 weeks

SAMPLE POISONS

‘There is poison in the fang of the Amphisbaena, in the mouth of the Jabberwock and in the sting of a Wyvern; but only the wicked woman is saturated with it.’

- Emilio Tortellini, the Lion of Canelloni

Be they ambitious merchants, jilted lovers or members of the infamous assassins guild, the people of Pavona are renowned for their use and production of a wide range of poisons. Alchemists and apothecaries from all over the Old World gather here, trading recipes and ingredients in the notorious ‘Borsanera Ombra’, a secret market within the catacombs of the city that facilitates the trade of illicit goods throughout the Pavona.

The following potions are all available, if occasionally somewhat rare within the Old World. The Core WFRP book, Old World Armoury and Renegade Crowns all list other poisons that are available.

CORPSE LIQURE

Corpse Liqueur is a thick black substance distilled from the foul liquids that seep out from rotting corpses. Its use is mainly limited to Necromancers and their minions, although other groups, such as the nomadic Strigany people and the inhabitants of Mousillon, also regularly make use of it. Corpse Liqueur is illegal throughout most of the Old World and many Cults, including Mórr and Sigmar actively attempt to prohibit its use.

Type: Special (Blade Venom)

Effects: A weapon coated with Corpse Liqueur causes evil black wounds with suppurate and fail to heal. Anyone wounded by such a weapon must make a Challenging (-10%) Toughness test, if failed the Character wounds will not heal, either naturally or due to any magic, either until the poison is treated or until 3 days have passed.

Price and Availability: 30 gc per dose (Challenging)

Manufacture: Distilling a rotting corpse into 1d10 doses of Corpse Liqueur requires a Routine (+10%) Prepare Poison Skill Test. The corpse must be at least 3 weeks old.

MAD CAP COCKTAIL

This thick black goopy substance is made of the stalks of the Mad Cap Mushroom rendered into a paste with various other hallucinogenic fungi. Night Goblins in particular make great use of this substance, often smearing it on the points of spikes used as traps within their domains.

Type: Natural (Blade Venom)

Effect: Characters wounded by a weapon covered in Mad Cap Cocktail must make a Toughness Test, or after a minute has past, they will believe that tiny purple spiders are crawling over them, entering every orifice. For the next three hours you fall to the ground helpless, ripping of your own armour and clawing at your flesh unless retrained. This process is so traumatic that for each hour in this state you must make a Very Hard (-30%) Willpower test or gain an Insanity Point.

Price and Availability: 30 gc per dose (Uncommon)

Manufacture: Mad Cap Mushrooms only grow in the deepest, darkest caves of the Night Goblin lairs, and so any expedition to find them must journey into those areas held by these dangerous creatures. A character that spends an hour searching for these various fungi and who succeeds on a Challenging (-10%) Outdoor Survival Skill Test discovers enough of the various toadstools and mushrooms to provide a single dose. A Challenging (-10%) Prepare Poison Skill Test is required to render this fungus into a useable dose of the drug.

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MANBANE

Favoured by Dark Elf Assassins Manbane is perhaps one of the deadliest of poisons. The poison thins the blood of its victims, meaning that the tiniest of scratches will cause its victim to bleed to death unless they receive treatment in time. A poisoner may also attempt to add Manbane to a victim's food; although its bitter taste means anyone with a Manbane laced meal may make an Average Perception check to notice that the food is poisoned.

Type: Natural (Blade Venom/Ingested)

Effects: Characters damaged by a weapon coated with Manbane poison will immediately begin to Bleed Out, having a 10% chance of dying each round until they receive medical treatment to staunch the blood flow. Victims that have ingested the poison must make a Toughness Test; if they fail this, they start to Bleed Out as above after 1d10 x 10 minutes.

Price and Availability: 750 gc per dose (Very Rare)

Manufacture: Manbane poison comes from the roots of the Lathranoi flowers that grow within the Mistwood on the Shrouded Isle of Ulthuan. It does not naturally grow in the Old World, although some herbalists are rumoured to have cultivated it. Distilling a sample of raw Lathranoi root into a dose of Manbane poison requires a Challenging (-10%) Prepare Poison Skill Test.

RED LOTUS JUICE

Closely related to the more common Black Lotus, the Red Lotus grows in the swampy areas that surround the rivers in the Badlands and Land of the Dead. Often used in cosmetics and potions, Juice pressed out of the buds of this plant are utilised by apothecaries and wizards alike. One of its most common uses is an aid to sleep, for drinking Red Lotus Juice can quickly render a man unconscious. Indeed, assassins and robbers often add Red Lotus to food and drink to render their foes unconscious. The juice does however have a distinct taste, and so anyone with a Red Lotus Juice laced meal may make an Average Perception check to notice that the food is poisoned. A skilled poisoner will often add the Red Lotus Juice to a heavily spiced meal to disguise the taste, in these cases the Perception test becomes Hard (-20%).

Type: Natural (Ingested)

Effects: If anyone drinks a full glass of any beverage laced with Red Lotus Juice, they must succeed upon a Toughness test, or after a number of minutes equal to 10 + their TB, they will pass out for 1d10 hours exactly as if they had become stinking drunk. It is impossible to awaken them in this time, even by intense pain.

Price and Availability: 55 gc per dose (Rare)

Manufacture: The Red Lotus flower grows only around the rivers of the Land of the Dead or the Badlands, places containing much peril. A character that spends 1d10/2 hours searching for this plant and who succeeds on a Challenging (-10%) Outdoor Survival Skill Test discovers enough of the herb to provide a single dose. A Challenging (-10%) Prepare Poison Skill Test is required to render this plant into a useable dose of the drug.

SPINY YELLOW TOAD VENOM

Alchemists can reduce the venom of the Spiny Yellow Toad to a thick clear paste that acts as a contact poison. Many paranoid citizens of the empire smear this paste on doorknobs, coins and even their weapons, in the same way as a Blade Venom. Characters can normally make a Challenging (-10%) Perception test to notice the venom on an object before they touch it.

Type: Natural (Blade Venom/Contact)

Effects: Characters that have made contact with the Spiny Yellow Toad Venom must succeed upon a Toughness test, or after an hour has passed, they will fall to the ground with agonising gut ache for the next 24 hours. If they do not receive a suitable treatment, at the end of this 24-hour period they must make a further Toughness test. If the Character fails the second test, they die from the venom; otherwise, they develop the Galloping Trots.

Price and Availability: 30 gc per dose (Uncommon)

Manufacture: Spiny Yellow Toads are common in Sölland, Tilea and the Border Princes where they dwell in lakes, ponds, swamps, rivers and other pools of water. Their venom is not only excreted through their skin, but can also be squirted out from their eyes due to specialist tear ducts. A character that spends an hour setting traps for this animal and succeeds on a Challenging (-10%) Set Trap Skill Test captures a single toad. An Average Prepare Poison Skill Test is required to render this toad's body into a useable dose of the drug.

LIFE IN PAVONA: EXOTIC FOODS

A huge part of the carnival is the food, with Merchants and Nobles alike flocking to the city to sample it. As with all of Tilea, Pavona is famed throughout the Old World and beyond for the many varied and tasty foodstuffs that can be purchased. Pavona dry-cured Ham is particularly prized, as is the hard wax-coated sheep's cheese and the sweetmeats that are preserved in tightly sealed stone containers.

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APPENDIX THREE - THE PLAYERS

Here is a selection of advanced Player Characters for GMs wishing to run this game as a stand-alone. Alternatively, the GM may wish to use them as NPCs, perhaps as other Carnival Goers or Mercenaries for hire.

'SMASHER' LAGRU – 25 ADVANCEMENTS

Tilean Racketeer (ex-Convict)

You are a convict through and through, actually being born to a mother serving in Pavona's notorious Fortezza Volterra. Your mother died in childbirth, and thus the state demanded that you take her place until the full twenty years remaining of her sentence were served.

Since getting out five years ago, you have become a respected if distrusted member of society, working for shadowy crime lords and even nobles by breaking a few legs to make sure people know who is boss. You have now been tipped off that Belisimo Topolino is looking for someone with your skills, and you have gotten together with a bunch of other shady individuals hoping to make the big time.

| Main Profile | | | | | | | |
|-------------------|-----|-----|-----|-----|-----|-----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 57% | 28% | 54% | 48% | 36% | 30% | 41% | 32% |
| Secondary Profile | | | | | | | |
| A | W | SB | TB | M | Mag | IP | FP |
| 2 | 13 | 5 | 4 | 4 | 0 | 3 | 2 |

Quirks: Grew Up On the Streets, Resourceful

Skills: Common Knowledge (Tilea), Concealment, Dodge Blow+10%, Evaluate, Gossip, Intimidate, Secret Language (Prison Cant), Slight of Hand, Speak Language (Tilean)

Talents: Flee!, Menacing, Resistance to Disease, Street Fighter, Streetwise, Strike Mighty Blow, Strike to Stun, Very Resilient, Very Strong

Combat:

Armour (None): Good Quality Clothing with Hat

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pair of Knuckle Dusters (1d10+2, Pummelling)

Trappings: Purse with 5 gc, Bone Dice

SOLIA PETRUZZI – 25 ADVANCEMENTS

Tilean Border Courtesan (ex-Noble)

Daughter of a Tilean Barone, your family fell upon hard times and sold you as a pleasure slave in the Border Princes. This life of humiliation and sorrow was brought to end however when you were purchased by 'Uncle' Tonius Aldoamato, a Border Princes Crime Lord who recognised your raw talent and set about making you his 'ambassador' to the noble classes, travelling through the Border Princes and Tilea, promoting your master's organisation.

To this end, Tonius has sent you through Dark Maiden Pass to the city of Pavona, where his old acquaintance Belisimo Topolino is looking for adventurers. You aim to pose as an adventurer to find out what he wants, while also taking his gold.

| Main Profile | | | | | | | |
|-------------------|-----|-----|-----|-----|-----|-----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 45% | 31% | 28% | 38% | 49% | 57% | 51% | 52% |
| Secondary Profile | | | | | | | |
| A | W | SB | TB | M | Mag | IP | FP |
| 1 | 12 | 2 | 3 | 4 | 0 | 2 | 2 |

Quirks: Mercenary Nature, Sexual Appeal

Skills: Charm+10%, Command, Common Knowledge (Border Princes, Tilea), Consume Alcohol, Dodge Blow, Gamble, Gossip, Prepare Poison, Read/Write, Ride, Speak Language (Tilean)

Talents: Etiquette, Public Speaking, Resistance to Poison, Savvy, Schemer, Suave, Super Numerate

Combat:

Armour (Medium): Chain Shirt with Leather Jack

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Dagger (1d10-1)

Trappings: Two sets of Noble's Garb, Purse with 20 gc, Pearl Necklace, One dose of Manbane*, Riding Horse with Saddle and Harness

* See Appendix Two – Potions and Poisons

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ADOLPHUS KLAUSHEIMER – 25 ADVANCEMENTS

Engineer (ex-Student)

An Engineer from the city of Nuln, you are currently engaged upon your Grand Tour of the Old World, soaking in the architecture and engineering skills of Marienburg, Bilbali, Magritta, Tobaró, Remas and now Pavona. On route, you have indulged in wine sold to you by nobles whose estates you have passed through, consumed exotic delicacies undreamt of in the Empire and have generally frittered away your cash to the point you have very little idea of how you are actually going to get home.

Wandering the streets of Pavona, you have hitched up with a group of other ne'er-do-wells summoned to meet with Belisimo Topolino, in the hope of selling your expertise for a price that will get you back home.

| Main Profile | | | | | | | |
|-------------------|-----|-----|-----|-----|-----|-----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 28% | 49% | 35% | 36% | 42% | 62% | 36% | 43% |
| Secondary Profile | | | | | | | |
| A | W | SB | TB | M | Mag | IP | FP |
| 1 | 12 | 3 | 3 | 4 | 0 | 2 | 2 |

Quirks: College Educated, Gunner's Pride

Skills: Academic Knowledge (Arts, Engineering+10%, Science), Common Knowledge (Dwarfs, the Empire), Consume Alcohol, Drive, Gossip, Perception, Read/Write, Search, Speak Language (Classical, Reikspiel+10%), Trade (Gunsmith)

Talents: Excellent Vision, Linguistics, Master Gunner, Savvy, Seasoned Traveller, Specialist Weapon Group (Gunpowder), Super Numerate

Combat:

Armour (Light): Leather Jack

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Sword (Hand Weapon, 1d10+3), Handgun with Powder and Ammunition for 10 shots (1d10+4, Impact, Special)

Trappings: Purse with 10 gc, Textbooks ('Lecture for an Insignificant Princeling' by Inuendo Machiavenni and 'a Treatise for the Deliverance of Cities' by Giovanni Marmalodi), Writing Kit, Engineer's Kit, 6 Spikes, a large Remas Waxed Cheese

INGRYD GEMWORTHY – 25 ADVANCEMENTS

Dwarf Veteran (ex-Carcassonne Shepherd)

Deciding that a dull underground life brewing beer and making Dwarf babies was not for you, you fled your home-hold of Karak Grom and struck out into Bretonnia hoping to find employment battling greenskins. Unfortunately, the crazy Bretonnians insisted that you could only do this if you carried a baby sheep everywhere, for reasons you have yet to comprehend. Due to a hasty oath, you still carry this sheep with you, and glare harshly at any Elf or Manling who dares to ask you about it.

Having reached the limits of your tolerance for Bretonnians, you have worked your way back to Tilea, hoping the Manlings here are slightly less crazy. This has not worked out so far, but you have heard that Belisimo Topolino is apparently looking for mercenaries. While you have little hope this will lead to anything sensible, you at least hope to scrape some gold out of the matter.

| Main Profile | | | | | | | |
|-------------------|-----|-----|-----|-----|-----|-----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 54% | 43% | 52% | 42% | 31% | 31% | 45% | 18% |
| Secondary Profile | | | | | | | |
| A | W | SB | TB | M | Mag | IP | FP |
| 2 | 14 | 5 | 4 | 4 | 0 | 3 | 2 |

Quirks: Always Expects the Worst, Relentlessly Resolute

Skills: Animal Care, Common Knowledge (Dwarfs), Concealment, Consume Alcohol, Dodge Blow, Perception +10%, Scale Sheer Surface, Secret Signs (Scout), Set Trap, Silent Move, Speak Language (Khazalid, Tilean), Trade (Stoneworker)

Talents: Dwarfcraft, Flee!, Fleet-Footed, Grudge-born Fury, Night Vision, Resistance to Magic, Rover, Sharpshooter, Stout-hearted, Strike Might Blow, Sturdy, Very Strong

Combat:

Armour (Medium): Full Mail Armour

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Quarterstaff (1d10+3, Defensive, Pummelling), Crossbow with 10 bolts (1d10+4)

Trappings: Bottle of Good Craftsmanship Spirits, Purse with 5 gc, a Cute Little Lamb named Flossy that you have sworn an oath to care for

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– GAZETTEER OF THE PERFIDIOUS PRINCIPALITY OF PAVONA –

| Settlement | Size | Ruler | Pop. | Wealth | Source | Garrison/ Militia | Notes |
|--------------------|------|------------------------------|------|--------|------------------------------------|----------------------|---|
| PAVONA | CS | Princess Lucrezia Belladonna | 7500 | 2 | Government, Trade, Cured Ham, Wine | 40b/175c | Principality Capital |
| Aztiana | T | Lucrezia Belladonna | 4000 | 3 | Trade, Cheese, Wine | 40b/175c | |
| Varesia | ST | Lucrezia Belladonna | 750 | 3 | Agriculture, Herbs, Sheep | 45b/180c | Hospice |
| Castello di Maiden | F | Lucrezia Belladonna | 200 | 2 | Government | 25a/100c | Guards the approach to Dark Maiden Pass |
| Ayclym | V | Lucrezia Belladonna | 55 | 1 | Sheep | 4-/4c | |
| RAME | ST | Contessa Julia Seroggo | 460 | 2 | Agriculture, Engineering Goods | 20b/40c | Famed College of Maths |
| SCORSSESE | T | Duce Luciano Marcantonio | 3500 | 3 | Agriculture, Wine, Olive Oil | 20a/160c | |

CREDITS

'Snotling seekz emploimeny. Can do lotz of fingz. Includin' eatin' sleepin' an' talkin'. Will work fer too gold bitz orr many shiny bitz. I also singz and will provide own mushrooms.'

– **Fynd Squeeky at da old dungheap**

A scenario for WFRP

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