

RUTHLESS

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY



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Introduction

Ruthless is a short adventure which throws the PCs headfirst into the murky underworld of Carroburg, as they contend with spiraling debts, brutal unsavoury crime lords, an unstable wizard and a vampire in a crate.

Although intended for play in Carroburg, the adventure could easily be adapted to any city of the Empire. Six pre-generated characters, representing staff and regulars of the Rabid Stoat Inn, are provided at the conclusion of the adventure, or you may simply wish to include Ruthless as a brief underworld escapade for an established adventuring party.

Ruthless is also suitable for new characters in their first careers or even for establishing a new party, with a twist on the old “so, you all meet in a tavern”. The adventure can be completed within a single session, and is intended to fit within the 3-4 hour slot of a convention game.

Ruthless has a structured beginning and ending, but the middle section is designed to allow the PCs to devise their own plans to raise a lot of money in a short time.

Background

Life's tough in the big city. Crime is rampant in the backstreets and alleys of Carroburg, a city swollen with refugees who fled before the Storm of Chaos. An honest life no longer exists for those who have to eke out a living on these streets, and even dishonest work is scarce for those who have yet to make their name.

A small convivial little pub, the Rabid Stoat, is under dire threat and the proprietor, Legless Jak, desperately needs the PCs help to keep the Stoat open.

Jak owes a debt to a powerful Wizard known only as Vault, and now he has to pay up - only Vault doesn't want money. He has demanded Jak procure an extremely rare and powerful component for his magic.

Jak has arranged for crime lord Smelly Otto and his brutal Hook Street Gang to obtain the requested item, and now he needs the PCs to complete the transaction; deliver gold to pay Smelly Otto, take possession of the component, and transport it to Vault. And this all needs to happen before midday!

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Unfortunately the broker of this whole deal, a fence known as Crooked Karl, has tipped off a rival crime lord, Udo Pus, and his gang, the Festering Toad Crew.

When the players show up at the Slimy Cod warehouse to make the swap the Festering Toad Crew are waiting, and fool the PCs into giving them the gold.

Part 1 - A Summons

The adventure opens with Legless Jak summoning the PCs to a sunrise meeting at the Stoat. For regular patrons used to seeing the place only in hours of darkness the dilapidated state of the Stoat may prove very sobering as the first rays of harsh sunlight bathe the sloping streets of Carroburg.

If you are not using the pre-generated characters, here are some suggestions for introducing the players to the scenario:

- Jak may simply ask the PCs for their aid if they visit the Stoat.
- Jak may have put out word that he's looking to pay gold to a reliable group who can handle themselves, in return for an easy job.
- Jak or one of the staff, may be a (distant) relative of one of the characters and ask for assistance.
- Jak might rig a game of chance at the Stoat, and when the PCs 'sure thing' evaporates, he suggests they do a job for him to call it even.

- Jak may pull some stings with a friend in the local watch and have them send over anyone who has made a name for themselves with the city authorities.
- Jak may visit the local jail willing to bail out any volunteers (except thieves) if they can help him with a job.

WHERE EVERYBODY KNOWS YOUR NAME...

The small tavern known as the Rabid Stoat is nestled amidst the narrow, sloping streets and alleyways of Carroburg's south side. The Stoat is a small unassuming single story building, whose worn facade has seen better days. The thick windows are covered in grime and the timbers have been the food of woodworm for decades past. The only clue as to the Stoat's identity is the battered sign; a faded picture of a foaming, mischievous looking rodent, which hangs over the street.

At night, however, the Stoat comes alive. The sagging facade is cloaked in shadow, the grimy windows lit with a cheery glow and sounds of laughing and music issue into the night.

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The Stoat has a good reputation; an honest tavern, popular with working folk, where the ale is good, food passable and you can use the privy without fear of being mugged or murdered.



The bar room is adorned with faded Snotball memorabilia. Signed portraits of players from years gone by look down at the patrons with victorious sneers or open menace. Framed uniforms from the short lived Carroburg Crushers hang from the walls, still bearing unpleasant looking stains and bootprints.

The proprietor, Legless Jak, is widely known and respected in the slums and backways of Carroburg. Jak has a tremendously stocky frame, muscular arms, a thick neck and square, even features. Both of his legs are severed above the knee. How his legs were lost has been a matter for much debate around the Stoat, with the current popular theory that they were removed and cauterized in the same instant by an errant cannonball on a distant battlefield. Jak is never drawn on the subject.

Jak gets around the bar by use of a chair with small wheels mounted on each leg.

He pulls himself to and fro using a series of ropes mounted to the walls and bar.

Unfortunately the wheels of his chair are uneven and the entire chair is prone to tilting alarmingly, frequently causing Jak to unleash a steady stream of obscenities.

DOWN TO BUSINESS

Jak is waiting impatiently at the bar for the PCs. All around is evidence of the previous nights festivities; dirty mugs, bowls with congealing broth and an irregular spatter of unpleasant looking stains. Jak looks anxious and is perspiring, frequently pausing to mop his brow with a grubby cloth.

“Right you lot, thanks for coming in this morning. The thing is, I’m in a spot of bother, which is to say, the Stoat is in a bit of trouble. A few years ago I borrowed a some money, to do the place up, you know... well, as it happens, I borrowed the money from a wizard called Vault, you’ve probably heard of him.

Last month Vault called in my debt, I thought he’d want his money back, plus interest of course. But instead he tells me that he doesn’t want my money. Oh, no. He wants something special.

Some kind of a rare ingredient for one of his spells. I told him flat out, I’d rather just pay gold, but he wasn’t having any of it. He said if I don’t come up with the ingredient, he’s going to send me somewhere very unpleasant and close the Stoat down. And Vault’s not the kind of man you argue with – if you know what I mean.

So I got a fence, Crooked Karl, to sort it out for me. He arranged for someone to get the ingredients that Vault wanted. The stuff was expensive, but now they’ve got it and I need to pay them for the ingredients, and take the stuff to Vault. That’s where you come in.

Go and see Karl. You’ll probably find him at that dive, the Black Spaniel over on the West Side. Find out where the meet is. Then take my money to the meet, pay for the ingredients, and take them to Vault, sharpish. If he hasn’t got them by midday today things are going to get very unpleasant.

And don’t think about just taking my money and disappearing. I’ll make sure that Vault finds you, and that you share my fate.”

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Jak can tell the players little more than this.

Vault gave him detailed written instructions for the 'ingredients' but as Jak can't read he has no idea what it said. He gave the instructions to Karl, who in turn passed them on to whoever he got to source the materials. Jak doesn't know who Karl used. Jak has paid Karl (in advance) 40 Gold Crowns for fencing the deal

Jak is extremely nervous, as each passing hour brings him closer to midday, and losing his tavern. If you are not using the pre-generated characters Jak will offer to pay the characters 25 gold crowns apiece, payable when he receives confirmation from Vault that the debt has been paid, plus a lifetime of free ale for their part of the job. Jak can provide them with an assortment of clubs or daggers from the Stoa's supply if required.

The money for the transaction has been carefully counted and is in a strongbox hidden within the bar. Karl has already told Jak the exact amount needed (560 Gold Crowns) and it has been carefully counted into several sacks within the strongbox.

Part 2 - The Black Spaniel

The Black Spaniel is a disreputable restaurant located on the West Side of Carroburg. Here the streets are narrow and the buildings lean menacingly overhead, peeling paint and disgorging waste onto the crowded lanes and alleys.

Although the Black Spaniel is not easy to find in the maze of streets, it is a well known location on the West Side and most passersby can provide directions.

The proprietor of the Black Spaniel is Hairy Gustav and no sooner should the players raise a hand to his door, he will appear; shooting a broad yellow smile and urging them in. Gustav is originally of Kislevite origin and he is always ready with his oily charm, urging the PC' to try the special. His filthy apron and thriving body hair may give characters of gentle disposition second thoughts about trying the Black Spaniel fare.

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The interior of the Black Spaniel is (deliberately) darkened and the only illumination is provided by a number of flickering candles arrayed on the crooked tables which litter the main room. Cobwebs, dark stains on the floorboards and years of grime add to the atmosphere. The furniture is crude and the crockery invariably dirty.

Crooked Karl is seated at a table near the back of the main room and has been studying the investigators as they enter. On his table are a number of betting forms and a bowl of soup with large meaty chunks that he is eating with gusto.

Although in the dim light of the Black Spaniel it is hard to make out much detail, Crooked Karl is tall and thin, with a sharp nose and an unhealthy yellow complexion. He has a nasal tone to his voice and is always darting quick looks around, as though he fears constant danger. Crooked Karl has good reason to be nervous as he has now amassed considerable gambling debts and is facing very unpleasant consequences if he can't come up with a large sum shortly.

When he first sees the PCs Karl is afraid that they might be debt collectors, and is ready to bolt. But when they convey their purpose he visibly relaxes.



"It's about time. I was worried you wasn't going to show and poor Jak'd lose his place. Well, you 'aven't got much time. The meet's in twenty minutes, down at the Slimy Cod Warehouse near the docks. You bring the money and they'll bring the stuff. Don't try anything funny 'cos these ain't the sort of people you mess with – understand?"

If pressed, Karl will tell the PCs that he had considerable trouble finding someone who could deliver Vault's 'ingredients' and that in the end he had to use the services of crime lord Smelly Otto and his Hook Street Gang.

Karl has done his job for Jak, as agreed. He arranged for Smelly Otto's Hook Street Gang to obtain the Vampire in exchange for Jak's 560 Gold Crowns.

Unfortunately Karl then gambled a vast sum at the local Rat Track. More, in fact, than he could pay. Desperate for quick money, he did a deal with Udo Pus, telling the Crime Lord of Jak's situation and the rare components demanded by Vault

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In exchange for a tidy sum he told Udo of the agreed meeting place and time of the transaction. He then instructs the PCs to be at the Warehouse with the money slightly earlier than the time of the meeting with Smelly Otto.

Karl also knows about the Vampire, but as he knows that Jak can't read, and had no idea about the nature of Vault's demand, he assumes the PCs do not know what to expect and has instructed Udo to arrange a simple deception. Thus, if the PCs think to query what the 'ingredients' are Karl will be deliberately vague, conceding only that they were extremely rare and unusual plants, which require direct moonlight to grow.

Karl may be a terrible gambler, but he is an excellent liar.

Crooked Karl

Career: Fence (ex-Thief)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	37%	32%	34%	39%	27%	26%	46%

Secondary Profile

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

Skills: Charm, Concealment, Evaluate, Gamble, Haggle, Perception, Read/Write, Search, Secret

Language: Thieves Tongue, Silent Move,

Talents: Dealmaker, Streetwise, Super Numerate

Armour: Leather Jerkin

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

Weapons: Dagger

Part 3 - A Slimy Rendezvous

If the PCs have not brought the Strongbox with them (which is likely given the probability of robbery in the crowded back streets) they will need to make haste in order to return to the Stoat, pick up the money, and get down to the Slimy Cod Warehouse in time for the meeting.

If the PCs look as though they might be about important business, as they navigate the narrow alleys of Carroburg, then they may attract small groups of dirty children who scamper after them asking loud questions and generally making a nuisance of themselves

If they fail to take precautions to disguise the strongbox before leaving the Stoat, then they may attract other, more dangerous, unwanted attention. If the PCs look competent and heavily armed then they will probably be left alone, otherwise you may wish to spring an impromptu ambush (using the statistics for Footpads from Page 234 of Warhammer Fantasy Roleplay) with at least one attacker per character.

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If attacked, the PCs should be aware of a double pressure, keeping the stongbox out of the hands of the would-be robbers, as well as not being delayed for the meeting at the Slimy Cod Warehouse.

YOU CALL THIS A WAREHOUSE?

The Slimy Cod Warehouse, was once owned by the brothers Laft, who used the warehouse to store plentiful quantities of fish en route to market. After they both died in the bizarre marlinspike accident of Hexentag 2501, the property fell into disrepair. The wooden structure has since rotted into such a state that even the rats and gulls keep a safe distance.

The uneven, worm eaten boards which form the walls let in more daylight than the yawning holes where windows used to be. The roof has half collapsed allowing the elements to turn the piles of rotten wood inside into fetid slush, and to deposit the seeds of a wide array of small plants and weeds throughout the building.

It is the location of the Slimy Cod warehouse, however, which has made it a popular place for shady meetings, disreputable deals and the occasional murder for more than a decade. Situated roughly between streets controlled by the Hook Street Gang and the Festering Toad Crew's territory, it is nominally considered neutral ground

Located only a block from the docks, the run down warehouse is sandwiched between an alley, littered with small shops and another, much more intact warehouse. It is this second warehouse that is key to the Festering Toad Crew's plan.

A crude dirt tunnel has been dug from the second warehouse, up through the rotten floorboards of the Slimy Cod Warehouse. The tunnel is supported by crude wooden beams and is large enough for one man to squeeze through on his belly.

When the PCs arrive at the Slimy Cod Warehouse the Festering Toad Crew will already be in place. There are as many of the gang present as there are PCs. All are clad in dark, hooded cloaks and have swathes of cloth wound around their noses and mouths. This is to conceal their disfigurements which would otherwise identify them as members of the Festering Toad Crew.

The Crew are well armed, sporting an assortment of crossbows, swords and even pistols. This should dissuade the PCs from trying any premature action, in addition the bolts and blades used by the crew have been dipped in Toad venom (see the table under *The Gangs of Carroburg* section) and any player suffering 1 or more wound from such a weapon must pass a Toughness test or suffer the effects.

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When the PCs enter the Warehouse the crew are lurking near the rear of the building, close to the tunnel entrance which is concealed by rotting sacks. They have been in place for nearly an hour and have a look out concealed on the top of the adjoining Warehouse, so there is little chance of the PCs getting the drop on them.

The exchange should be a tense business. The Festering Toad Crew say as little as possible and keep their weapons trained on the PCs at all times. The Crew's spokesman will demand to see the gold, and have the PCs haul it over to where he is standing. After he is satisfied that the gold is present, he will instruct one of his men to take a small chest of ingredients from beneath the sacks and give it to the PCs. The chest contains an assortment of dried herbs, leaves and other organic material.

As soon as the 'ingredients' have been handed over there will be a shrill whistle from somewhere above. The lookout on the roof has spotted Smelly Otto's men approaching. You may wish to immediately have the players roll initiative and run the subsequent action round by round.

The Festering Toad Crew hastily take the money and escape via the tunnel. If the players attempt to stop them, several of the gang will engage the PCs while others ensure the money is safely away.

If there is fighting, use the statistics for the Festering Toad Crew in *The Gangs of Carroburg* section in the back of this adventure.

The last of the Crew through the tunnel will kick away the flimsy beams causing the tunnel to partially collapse behind them.

BURIED ALIVE

Any player unfortunate enough to be in the tunnel when it collapses is buried alive! Use the suffocation rules (on page 136 of the WFRP core rules). A buried character must pass a **Challenging** (-10%) Strength Test to claw their way to the surface. Each failed strength test represents 1 minute under the earth.

Once they are in the adjoining Warehouse the crew shed their dark cloaks and exit to the docks via a concealed door. In the press of rivermen and traders they are almost impossible to detect and they waste no time heading for the relative safety of Festering Toad territory.

If there is a general melee this will possibly result in several of the gang being trapped behind. In this case they will attempt to flee as best they can. The Festering Toad Crew will make no attempt to stop the PCs from taking the chest of 'ingredients'.

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AN AUDIENCE WITH SMELLY OTTO

Meanwhile, more than twenty members of the Hook Street Gang have quietly surrounded the Slimy Cod Warehouse while the PCs have been inside. Smelly Otto has ordered them to detain anyone who tries to leave the warehouse before he arrives.

The Gang members outside will produce weapons and threaten the PCs, ordering them to remain within the Warehouse, if this doesn't work they will use force, although they will try not to actually kill anyone, if they can help it.

You should make this encounter sufficiently menacing to make it clear that trying to flee the warehouse at this juncture is not an option

Shortly after the PCs have been herded back within the Slimy Cod Warehouse, Smelly Otto arrives. As his name suggests, Smelly Otto is truly odious. His body naturally emits a smell which can only be described as horrendous, and causes the eyes of anyone who gets close to water. To represent this apply the 'Foul Stench' chaos mutation (found in Table 2-1 of the Old World Bestiary), although any suggestion that the smell has a chaos origin, indeed any mention of the aroma at all, in the presence of Smelly Otto is likely to end badly, as Otto is very sensitive about his smell. Needless to say most of the members of the Hook Street Gang lost their sense of smell years ago.



Smelly Otto is a large, pudgy man. His eyes are sunken behind ruddy cheeks. One of his hands was cut off during the Hook Street riot and he has now replaced it with an impressive bladed hook which he uses as a melee weapon when required.

Smelly Otto is riding on an open topped cart. The cart is heavily laden with a large, iron box, which measures about 5x2 foot. This is the real 'ingredient' that Vault has requested. Otto is also accompanied by a dozen heavily armed lieutenants. These impressive characters have an impressive assortment of scars and wounds, testament to the years survived in the brutal underworld of Carroburg.

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Once they arrive Otto jumps down from the cart with an agility that belies his size and looks the PCs over suspiciously.

“Right, you lot must be Jak’s people. I’ve got what he asked for, but it weren’t easy. That cursed hell spawn cost me the lives of more than a few good men. So, where’s the gold?”

If the PCs have somehow managed to defeat the Festering Toad Crew’s scam and still have Jak’s gold, Smelly Otto tells them that the price has doubled due to the difficulty and expense of getting the ‘ingredient’.

It is likely that the PCs will probably protest their circumstances. Otto is unsympathetic. If the Festering Toad Crew have scammed the PCs that’s not his problem.

“I don’t care. You owe me 560 Gold Crowns, and if you can’t come up with the gold before midday today, I’ll take it out of your hides. And don’t just think I’ll stop there, your family, your friends, they’ll all die screaming if you try and mess me around. Understand? Bring the money to my forge on Hook Street and do it before midday or else!”

With that, Smelly Otto and the Hook Street Gang turn the cart around and depart.

Part 4 - Money... in a hurry

Things have now gone from bad, to worse. The PCs have been scammed by the Festering Toad Crew, lost Jak’s life savings, and now face the very real possibility of an unpleasant death at the hands of an odious crime lord, if they can’t pay up.

Several possibilities now exist:

-The players may try and track the Festering Toad Crew down and recover their money, details for the Festering Toad Crew, their hideout and their operations can be found under *The Gangs of Carroburg* section.

-The players may decide to simply try and steal the ‘ingredient’ directly from Smelly Otto, a task which is initially easier than it may seem. Details for the Hook Street Gang, their hideout and their operations can be found under *The Gangs of Carroburg* section.

-The players may decide to find another way to raise the required funds. Some suggestions for such a plan are provided under *Quick Cash Capers*. The GM may use Jak, or Crooked Karl to provide these suggestions if necessary.

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-The players may decide to try and involve the law. This is not a wise idea unless the PCs have a lot of money for bribes. Details for Dirty Klaus and the local watch can be found under *The Gangs of Carroburg* section.

-The players may try and deal directly with Vault. This is not a good idea. Details of Vault and his operations can be found under *The Gangs of Carroburg* section.

-The players may decide to track down Crooked Karl and find out what happened at the rendezvous. Karl is now at the Rat Track, details of this encounter may be found in the following section *I Smell A Rat*.

-The players may concoct some clever scheme to play the gangs off against one another to either gain the 'ingredient' or money. In this case the GM should use the information provided in *The Gangs of Carroburg* as a guide for likely reactions and outcomes.

As this section of the adventure is open ended the GM should try and adapt the adventure to whichever course of action the players choose. Feel free to elaborate or expand upon the information provided as appropriate to ensure an enjoyable game.

Whichever option is chosen, the adventure should conclude with *Part 5 – Hazardous Cargo* as the players transport the metal casket across town to Vault.

I SMELL A RAT

It should not take the PCs long to deduce that Crooked Karl was in a unique position to know the details of the exchange, and was likely complicit in the scam in some way. Karl has left the Black Spaniel, but everyone who knows him, including Hairy Gustav, can tell the PCs that Karl has recently been boasting about coming into some money (his cut from the scam) and can be found down at the Rat Track.

The Rat Track is a popular location for the down and out in Carroburg. Big money is made and lost, as large ferocious rodents race and attack one another whilst navigating a crude wooden circuit. Although strictly illegal, the track, which is currently administered by the Festering Toad Crew, has been greasing the palms of the local watch for decades and thus they are guaranteed to get a few hours notice whenever a raid is planned.

Currently the track is located in the rear of Hans Bellow's Everburning Candle shop. This large building, located in a relatively prosperous corner of the West side, appears to be an emporium for candles, lanterns, sconces, torches and other elaborate light fixtures. It doesn't take long, however, to note the large number of people going in and out with betting slips or carrying large cages containing massive, angry rats.

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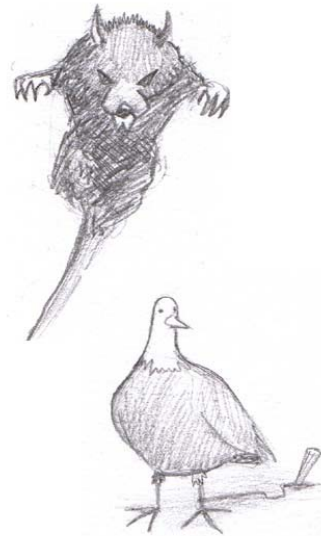
Beyond the main well-lit room of the store is a large door leading to the track, guarded by two heavysset men. These are Festering Toad Crew heavies who keep out troublemakers, disgruntled gamblers and even the law if necessary. To gain entry a PC must either produce a shilling's worth of coin or a large, angry rat.

Inside, the track is in one large chamber, which is crowded with patrons, talking, haggling and discussing various odds. Crude, blood spattered, concentric wooden rings are set in the centre of the room. A betting booth at the rear of the chamber does a brisk trade, setting odds and taking bets. As few of the patrons can read, the betting slips are marked with simple symbols.

Every hour a new race begins. The rats which have been entered are placed at one end, whilst a plump, injured pigeon is set at the other end. The doors of the cage are opened and the rats race around the track toward the injured bird. Usually the rats are chosen for their ferociousness and are starved before the race, so inevitably they attack one another at the beginning of the race, to the amusement of the crowd, but inevitably the pigeon meets a grizzly end.

Crooked Karl can be found amongst the throng near the track.

He is glumly tearing up his betting slip after the rat on which he wagered his cut of the money was torn apart during the last race. If he spots the PCs in time, he will try and flee, but will likely prove pathetically easy to run down amidst the crowd.



If caught, Karl will immediately start crying and begging for mercy. He will readily confess his part in the scam, but make a number of excuses, claiming crime lord Udo Pus masterminded the scheme (false), Jak was complicit in the scam (false) and that he is broke and now has betting debts which will likely soon see him meet a sticky end (true).

Depending on the GM's requirements Karl can be used to convey information about the crime lords, their relationships with one another and their operations, as well as providing advice or information on possible quick cash capers. Equally, he could prove to be a useless, self absorbed, waste of time and may ultimately meet an unfortunate end at the hands of angry PCs.

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QUICK CASH CAPERS

If the PCs decide to try and get the money to pay Smelly Otto through other means, here are some suggestions for capers which might be suggested by Crooked Karl, Legless Jak or by a local character, making a successful common knowledge skill test.

Time pressure should be a constant factor here. Plans must be formulated and executed within a few hours at most.

The Rat Races

A lot of money changes hands at the local Rat Track, but with races only once an hour the PCs will need to act swiftly. Trying to obtain tips for likely winners might be accomplished by buying a few drinks (along with gossip or gamble checks).

Another option might be to try and fix a race by sabotaging the other runners. The caged runners will eat just about anything, but a significantly dramatic distraction will be required to pry the cages away from their fiercely protective owners for any length of time.

Finally the players might like to try and find their own entrant, which could entail another mini-adventure in itself as the players quest to find the fabled midnight-black, dog-eating rat that lurks beneath the Carroburg docks.

Entry for a new runner in the Rat Races costs 50 Gold Crowns.

The Stick Up

Plain robbery may result in a quick injection of gold. This is initially not as difficult as it sounds as the established gangs of Carroburg ensure that, generally, security is low, because most shop keepers pay protection money, and few would dare cross the crime lords.

The Rat Track is an obvious target as there is a lot of gold on hand, although there are many potential witnesses, four guards and the bulk of the gold is kept in a locked safe in a back room.

Other tempting targets that hold a large amount of gold include the Green Lady Burlesque House, an elaborate although somewhat decrepit three storeyed villa set in Hook Street gang territory. Although not specifically guarded by the gang, the hosts are likely to mount a surprisingly substantial resistance to any attempt at robbery.

Gelfrat's Grand Emporium is a large and successful pawn brokerage which has lately liberated many valuable and rare items from desperate refugees. It is laden with valuable goods, and relies on the Festering Toad Crew for protection.

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The Longest Grudge is an old tavern that is extremely popular with the local dwarf community, who reputedly travel from miles around to spend a vast amount on imported dwarven ale and food. Each morning before noon the proprietor, Thurn Grimstake, is known to transport the takings of the night before up to the local Dwarven Engineers Guild. But who would be crazy enough to steal from a dwarf?

The Hustle

For PCs who may prefer subterfuge or clever ploys to liberate gold from unsuspecting victims here are some likely marks:

- The Amber Fleece is a large river boat that has recently set in at the Carroburg docks. It has a substantially valuable cargo imported at great expense from distant Cathay, including silks, spices and unusual delicacies. Due to customs delays, the valuable cargo has not yet been unloaded. Although guarded, anyone with the correct looking guild credentials could board or even convince the guards that the restriction had been lifted and arrange for the cargo to be 'unloaded'.



- Count de La Foucauld is a Bretonian nobleman's son who is enjoying a grand tour of the Empire, as he is currently not welcome in his homeland. He greatly enjoys the slums of Carroburg and often visits the Rat Track and local taverns. He has a vast inheritance and a particular weakness for gambling and serving-women with rough hands.

- The dowager Frienswaggle, whose late husband ran a black market importing business, has reputedly offered a massive dowry for any man of suitable birth to marry her youngest daughter Elva. Unfortunately it is said that Elva has been cursed and suffers from catastrophic bad luck, dooming all who spend any time with her. The unfortunate girl is currently suffering from the pox and any would be suitor would have to convince the dowager of his intentions and suitability before she parts with any coin.

An Honest Crown?

There are few ways to legitimately earn a lot of money quickly in the Carroburg slums. One such method is offered by dilettante alchemist Ludo VanGelsin. Ludo is working on an elixir of immortality and is offering would be volunteers large amounts of gold to sample the effect of his recent concoctions on the human body. Unfortunately Ludo incorporates strains of poison and even small traces of powdered warpstone into his experiments and few volunteers survive to collect the money

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AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

(Ludo will pay for the burial costs of volunteers).

Volunteers must make a toughness test with a cumulative -10% penalty for each subsequent potion ingested within 24 hours. Those who pass suffer no ill effects and may collect their money. Roll on the table to the right to determine the results for failure.

Ludo's Incredible Tonic

- 01-20 Character loses control of bodily functions for 1D10 minutes but no lasting effects
- 21-40 Treat as Manticore Spoor (WFRP Pg123)
- 41-60 Character loses 1D10 Wounds
- 61-70 Character gains one Mutation at random (WFRP Pg 229 or Old World Bestiary Pg 79)
- 71-80 Character gains two mutations at random
- 81-00 Treat as Heartkill (WFRP Pg 122)

Part 5 - Hazardous Cargo

Once the PCs have the money they need to pay Smelly Otto and deliver the 'ingredient' to Vault.

Smelly Otto maintains a large forge on Hook Street that specialises in making hooks and other implements for the hand-less.

Hook Street is a bustling, thriving place with several open air markets. Disconcertingly many of the store holders have a hook where their right hand should be. This is due to the great purge of 2510. A pair of Bailiff's, collecting taxes, were murdered in broad daylight on what was then Clover Lane.

Frustrated by the residents' subsequent lack of co-operation with the investigation, Duke Leopold von Bildhofen decreed that all the residents of Clover Lane, man, woman and child, should have a hand cut off in retribution

Since that time Clover Lane has been known as Hook Street.

Smelly Otto's forge has been converted, by merging three adjoining shops, and although the internal walls have been knocked out, the original facades of the shop's remain, so the PCs have a variety of doors to choose from. Hook Street Gang enforcers lounge around on the street outside the forge, playing dice, drinking and carousing. They will eye the PCs suspiciously, but make no move to challenge them.

As they enter, waves of heat wash over the PCs and the ring of hammers fills the air. Massive racks filled with hundreds of hooks line the walls.

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Smelly Otto primarily makes hooks for amputees, including specialised variants with weapons and other implements fitted for adventurers and soldiers. This legitimate business has proven remarkably successful and Otto's hooks are sold to all corners of the Empire.

Moments later a rancid odour fills the air, warning of Smelly Otto's approach. The crime lord has been working in the forge and is perspiring at an alarming rate. He wears a large leather apron covered in unpleasant stains and carries a large hammer. His hook has been replaced with a special tong-fitting so that he can work the forge.

Assuming the PCs have his money, Otto leads them out to a large courtyard where several carts are being loaded and unloaded by forge hands. In the far corner of the yard waits the cart with the iron box that the players saw earlier. Three of the Hook Street Gang members guard the wagon, playing cards as far from the cart as they can while remaining in line of sight. A fourth guard lies dead near the wagon, run through several times. This should be a warning to the players about the nature of the Vampire's powers.

Otto nods to the guards as he approaches, and they leave gratefully.

"This thing has been a right problem from the beginning. It's cost me the lives of more than a few men and I'm glad to see the back of it. A man called Greel is waiting to take delivery of this on Vault's behalf, you'll find him at his bookshop on the South side. Now clear off!"

The cart and its cargo are now turned over to the PCs. If pressed, Otto will tell them that the box contains a dangerous creature, capable of preying on the minds of the weak-willed. Now they've paid for it, he suggests they get it out of his yard with all possible haste.

LADY IN THE BOX

The box is of sturdy iron construction and is without any detail. The lid is extremely heavy, but can be slid off within a round with a successful Strength Test. The box contains an extremely angry Lahmian Vampire, named Elsie. The box constrains her and she cannot physically escape, but she is able to use her powers in a reduced capacity.

If the box is opened, the Vampire resembles a young, extremely beautiful, if somewhat pale, girl of no more than 17. In actuality Elsie is almost a hundred years old, and is extremely embarrassed at being captured by the odious crime lord. She has been weakened by several days without blood and will cry piteously and attempt to manipulate any player gullible enough to believe her.

Elsie's plan to escape is as follows: when the PCs take the cart from Smelly Otto's yard she will attempt to dominate the driver of the cart.

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This involves an opposed test of Elsie's Fellowship versus the victims Will Power. She suffers a -10% penalty because the target cannot actually see her (see page 116 of the Old World Bestiary for details about Domination). If the driver succumbs he will show no visible signs, other than becoming much less communicative with other characters.



He or she will then drive the cart to the Carroburg morgue. Players may notice that they have taken a wrong turn, but by then it will probably be too late. Once at the morgue the dominated character will move to the rear of the cart and attempt to open the lid of the box.

Meanwhile Elsie will use her Natural Necromancer power to animate Carroburg's recently deceased citizens to come to her aid. While the PCs struggle with their bewitched companion, zombies spill from the morgue, seeking to overcome the characters.

Distressingly, amongst their ranks will be any NPC or PC who died during an earlier part of the adventure. The zombies grasp at the players with cold, dead fingers seeking to overwhelm them and liberate the vampire.

If the lid is opened Elsie will first attempt to restore her strength by draining the blood of a dominated character, (if the victim loses at least 1 Wound in a grapple with Elsie, the victim loses 1D10% from their Strength Characteristic – if the victim is dominated the grapple automatically succeeds) then she will use all her powers to try and escape. If Elsie and the cart move beyond 48 yards of the zombies, the re-animated corpses simply flop to the ground, lifeless once more.

If her initial plan fails for any reason, Elsie will simply attempt to dominate the nearest PC to try and open the lid of the box, as the cart moves through the streets, calling out piteously and telling any who listen that she is a young girl, abducted and held hostage by an evil crime lord who plans to extort her wealthy father.

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AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

Elsie

Enraged Lahmian Vampire

Main Profile*

WS	BS	S	T	Ag	Int	WP	Fel
41%	20%	30%	30%	49%	28%	50%	49%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	20	3*	3*	6	1	0	0

* = Statistic reduced by *Vampire's Curse*

Skills: Academic Knowledge (the Arts, History, Necromancy), Charm +20%, Channeling, Command, Common Knowledge: The Empire, Concealment, Disguise +20%, Dodge Blow, Evaluate +20%, Gossip +20%, Haggle +20%, Magical Sense, Perception+20%, Prepare Poison +10%, Read/Write, Ride, Search, Shadowing, Silent Move, Speak Arcane Language (Magick), Speak Language (Reikspiel, Tilean), Torture
Talents: Dark Magic, Etiquette, Frightening, Keen Senses, Natural Weapons, Night Vision, Petty Magic (Arcane), Public Speaking, Quick Draw, Schemer, Specialist Weapon Group (Parrying), Undead

Special Rules: *Blood Drain, Domination, Natural Necromancer, Pass for Human, Vampire's Curse.*

Armour: None

Weapons: Fangs, Claws

Zombie

Shambling Animated Corpse

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	10%	-	-	-

Secondary Profile

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

Skills: None

Talents: Frightening*, Night Vision, Undead

Special Rules: *Mindless, Shambling*

Armour: None (recently stripped, stitched and embalmed)

Weapons: Improvised (autopsy equipment)

* =You may wish to apply an additional -10% penalty on any Fear test caused by Zombies who are former PCs or recently deceased NPCs who the PCs met earlier in the day

A CROSS-TOWN CART

Ideally the climax of the adventure will play out with players desperately wrestling with one another, fending off shambling zombies and trying to navigate the narrow lanes and alleys of Carroburg as they try and deliver their dangerous cargo before the deadline.

If you believe the players have completed the adventure too easily, or you simply enjoy making things a bit more difficult, the cart trip across town provides an ideal opportunity to introduce enemies that the characters may have made during the adventure.

Perhaps Udo Pus springs an ambush on the car near the river (a la *Clear and Present Danger?*) or an enraged Count de La Foucauld chases the characters on horseback demanding the satisfaction of a duel after discovering he was scammed.

The likelihood of a failed Drive check while characters grapple in the back of the cart might see the panicked horses get out of control, and carry their cargo crashing through open markets and heading for the river... In any event, you should ensure that the conclusion of the adventure provides an exciting climax and that the delivery of the cart and its cargo to Vault on time is anything but easy.

RUTHLESS

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

THE GANGS OF CARROBURG

THE HOOK STREET GANG

History

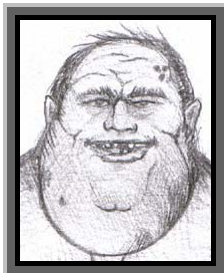
The Hook Street Gang was created by the aforementioned purge of 2510. Outraged at the injustice meted out against the poor of Carroburg, several rival gangs banded together, taking the name of Hook Street as a badge of pride. The Hook Street Gang are the most ruthless and violent of the underworld factions.

Operations

The Hook Street Gang is based out of Smelly Otto's forge on Hook Street. They control the majority of the prostitution, racketeering, smuggling and other forms of vice in the city. Over the years they have bought powerful allies among the nobility of the city.

Appearance

Many of the Gang's senior Lieutenants lived in Hook Street during the purge and now sport hooks in place of their right hand. Others in the gang wear a symbolic hook around their necks or on their belt to show their affiliation.



Smelly Otto

Smelly Otto is the leader of the Hook Street Gang. He lost his right hand to the Duke's men and has had an extreme dislike of the law ever since. Smelly Otto is extremely violent and thinks nothing of torturing enemies for pleasure alone. Although not widely known, Smelly Otto also has a particularly soft spot for poetry and has actually written and published several sonnets under a pen name. When fighting, Otto prefers to use a razor sharp hook he crafted himself and uses it to hamstring opponents.

Smelly Otto

Career: Crime Lord (Ex-Thug, Ex-Racketeer)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69%	61%	51%	56%	51%	39%	48%	33%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	20	5	5	4	0	0	0

Skills: Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip, Haggle, Intimidate, Perception, Read/Write, Secret Language (Thieves Tongue), Speak Language (Reikspiel), Torture.

Talents: Dealmaker, Menacing, Public Speaking, Resistance to Poison, Specialist Weapon Group (Parrying), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Stun

Special Rules: *Foul Stench*

Armour: Full Leather Armour

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

Weapons: Pistol, Custom Made Hook (Counts as a hand weapon with the *Precise* quality), Hand Weapon (Hammer).

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Typical Hook Street Enforcer

Ruthless Gangland Heavy

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	38%	46%	40%	37%	26%	35%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Torture.

Talents: Disarm, Lightening Reflexes, Quick Draw, Menacing, Resistance to Poison, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Stun, Very Strong, Very Resilient

Armour: Leather Jack

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

Weapons: Hand Weapon (Varies), Knuckle Dusters, 1 in 4 Enforcers have crossbows.

-Hook Street Lieutenants use the above profile but are considered to have the *Chief* career.

THE FESTERING TOAD CREW

History

The Festering Toad Crew has existed in one form or another for hundreds of years.

Originally formed by pock marked plague survivors who could not find work due to their appearance, the Crew came to welcome signs of corruption. People shunned by society found a warm welcome with the crew and their numbers gradually grew.

The links between the crew and Nurgle cults have always been rumoured, although the authorities have never had the will to investigate this link more thoroughly.

It is believed that all new recruits must undergo a bizarre initiation ritual, deep in the swamp outside the city, where they must kiss a giant putrescent toad from which the crew extract their trademark venom.

Operations

The Festering Toad Crew has two main sources of revenue. The first is the Rat Track which they took over from the Hook Street Gang several years ago after a particularly bloody gang war. The second is a major smuggling ring. The Festering Toad Crew has built an extremely successful network which supplies the majority of markets in the slums of Carroburg.

Appearance

The Festering Toad Crew's members are generally heavily cloaked and go to some lengths to conceal their faces. This is because they are inevitably riddled with open sores, growths or other dermatitis.

Udo Pus

Udo clawed his way through the ranks of the Festering Toad Crew three years ago - his brutality ensured the premature deaths of all who opposed him. Udo is a ruthless leader, who will not hesitate to kill or maim to achieve his ends. Like many in the Crew, Udo is sensitive about his appearance and swathes his mouth and nose in cloth. When fighting Udo launches a devastating barrage of fire from a specially crafted belt from which hang six pistols.

RUTHLESS

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

Udo Pus

Career: Crime Lord (Ex-Smuggler, Ex-Racketeer)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49%	71%	56%	47%	65%	35%	44%	38%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	17	5	4	4	0	0	0

Skills: Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip, Haggle, Intimidate, Perception, Row, Secret Language (Thieves Tongue), Speak Language (Reikspiel), Swim, Torture.

Talents: Marksman, Master Gunner, Menacing, Resistance to Poison, Quick Draw, Specialist Weapon Group (Parrying), Schemer, Street Fighting, Streetwise.

Special Rules: *Running Sores* (-2D10% Fel)

Armour: Full Leather Armour and Breastplate

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

Weapons: 6 Pistols, Hand Weapon (Sword)

Typical Festering Toad Crew Thug

Ruthless Gangland Heavy

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	42%	37%	45%	34%	31%	34%	27%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Swim

Talents: Disarm, Lightening Reflexes, Quick Draw, Menacing, Resistance to Poison, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Stun, Very Resilient

Armour: Leather Jack

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

Weapons: Hand Weapon (Varies), Knuckle Dusters, 1 in 3 Enforcers have crossbows.

-Festering Toad Crew Lieutenants use the above profile but are considered to have the *Chief* career.

Toad Venom

The Festering Toad Crew coat their weapons in the putrescent venom of their giant patron toad. When a wound is inflicted by such a weapon a character must make a Toughness test. If they pass they are unaffected. If they fail the Toad venom has affected them for 1D10 minutes. Roll on the table below to determine the outcome.



Festering Toad Venom

- 01-20 *It's getting hot in here.* The victim immediately starts stripping off all armour and clothing until naked.
- 21-40 *Let's all be friends.* The victim perceives everyone and everything to be friendly and will try to resolve all violent situations with hugs.
- 41-60 *The Horror!* The victim recoils in horror from the nearest character, believing them to be a demon in the skin of a person, and runs away screaming. They gain 1 Insanity Point.
- 61-80 *You're all against me!* The victim becomes increasingly paranoid and will attack anyone that comes within range. They gain 1 Insanity Point.
- 81-00 *They're under my skin!* The victim believes there are bugs under his skin and begins clawing at them. The character rolls around the ground, takes 1 D10 wounds and gains 2 Insanity points.

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AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

THE WATCH

History

The watch tasked with enforcing the law in the slums of Carroburg has long been riddled with corruption. This went unchecked largely because those in the rest of the city don't really care what goes on in the slums, so long as it stays the slums. Under new commander Dirty Klaus however, the watch took on a new and unprecedented level of involvement in organised crime.

Operations

The watch operates much like the other gangs, demanding extortion money from shopkeepers, bribes from gangs and even smuggling mandrake root and other narcotics. They have no particular patch of turf, but rather control the entire slums through a mixture of intimidation and fear. Dirty Klaus and the majority of the Watch can usually be found at an expansive tavern they own, called *Sigmar's Justice*, on the edge of the slums.

Appearance

Watchmen never travel alone, rather they operate in patrols of 5-6. They usually wear ridiculously decorative uniforms with additional medals, braid and other adornments.

Dirty Klaus

Dirty Klaus is the watch commander responsible for the slums. He is easily as violent and dangerous as any of the crime lords and has no problem killing those who cross him. Klaus knows that it is important that the world of the slums never intrudes on Carroburg proper, otherwise there would be serious repercussions for him. Klaus takes massive bribes from all of the major gangs and would never move against any of the crime lords directly, unless there was a massive profit to be had. Dirty Klaus wears a modified Watch Commander's uniform festooned with medals and ribbons.

Dirty Klaus

Career: Captain (Ex-Sergeant, Ex-Watchman)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55%	42%	47%	51%	45%	43%	38%	46%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	5	4	0	0	0

Skills: Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip, Haggle, Intimidate, Perception, Read/Write, Secret Language (Battle Tongue), Speak Language (Reikspiel), Torture.

Talents: Disarm, Lightning Parry, Menacing, Resistance to Poison, Specialist Weapon Group (Parrying), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Stun

Armour: Full Mail Armour

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

Weapons: Pistol, Sword, Sword Breaker.

-Watchmen of the Carroburg slums have the same statistics as the Town Guards (on Page 235 of Warhammer Fantasy Roleplay) with the additional skill *Gamble*, and the additional talent *Streetwise*.

RUTHLESS

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

VAULT

History

Vault is believed to be a powerful Wizard Lord of the Bright Order who decided that his research needed better funding and turned to crime to further his studies. He terrified his enemies, incinerated those who opposed him and carved out a mini empire in the slums of Carroburg. The Bright Order apparently sent several wizards to hunt him, but none ever returned. Since then his presence has been tolerated, so long as his activities remain out of sight. None of the other gangs dare to challenge so powerful a wizard.

In truth Vault is more than just one Wizard. The original Vault trained several apprentices including at least one of the wizards sent to hunt him. These, in turn, have a large number of contacts and informants, but all propagate the legend of a single, almost omnipotent, wizard who can strike anywhere, at any time.

Operations

Vault's primary method of revenue generation is protection money. The network does not promote other criminal enterprises, but will extract a cut of any operation taking place within its territory.

Appearance

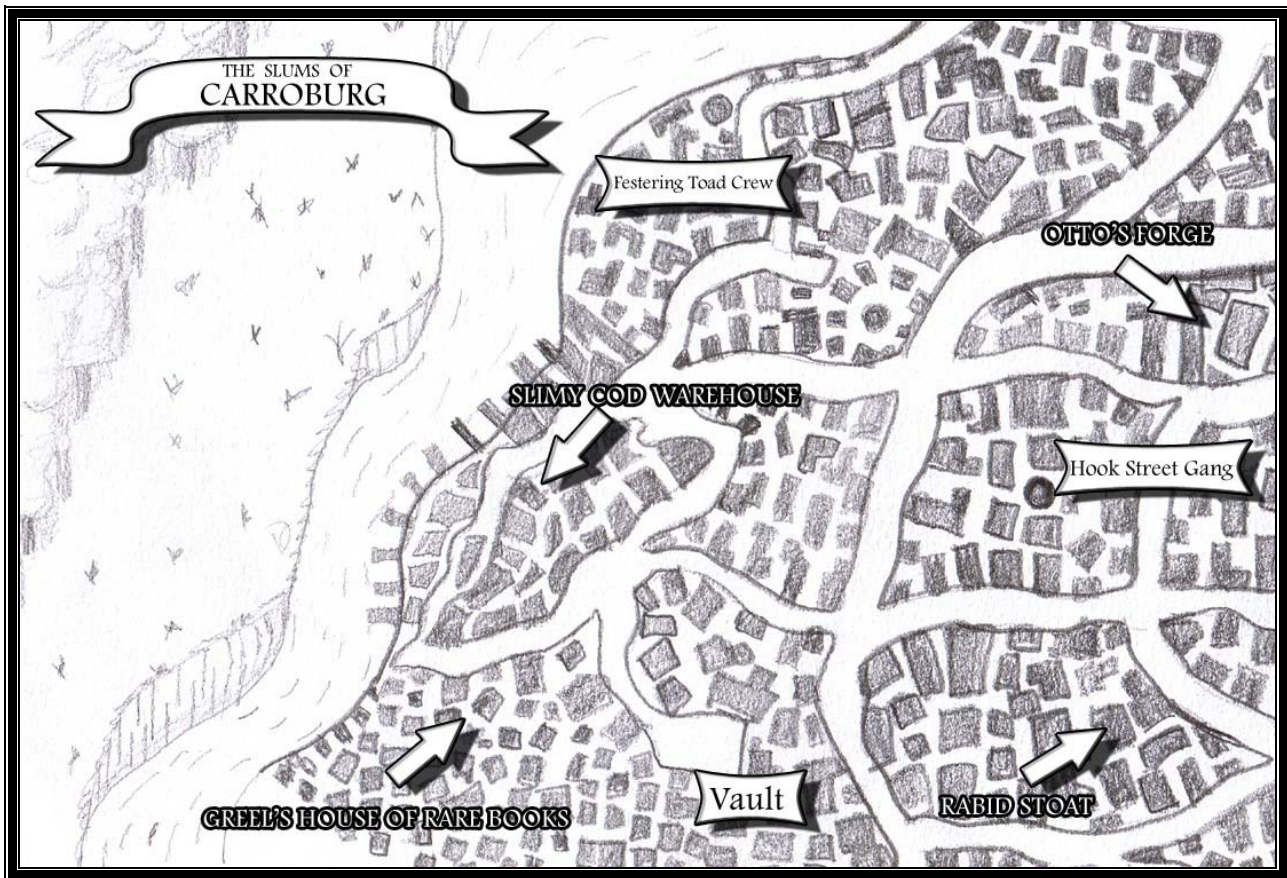
The identities of Vault and his apprentices are not known, but there is no shortage of wild rumours about the wizard himself. Most conclude he is at least twelve feet tall and perpetually ablaze. When the network choose to strike they will generally attack anonymously from a safe distance with a Fire Ball or Flare of U'Zhul, although as the network now includes wizards who have studied other colours, it may just as easily be a Crow's Feast or Lightning Bolt.

Should the players seek contact with Vault during the course of the adventure they will be directed to the musty depths of Greel's House of Rare Books and Manuscripts, where the proprietor, Alak Greel, a tall, thin man of foreign extraction with a slight lisp will ponderously relay Vault's unwillingness to provide any extension or leniency. Greel may also be used to provide PCs with final warnings about the deadline, should more pressure be needed. Vault's wrath, should it be provoked, will take the above forms.



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TIMELINE OF EVENTS

- 07:00 Jak summons the PCs to the Rabid Stoat and tells them they have until midday to save the pub – **PART ONE**
- 07:20 The PCs meet with Crooked Karl at the Black Spaniel and determine the location of the rendezvous – **PART TWO**
- 07:45 The PCs are conned by The Festering Toad Crew at the Slimy Cod Warehouse – **PART THREE**
- 08:00 Smelly Otto arrives and demands the money before midday
- 08:00–12:00 The PCs deduce a way to raise the money or another method of delivering the ‘ingredient’ to Vault – **PART FOUR**
- Up to 12:00 Elsie attempts to escape the box while being transported – **PART FIVE**
- 13:00 If the vampire has not been received by Alak Greel, Legless Jak and The Rabid Stoat are incinerated.

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Nord Hegler, Scribe

Career: Scribe

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
28%	32%	33%	36%	40%	45%	42%	28%

Secondary Profile

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

Skills: Academic Knowledge (Accounting), Common Knowledge (the Empire), Consume Alcohol, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Speak Language (Breton), Speak Language (Classical), Trade (Calligrapher).

Talents: Linguistics

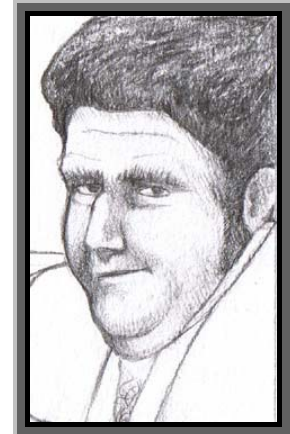
Armour: None

Weapons: Knife

Trappings: Pair of Candles, Wax, 5 Matches, Writing Kit, Abacus, Sign of Scarlet, 35 Gold Crowns (Life Savings)

People know you as:

A large and happy fellow. When not parked at the bar drinking, you work as a scribe, writing an endless stream of tedious deeds and missives. That's why you love to hang out at the Rabid Stoat and talk about sport with your buddies.



What they don't know is:

In addition to the hours you spend in the pub and scribing you are also a member of a small secret cult known as the **Scarlet Lords**. You worship a dark, forbidden god and conduct secret rites, usually involving murder and death. If anyone ever got wind of it you'd be tortured and killed by the Witchhunters for sure. You sometimes select victims for the dark rites by dragging off drunk bar patrons after closing time.

The Scarlet Lords have been engaged in a secret war with another cult, the Lavender Disciples for decades. Their pleasure cult is repulsive and must be destroyed!

Who Are The People in Your Neighbourhood?

- Legless Jak:** Owner of your local, the Rabid Stoat. You like Jak, and you particularly like the Pub. You'd do anything to help save it.
- Smelly Otto:** A dangerous gang leader who enjoys torturing people. You heard that he once flayed an entire church choir alive because he thought they were making fun of the way he smells. His crew, The Hook Street Gang, control the East Side.
- Dirty Klaus:** The local law. Klaus will turn a blind eye to anything if the money is right. He also has no problem beating or even hanging anyone who doesn't pay up. You heard he once beat a beggar to death with a loaf of bread.
- Udo Pus:** Repulsive and deadly, Udo is a dangerous man. You heard that he once infected a shopkeeper and all his patrons with the purple pox for paying their protection a day late. Udo and the Festering Toad crew control the West Side.
- Vault:** Vault is a dangerous and powerful wizard. You heard that he can eat a man's soul like you'd drink an ale. Vault controls the South Side.

The Other Rabid Stoat Regulars

- Klaus Kalt:** Your best friend and drinking buddy. Klaus is a messenger who often carries messages you've scribed. You've known each other for more than 20 years and have remained friends through good times and bad.
- Erik Harld:** Barman at the Stoat and former Snotball All-Star. He used to be a great player, before he was injured and forced to quit. These days he mostly just talks about sport with you and Klaus.
- Dr Jakob:** The doctor has been a regular at the Stoat for years. He's a very successful doctor and people sometimes seek him out at the pub for an appointment.
- Wolfgang:** Has been doing lots of odd jobs at the Stoat for about a year now. He's a devotee of Shallya, Goddess of Peace, which causes you and Klaus no end of amusement.
- Klara Tarn:** Barmaid at the Stoat. She's a good sort who has worked at the pub for years, although she doesn't stand for any of your nonsense. She's been a bit more grumpy than normal over the last month.

RUTHLESS

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

Klaus Kalt, Messenger

Career: Messenger

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	36%	33%	41%	38%	27%	32%	22%

Secondary Profile

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

Skills: Animal Care, Common Knowledge (the Empire), Consume Alcohol, Navigation, Outdoor Survival, Perception, Ride, Secret Signs (Scout), Speak Language (Reikspiel), Swim.

Talents: Orientation, Seasoned Traveller

Armour: Leather Jack

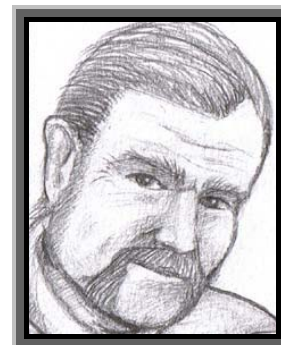
Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Horse, Map Case, Saddle, Sign of Lavender, 21 Gold Crowns (Life Savings)

People know you as:

A cheerful, if sometimes gruff fellow. When not parked at the bar drinking, you work as a messenger, carrying important messages and vital dispatches. When not on the road you love to hang out at the Rabid Stoat and talk about sport with your buddies.



What they don't know is: In addition to the hours you spend in the pub and carrying messages you are also a member of a small secret cult known as the **Lavender Disciples**. You worship a dark, forbidden god and conduct secret rites, of passion and seduction. If anyone ever got wind of it you'd be tortured and killed by the Witchhunters for sure. You sometimes select victims for the dark rites by drugging drunk bar patrons..

The Lavender Disciples have been engaged in a secret war with another cult, the Scarlet Lords for decades. Their blood cult is corrupt and must be destroyed!

Who Are The People in Your Neighbourhood?

- Legless Jak:** Owner of your local, the Rabid Stoat. You like Jak, and you particularly like the Pub. You'd do anything to help save it.
- Smelly Otto:** A dangerous gang leader who enjoys torturing people. You heard that he once butchered an entire orphanage after the children made fun of the way he smells. His crew, The Hook Street Gang, control the East Side.
- Dirty Klaus:** The local law. Klaus will turn a blind eye to anything if the money is right. He also has no problem beating, or even hanging anyone who doesn't pay up. You heard he once impaled a priest for giving a sermon against corruption.
- Udo Pus:** Repulsive and deadly, Udo is a dangerous man. You heard that he once tore off a man's arms and legs with his bare hands. Udo and the Festering Toad crew control the West Side.
- Vault:** Vault is a dangerous and powerful wizard. You heard that he can kill you with his mind in the time it takes to draw a sword. Vault controls the South Side.

The Other Rabid Stoat Regulars

- Nord Hegler:** Your best friend and drinking buddy. Nord is a scribe who often writes the messages you carry. You've known each other for more than 20 years and have remained friends through good times and bad.
- Erik Harld:** Barman at the Stoat and former Snotball All-Star. He used to be a great player, before he was injured and forced to quit. These days he mostly just talks about sport with you and Nord.
- Dr Jakob:** The doctor has been a regular at the Stoat for years. He's a very successful doctor and people sometimes seek him out at the pub for an appointment.
- Wolfgang:** Has been doing lots of odd jobs at the Stoat for about a year now. He's a devotee of Shallya, Goddess of Peace, which causes you and Nord no end of amusement.
- Klara Tarn:** Barmaid at the Stoat. She's a good sort who has worked at the pub for years, although she doesn't stand for any of your nonsense. She's been a bit more grumpy than normal over the last month.

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Klara Tarn, Barmaid

Career: Servant

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	27%	35%	36%	29%	34%	35%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Skills: Blather, Consume Alcohol, Dodge Blow, Drive, Gossip, Haggle, Lip Reading, Perception, Sleight of Hand, Trade (Cook),.

Talents: Acute Hearing, Hardy, Lightening Reflexes, Street Fighting.

Armour: None

Weapons: Dagger, Corkscrew (Improvised)

Trappings: 12 Gold Crowns (Life Savings)

People know you as:

A pretty, feisty barmaid. You can hold your own with the guys and know more about sport than almost anyone. Anyone who gives you any nonsense soon regrets it.



What they don't know is:

A month ago you broke the jaw of a drunk wizard who was trying to grope you. He got his own back a few days later when you were possessed by a Demon. If anyone ever finds out about the Demon the Witch Hunters will torture and kill you for sure.

The Demon does not have complete control of you yet. **Whenever you are under stress you must make a Will Power test or it will surface** and you will speak of death, blood and fire and act generally evil for 5 minutes or so.

Once every hour you can immolate a person, this causes their body and soul to be rent apart, but every time you do this the Demon gets stronger and you suffer -10% Will Power permanently. When your Will Power reaches 0% the Demon has complete control of your body and mind.

Who Are The People in Your Neighbourhood?

- Legless Jak:** Owner of the Rabid Stoat, your employer. He knows about the Demon and has sworn to keep it a secret. You like Jak, and you particularly like the Pub. You'd do anything to help save it.
- Smelly Otto:** A dangerous gang leader who enjoys torturing people. You heard that he once slowly ground a miller to powder in his own mill because the man made fun of the way he smells. His crew, The Hook Street Gang, control the East Side.
- Dirty Klaus:** The local law. Klaus will turn a blind eye to anything if the money is right. He also has no problem beating, or even hanging anyone who doesn't pay up. You heard he once choked an unlicensed agitator to death by shoving the man's own flyers down his throat.
- Udo Pus:** Repulsive and deadly, Udo is a dangerous man. You heard that he infected an entire Noble family with the yellow pox for not paying protection. Udo and the Festering Toad crew control the West Side.
- Vault:** Vault is a dangerous and powerful wizard (not the wizard you angered). You heard that he can cause your skin to tear off your body and run around the room with a single wink. Vault controls the South Side.

The Other Rabid Stoat Regulars

- Nord Hegler:** Nord is a scribe and regular at the Stoat. He is a close friend of Klaus Kalt. Every so often you find him lurking around the back of the inn after closing.
- Klaus Kalt:** Klaus is a messenger and regular at the Stoat. He is a close friend of Nord Hegler. Occasionally you see him in town after dark with incredibly attractive women.
- Dr Jakob:** The doctor has been a regular at the Stoat for years. He's a very successful doctor and people sometimes seek him out at the pub for an appointment. There's something a bit unsettling about the doctor, but you can't quite put your finger on what it is.
- Wolfgang:** Has been doing lots of odd jobs at the Stoat for about a year now. He's a devotee of Shallya, Goddess of Peace, and is often teased by Klaus and Nord. You sometimes feel a bit sorry for him.
- Erik Harld:** Handsome barman at the Stoat and former Snotball All-Star. You had a relationship with him about a year ago but you soon found out he was hopelessly addicted to Mandrake Root and dumped him. Now you mostly think he's pathetic, but you did promise not to tell anyone.

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Erik Harld, Innkeeper

Career: Inn Keeper (Ex-Snotball All Star)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	44%	56%	52%	67%	27%	23%	46%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	5	5	5	0	0	0

Skills: Blather, Charm, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Evaluate, Gossip, Haggle, Perception, Read/Write, Speak Language (Reikspiel), Trade (Cook)

Talents: Excellent Vision, Dealmaker, Fleet Footed, Flee!, Lightening Reflexes, Streetfighting, Strike to Stun, Very Strong, Very Resilient, Wrestling

Armour: None

Weapons: Knuckle Dusters

Trappings: 1 Pouch with 3 doses of Mandrake Root, Corkscrew, Ball (Snotskin), 5 Gold Crowns (Life Savings)

People know you as:

A Handsome former Snotball All-Star. You were a receiver for the Carroburg Corsairs but a bad tackle broke your leg in three places and ended your career. Nowadays you work at the Stoat pouring ales and talking about sport with the regulars



What they don't know is: You never actually broke your leg. You sprained a muscle and took some herbs to relieve the pain. Unfortunately this rapidly developed into a full blow addiction to harder drugs such as Mandrake Root and you soon weren't fit to play anymore. Legless Jak took you in when you were down and out and near suicide, and gave you a job.

You've slowly managed to work your way off the Mandrake little by little, but **if you don't get a small dose every hour you suffer a ~20% to all your characteristics.**

Who Are The People in Your Neighbourhood?

- Legless Jak:** Owner of the Rabid Stoat, your employer and the man that's helping you get off the drugs. You like Jak, and you particularly like the Pub. You'd do anything to help save it.
- Smelly Otto:** A dangerous gang leader who enjoys torturing people. You heard that he once beat a town crier to death with his own bell because the man made fun of the way he smells. His crew, The Hook Street Gang, control the East Side.
- Dirty Klaus:** The local law. Klaus will turn a blind eye to anything if the money is right. He also has no problem beating, or even hanging anyone who doesn't pay up. You heard he once drowned an innkeeper in a barrel of ale for not paying up.
- Udo Pus:** Repulsive and deadly, Udo is a dangerous man. You heard that he cooked and ate a doctor who tried (and failed) to heal his face. Udo and the Festering Toad crew control the West Side.
- Vault:** Vault is a dangerous and powerful wizard. You heard that he can cause your organs to spontaneously combust by snapping his fingers. Vault controls the South Side.

The Other Rabid Stoat Regulars

- Nord Hegler:** Nord is a scribe and regular at the Stoat. He is a close friend of Klaus Kalt. Every so often you find him lurking around the back of the inn after closing.
- Klaus Kalt:** Klaus is a messenger and regular at the Stoat. He is a close friend of Nord Hegler. Occasionally you see him in town after dark with incredibly attractive women.
- Dr Jakob:** The doctor has been a regular at the Stoat for years. He's a very successful doctor and people sometimes seek him out at the pub for an appointment. There's something a bit unsettling about the doctor, but you can't quite put your finger on what it is.
- Wolfgang:** Has been doing lots of odd jobs at the Stoat for about a year now. He's a devotee of Shallya, Goddess of Peace, and is often teased by Klaus and Nord. You sometimes feel a bit sorry for him.
- Klara Tarn:** Barmaid at the Stoat. You had a relationship with her a year ago but when she found out about your habit she broke it off. You have made her promise she wouldn't tell anyone about your addiction. She's been a bit more grumpy than normal over the last month.

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Wolfgang, Labourer

Career: Labourer (Ex-Soldier, Ex-Sergeant, Ex-Judicial Champion)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
63%	29%	56%	65%	52%	27%	35%	26%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	18	5	6	4	0	0	0

Skills: Command, Common Knowledge (the Empire), Dodge Blow, Intimidate, Perception, Ride, Speak Language (Reikspiel), Secret Language (Battle Tongue)

Talents: Lightening Parry, Quick Draw, Specialist Weapon Group (Parrying), Specialist Weapon Group (Flail), Specialist Weapon Group (Fencing), Specialist Weapon Group (Two Handed), Strike Mighty Blow, Strike to Stun, Strike to Injure

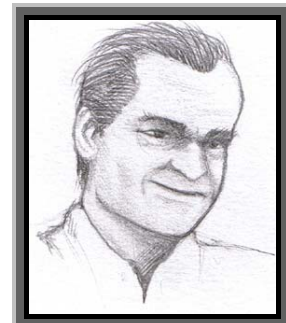
Armour: None

Weapons: None

Trappings: Symbol of Shallya, Thick Gloves, 5 Gold Crowns (Life Savings)

People know you as:

A tireless labourer who doesn't mind hard work. You are a devoted follower of Shallya, Goddess of Peace, and never raise a hand in violence.



What they don't know is:

Two years ago you were Ludwig Hart, a Judicial Champion in Marienburg. Your job was to fight (and kill where necessary), those accused of crimes who chose trial by combat.

You became an extremely efficient killer, able to dispatch combatants in seconds with a casual ease. You killed and maimed hundreds of men and women. But then you had a vision, a bolt from the blue - violence was evil! Overnight you renounced all violence, became a follower of Shallya and left Marienburg assuming a new name.

Now you do hard, manual labour at the Stoat and you've never been happier. The path of peace has set you free.

Who Are The People in Your Neighbourhood?

- Legless Jak:** Owner of the Rabid Stoat, your employer. You like Jak, and you particularly like the Pub. You'd do anything to help save it.
- Smelly Otto:** A dangerous gang leader who enjoys torturing people. You heard that he once slowly minced a butcher through his own grinder because the man made fun of the way he smells. His crew, The Hook Street Gang, control the East Side.
- Dirty Klaus:** The local law. Klaus will turn a blind eye to anything if the money is right. He also has no problem beating, or even hanging anyone who doesn't pay up. You heard he once kicked a 10 year old pickpocket to death in front of the boy's family.
- Udo Pus:** Repulsive and deadly, Udo is a dangerous man. You heard that he once skinned and mutilated a dozen prostitutes who forgot to pay their protection money. Udo and the Festering Toad crew control the West Side.
- Vault:** Vault is a dangerous and powerful wizard. You heard that he can turn your skin inside out by simply licking his lips. Vault controls the South Side.

The Other Rabid Stoat Regulars

- Nord Hegler:** Nord is a scribe and regular at the Stoat. He is a close friend of Klaus Kalt. Every so often you find him lurking around the back of the inn after closing. Nord sometimes teases you about your peaceful outlook.
- Klaus Kalt:** Klaus is a messenger and regular at the Stoat. He is a close friend of Nord Hegler. Klaus sometimes teases you about your peaceful outlook.
- Dr Jakob:** The doctor has been a regular at the Stoat for years. He's a very successful doctor and people sometimes seek him out at the pub for an appointment. There's something a bit unsettling about the doctor, but you can't quite put your finger on what it is.
- Klara Tarn:** Barmaid at the Stoat. She's a good sort who has worked at the pub for years, although she doesn't stand for any nonsense from the patrons, which you respect. She's been a bit more grumpy than normal over the last month.
- Erik Harld:** Barman at the Stoat and former Snotball All-Star. You hear he and Klara got together a while ago, but it didn't work out, which is a shame 'cos they make a good couple.

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Dr Jakob, Physician

Career: Physician (Ex-Student)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32%	27%	42%	40%	44%	56%	36%	52%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	0	0

Skills: Academic Knowledge (Science), Heal, Consume Alcohol, Gossip, Perception, Prepare Poison, Read/Write, Secret Language (Thieves Tongue), Speak Language (Classical), Speak Language (Reikspiel), Trade (Apothecary).

Talents: Etiquette, Resistance to Disease, Resistance to Poison, Strike to Stun, Surgery

Armour: None

Weapons: Dagger

Trappings: Scalpel, Trade Tools, 3x Sleeping Potions, 90 Gold Crowns (Life Savings)

People know you as:

A portly, good humoured physician, always ready to share a joke or buy a round of drinks. Your healing skills are legendary and people often seek you out at the Stoa.

What they don't know is:

You realized several years ago that you would not be a truly great doctor until you understood how a body worked. You started with corpses, carefully dissecting them, but soon realized that you needed to see the organs working to really understand them.

You killed your first victim a year ago, and haven't looked back. With each death you learn more, and more, and soon you think you may even be able to conquer death itself! You often get victims by drugging their drinks at the Stoa and dragging them off telling everyone you'll "help them home" - they usually end up on your exam table within the hour.

If anyone found out about your work they'd tell the Witch Hunters for sure and you'd be tortured and hanged as a Necromancer.

Who Are The People in Your Neighbourhood?

- Legless Jak:** Owner of the Rabid Stoa. You like Jak, and you particularly like the Pub as an excellent place to select victims. You'd do anything to help save it.
- Smelly Otto:** A dangerous gang leader who enjoys torturing people. You heard that he once cut the nose off a magistrate because the man remarked on how he smelled in court. His crew, The Hook Street Gang, control the East Side.
- Dirty Klaus:** The local law. Klaus will turn a blind eye to anything if the money is right. He also has no problem beating, or even hanging anyone who doesn't pay up. You heard he once cut a street vendor's hands off for not bribing him enough.
- Udo Pus:** Repulsive and deadly, Udo is a dangerous man. You heard that he once boiled a captain and his crew alive in their ships galley for skimming his money. Udo and the Festering Toad crew control the West Side.
- Vault:** Vault is a dangerous and powerful wizard. You heard that he can make your eyes pop out of your skull by clearing his throat. Vault controls the South Side.

The Other Rabid Stoa Regulars

- Nord Hegler:** Nord is a scribe and regular at the Stoa. He is a close friend of Klaus Kalt.
- Klaus Kalt:** Klaus is a messenger and regular at the Stoa. He is a close friend of Nord Hegler.
- Wolfgang:** Has been doing lots of odd jobs at the Stoa for about a year now. He's a devotee of Shallya, Goddess of Peace, and is often teased by Klaus and Nord. There's something a bit unsettling about him, but you can't quite put your finger on what it is.
- Klara Tarn:** Barmaid at the Stoa. She's a good sort who has worked at the pub for years, although she doesn't stand for any nonsense from the patrons. She's been a bit more grumpy than normal over the last month.
- Erik Harld:** Barman at the Stoa and former Snotball All-Star. He used to be a great player, before he was injured and forced to quit. These days he mostly just talks about sport with Nord and Klaus.

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Conclusion

The adventure ends when the PCs deliver the Vampire to Alak Greel at the rambling House of Rare Books and Manuscripts. Greel will simply nod his thanks to the PCs, confirm that the debt has been settled and take the cart on to a warehouse on the South Side.

If the PCs fail to meet the deadline then Legless Jak and The Rabid Stoat are incinerated within the hour.

Any other repercussions or fallout from the crime lords are left up to the GM, but at the end of the day, business is business on the mean streets of Carroburg.

If you are running Ruthless for an existing group of characters, then a rapid exit from the city may be in order.

You may choose to award the players experience points as following:

- **Each Gang Enforcer Killed:** 20 points each
- **Each Gang Lieutenant Killed:** 30 points each
- **Killing a Crime Lord:** 100 points each
- **Finding a creative solution to raising the money:** Up to 75 points each
- **Defeating the Vampire:** 50 points each
- **Saving the Rabid Stoat:** Priceless

Acknowledgements

I would like to thank Douglas Royson for creating the marvelous art included in this scenario which really brought Ruthless to life.

Doug is always willing to consider new commissions and can be contacted via e-mail at: douglasroyson@yahoo.com.au

Also thanks to the intrepid playtesters who signed up for Ruthless at *Confusion 4* without knowing quite what was in store for them and then showed me some original Ruthlessness of their own: Sam Walker, Stefan Tyler, Gareth, Robbert & Joel.

If you want to share any comments or feedback on the scenario you can drop me a line at: daleelvy@hotmail.com