

Fan Material for Warhammer Fantasy Roleplay : The Eye of the Tiger



THE EYE OF THE TIGER

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INTRODUCTION

The Eye Of The Tiger is a short scenario that can be played in a night or two of play, depending on your group's playing style.

The scenario is a city-based adventure that can be dropped into any decently sized town or city that the Player Characters (PCs) visit, with little or no effort.

A playing party with one or more characters who are proficient in combat and a mix of social/thieving skills would be an advantage.

To allow the Games Master (GM) to make the scenario a challenge to any level of play, a variety of strength of opponents has been given for the Fighting Ring scenes found later in the scenario.

STORY BACKGROUND AND PLAYER HOOKS

The adventure starts with the PCs entering The One Eyed Miller (known as The Miller). The Miller is a tavern in a more run down area of the town or city chosen as the setting of the adventure. It's a rowdy place, but the patrons seem welcoming enough.

During the evening, the PCs will become aware that the patrons of the tavern are excited about an event, taking place later that night in the cellar. This turns out to be a weekly bare-knuckle fighting competition held in the cellar of the inn.

Due to the recent Storm Of Chaos, the local authorities frown upon these types of activities, as every able-bodied citizen is needed for rebuilding and defence. However, given the chance to bet some of their hard earned money on the event, most PCs will willingly indulge this minor lawbreaking. If PCs are reluctant, then the GM can inform them beforehand that an acquaintance of theirs is taking part and would like some moral support.

During the evening, the competition takes place in the cellar's Fighting Ring. During this time, the PCs will have the opportunity to bet on the bouts and have an old-fashioned barroom brawl.

After the contests are over, Carsten Leibnitz, the owner of The Miller, will approach the PCs with a proposition.

Due to some unusual results in the ring and some erratic betting, Carsten believes that someone is getting to the fighters and fixing results. The house is losing money as a result (see Carsten's character profile, he owes money to some unsavoury characters).

Carsten will ask the PCs if one of them will enter the ring next week, the point being, to attract the fixers and thus be able to tackle them.

As the Fighting Ring is a particular sport, the PC fighter will have to undergo a weeks worth of intensive training. Armed with his new knowledge, the PC enters the Fighting Ring and does battle. Keeping an eye on the patrons of The Miller will be the non-fighters' job during the bouts. They will need to keep an eye out for strange occurrences.

If the PC fighter achieves a modicum of success in the ring, they may be approached in the following week by one of the fixer's cronies.

Once the fixers have been attracted, the PCs must find the mastermind and denounce him to Carsten. The opportunity then arises for the PCs to administer a warning to the fixers. How they achieve this is the basis of the later part of the adventure.

MAJOR NPCs

Guiseppe "Gus" DeMarto – Trainer, Veteran, ex Pit Fighter

WS	BS	S	T	AG	INT	WP	FEL
50	37	39	38	30	34	47	26
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	-	3	-

Age: 62

Appearance: A large man, Gus shows signs of his advanced age. He has grey hair and a seamed face. A large, broken nose and a sneer for his charges give him a fearsome aspect.

Skills: Common Knowledge (empire) +10, Gossip +10, Speak Reikspiel, Consume Alcohol, Dodge Blow +10, Intimidate +10,

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Gamble, Speak Tilean +10

Talents: Disarm, Wrestling, Strike To Injure, Specialist Weapon Group (Flail, Parry, Two Handed), Strike Mighty Blow, Very Strong, Very Resilient, Cool Headed, Strong Minded.

Gus DeMarto plied his skills as a young man in the pits of Tilea. A gifted fighter, he made enough money from the gladiatorial ring to give up the risks. He moved to the Empire at the age of 35 and has been there ever since. He didn't leave his family ties behind, however. A third cousin of the notorious Tilean Crime Lord Luigi Castriano, Gus helped his cousin move his organisation into the Empire. He worked as a scout for his cousin for twenty years, finding areas that Luigi could move into with little effort.

This meant that Gus came into conflict with many established Thieves and Racketeers. One such was Carsten Leibnitz who was working as an understudy in The One Eyed Miller inn. The inn caught Gus's eye, as it was the venue of a bare-knuckle fighting pit. Together with Carsten, Gus formed a plan to buy the inn from the owner.

Luigi Castriano loaned the money to Carsten to buy the old owner out and installed Gus as the trainer of fighters for the inn, which he has now done for six years.

Gus knows nothing of the fixing scam taking place in The Miller, but has been duty bound to tell his cousin, who takes a hefty cut of the profits made by the house bookies. Gus will help Carsten and the PC fighter to the best of his abilities.

Carsten Leibnitz – Owner of The One-Eyed Miller, Innkeeper, ex Servant, ex Rogue

WS	BS	S	T	AG	INT	WP	FEL
44	33	31	41	47	44	47	51
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	-	1	-

Age: 32

Appearance: Carsten is a small, dark haired man. He has quick, darting eyes and a smile is never far from his face. He is missing the little finger of his right hand.

Skills: Common Knowledge (empire), Gossip +20, Speak Reikspiel +10, Blather +20, Charm +10, Evaluate, Gamble, Perception +10,

Performer (storytelling), Speak Language (Thieves Tongue), Trade (cook) +10, Dodge Blow, Search, Haggle, Read/write, Speak Language (Tilean)

Talents: Sturdy, Resistance to Poison, Streetwise, Sixth Sense, Public Speaking, Flee! Etiquette, Very Resilient, Street Fighting

Carsten started out in life as a petty thief. Born to a poor family, thieving to put bread on the table was second nature to the poor Carsten. As he grew into maturity, his quick mind and nimble fingers saw him carve out a decent living from the streets.

All of that came to a painful end 10 years ago. Caught whilst stealing jewellery from a reputable Tradesman, Carsten was indentured as a servant to the owner of The One Eyed Miller and lost his little finger to boot. It was four years before he saw a way out of his predicament. With money loaned from Gus's cousin, he bought out both his indenture and the inn.

Since that time, life has been good to Carsten and he has even managed to keep up payments on the loan. But the recent fight fixing has dented his ability to pay on time and Carsten knows that continued inability to do so will, at best, result in him being replaced as the owner of The Miller and at worst, well he doesn't like to think about that.

Needless to say, he is anxious to find the fixers and warn them off. The Castriano name should be enough to do this, at least to anyone with some sense.

Carsten is personable and likeable, but hides his fear of his current situation. He will gladly use his contacts to help the PCs find the fixers, the key of these being Gus DeMarto.

“Smoking” Joseph Fraserberg – Champion of the ring, Entertainer, ex Mercenary

WS	BS	S	T	AG	INT	WP	FEL
47	46	49	37	51	32	27	36
A	W	SB	TB	M	Mag	IP	FP
2	15	4	3	5	-	-	1

Age: 28

Appearance: Joseph is a towering individual well over six feet in height. He is of a noticeably muscular build. He holds himself in a confident

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manner, ramrod straight.

Skills: Common Knowledge (empire) +10, Common Knowledge (Tilea), Swim +10, Heal, Dodge Blow, Ride, Performer (dance, actor), Charm, Gossip +10, Perception, Speak Language Reikspiel +10

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

Fighting Ring Talents: Rope A Dope, Resilient, Fleet-Footed

Joseph Fraserberg is a large man with large appetites. Known for his stamina and grand gestures, he is a popular man whose fame came from his involvement in the Storm Of Chaos (SoC). He survived where the rest of his Mercenary unit was destroyed. He managed to cut his way to safety from a large skirmish and picked up a few civilian survivors on the way. Some people say that Sigmar smiles on him and some of his results in the ring would suggest so too. He has managed to come back from imminent defeat on more than one occasion (Joseph has 1 Fate Point from his achievements in the SoC and thus can use 1 Fortune Point per day).

He is known as "Smoking" Joseph Fraserberg by patrons of The Miller because of his relentless fighting style and has been champion of the ring in each of his eight previous appearances. He seems to float around the ring, hitting at will and dodging blows with equal ease.

PCs may suspect that Joseph's opponents have been paid to take a fall if Joseph gets into trouble and uses his Fortune Point to win. However, he has yet to be approached simply because it would be too suspicious for him to suddenly lose and opponents of his have no need to be paid to lose. They do that all by themselves.

Mathias – House bookie, Scribe

WS	BS	S	T	AG	INT	WP	FEL
31	30	34	35	40	47	38	37
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	-	-	-

Age: 25

Appearance: Mathias has roughly cut blond hair that seems to poke out at odd angles. His myopic gaze belies a very keen mind. He tends to wear plain brown clothing of basic design.

Skills: Common Knowledge (empire) +10, Gossip, Speak Reikspiel, Perception, Read/write, Secret Language (guild tongue), Speak Language (Breton, Classical, Tilean), Trade (Illuminator), Gamble, Super numerate

Talents: Resistance to Disease, Savvy, and Linguistics

Mathias has worked as a Scribe for one of the lesser merchant houses in town all of his adult life. It's a boring life and one that Mathias seeks to enliven. To this end, he learnt how to gamble in his spare time and it was during one of his sprees that he stumbled upon The Miller and its Fighting Ring.

Mathias wasted no time in introducing himself to Carsten and offering to do the books for him. He was accepted and now runs the betting part of The Millers operations.

Mathias knows nothing of the Castriano family involvement in the inn. If he did, he wouldn't be skimming the books. Mathias is not a greedy man and so his fraud is only the odd penny here or there. It's the danger he seeks, not the riches.

Once the PCs start investigating, Mathias will be very wary and they may become suspicious. However, the Scribe is not involved in the fixing and knows nothing about it other than the fact that some bets have been at odds with expected outcomes recently.

Konrad Konig – Fight fixer, Burgher

WS	BS	S	T	AG	INT	WP	FEL
42	30	27	32	30	47	36	37
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	-	-	-

Age: 34

Appearance: A man of average size and build, Konrad has a striking bearing. His luxuriant head of black hair has a streak of silver at either temple. He is never without his silver capped walking cane.

Skills: Common Knowledge (empire) +10, Gossip, Speak Reikspiel +10, Drive, Evaluate, Read/write, Haggle, Perception, Search, Speak Language (Breton)

Talents: Night Vision, Excellent Vision, Dealmaker, Savvy

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Konrad was born into a moderately wealthy family who made their fortune in the textiles business. He is a man of unscrupulous morals, who thinks nothing of enforced labour in his workshops or dubious tactics in ridding himself of rivals. He does retain a veneer of respectability as far as residents of the town are concerned, however.

His ventures have enabled him to build a new wing to his family town house and to buy precious pieces of art.

He is the man responsible for the fight fixing taking place in The Miller. His reasons are less certain, but thrill seeking isn't likely to be one of them. More likely is his love of money, pure and simple. He has a small network of small-time criminals who carry out his less than lawful dealings and it is via these that he has put pressure on some of the fighters.

He can sometimes be found in The Millers basement, cheering with the other patrons, but more importantly, making sure his instructions are being carried out.

If confronted, Konrad denies any knowledge of foul dealings, but keen-eyed PCs may notice that street toughs often surround him and they may become suspicious.

STARTING THE ADVENTURE

The One-Eyed Miller

On a night when the player characters are relaxing in town, one of the taverns that they visit is The One-Eyed Miller (affectionately known as The Miller to its patrons).

This tavern is in one of the more shabby areas of town, but the cheerful noise and bright lights issuing from its open doorway are a welcome sight to no doubt thirsty characters. The tavern is a plain single story wooden building and the sign flapping above the doorway is of a tatty man wearing a black eye patch. The paint is beginning to flake away, revealing an unknown picture below.

On entering the inn, read or paraphrase the following.

As you enter The One-Eyed Miller, the cheerful

noise heard from the street outside becomes a confusing roar of raucous voices. The mood appears to be boisterous, but light-hearted. Looking around the tavern you can see groups of rough looking men seated at trestle tables that are scattered about the packed room. Many of the conversations are animated, with raised voices and much waving of hands. The grins on the protagonists' faces, however, take the sting from any disagreements.

Fighting your way past the press of people to the bar, you catch snatches of conversation that suggest the people in The Miller are in a fever pitch of excitement. What's all the fuss about?

Drinks can be bought at the bar for the standard prices found in the core rulebook, page 114. However, wine is not available here and The Miller does not serve food. If the PCs partake of a little too much alcohol, don't be reluctant in using the Stinking Drunk rules found on page 115 of the core rulebook. Due to the crowded nature of the tavern, there is no opportunity to engage in any bar games other than drinking ones.

It is worth stressing at this point to the players how excited many of the patrons of The Miller appear to be. Curious characters can make an **Average Perception Test** (modified by the **Acute Hearing** talent if applicable) to overhear a conversation. Alternatively, a PC may attempt a **Fellowship Test** against a patron of the tavern to learn what has got them so excited. This may be a chance for some general socialising with the patrons of The Miller, who though rough, seem to be likeable enough.

If either attempt succeeds, the PCs learn that there is a bare-knuckle fighting competition being held in The Millers basement later that evening. A further successful test will tell the PCs that a lot of betting takes place on these fights, which are run weekly and that the betting is run by the owner of The Miller, Carsten Leibnitz. If the PCs make no effort to learn what is causing the excitement, the GM may simply have them overhear a conversation.

As long as the PCs act in a friendly manner and do not stand out amongst The Millers patrons as particularly belligerent then they are invited to the competition later in the evening.

If PCs are reluctant to do so, then they could find out that an acquaintance of theirs is fighting and would like for them to be there. However, the chance to see other people beating each other up and betting on the outcome could very well be incentive enough.

Once the competitions commencement is announced, read or paraphrase the following.

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The mood in the room has been building all evening until finally the tall, shabby man who you have learned is the owner, announces that the time has come. The patrons yell deafeningly as the front door is closed and locked and a large trap door hidden beneath one of the tables is lifted up. Everyone tramples down the stairs into the damp, dark, cellar. Following the crowd, you see an open circular space up ahead, roped off from where the crowd mills. Inside this ring are two very large and very rough looking men.

At the crowd's arrival, they both raise their arms to acknowledge the acclaim being yelled at them.

As you settle down, you see money start to change hands as Carsten explains the rules of the Fighting Ring.

Carsten climbs into the ring and then explains the rules of the contests – See sidebar.

Option – Fighters' Resilience

As the fighting in the ring is not meant to be lethal, most fighters can slowly regain their breath and gain a second wind. At the start of each new round, both fighters involved can attempt a Toughness test. If this roll is successful, then the fighter regains 1 wound. This Toughness test cannot be attempted if the fighter is stunned or helpless.

If a fighter progresses to another bout, then a successful Toughness test allows him to regain 4 wounds between the bouts, or 2 wounds if he fails the test.



Ring Fighting Rules

1. Fighters must not use any fighting aids or wear brass knuckles.
2. Fighters must be bare-chested and not be wearing any forms of armour.
3. Friends or colleagues cannot aid fighters in any way.
4. Kicking, eye gouging, biting and head butting is not allowed. Bouts last until one fighter is unable to continue.
5. In the case of both fighters being unable to continue, the bout will be judged a tie and a rematch will be arranged at the earliest opportunity.
6. Fighters must stay within the fighting ring at all times, purposely stepping outside of the ring will result in the loss of the bout.
7. All betting is to be made through the house representative. Maximum bets are to be set by the house and are subject to change.

PCs In The Ring

Fighting in the ring uses the same rules as normal combat (modified by Eye Of The Tiger training below).

As such, the fighters may use any of the actions described in the core rulebook pages 127 & 128. Fighters may also use grappling and the wrestling talent if they have it.

As the sport is a very specific art, Talents such as Strike To Stun and Strike To Injure are not usable.

However, as the sport is less lethal than other forms of unarmed combat, when a critical is achieved, roll on the chart below for effects.

Critical Hit Chart

Roll d10 and add a bonus equal to the number of negative wounds that the blow reduces your opponent to. Use no modification to the roll for reducing your opponent to zero.

1. Body shot winds opponent. –5% WS for next action.
2. Right hook shakes opponent. Loses next attack.
3. Elbow connects with opponents jaw. Sees stars and –10% WS for 1d10/2 rounds
4. Combination attack results with opponent Stunned for 1 round.
5. Huge haymaker leaves opponent on the floor. Must take a move action to regain feet. You gain a +10WS to your next attack.
6. Foe's nose broken. –5WS for 1d10 rounds
7. A rib cracks, ouch! –10WS until medical attention is received.
8. Cunning use of knee leaves opponent gasping for breath. Stunned 2 rounds.
9. Thumb accidentally gouges eye. Opponent at –20WS for 1d10 rounds.
10. Punch to throat leaves opponent on floor. Helpless for 1 round.
11. Evil punch to body floors foe and ends contest. –15WS until medical attention received
12. Knockout! Foe flops to the ground and snoozes for 1d10 rounds before coming round and being at –10WS until medical attention received. All hail the winner!

FIGHT NIGHT

Once Carsten has explained the rules of the Fighting Ring, he announces the fighters who are taking part in the bouts.

The format of the bouts below gives the names of the fighters, the odds that can be had for that fighter winning his bout and some basic information on the fighters. For more in-depth information on the fighters see The Thriller In The Miller. The information found in that chapter should not be needed for this first night of bouts, but may be used to flesh the fighters out if the GM wishes to.

Round 1

“Smoking” Joseph Fraserberg (champion – see Important NPC’s) 2/7 Vs Todd “The Hit Man” Heinrich – has a strong punch known as “Sigmar’s Hammer” 3/2

Claudius Lime – young pretender 2/5 Vs Gerhardt Krantz – labourer 2/1

“Marvellous” Marvin Heggler – experienced fighter 2/15 Vs Dieter Mintner – known as having a “glass jaw” 4/1

Snorri Thunderdelve – Dwarf mercenary 3/2 Vs Xander von Hollfeld – previous champion 2/9

Once the combatants have been announced, the first bout begins. It is up to the GM how he wishes to describe the fights but it will not be necessary to carry out the combats as the winners are pre-determined (see Round 2 below). However, if the PCs decide to make bets on the outcome of the bouts then some tension may be brought to bear by describing the relevant bouts more fully.

The PCs can make bets by approaching the mousy looking man (Mathias the house bookie – see Important NPC’s) who is standing on an upturned crate. As soon as the fights begin he is turning around an impressive amount of punters. The betting punter receives a slip of paper noting how much money was bet on which fighter and the odds of that fighter winning. No more complicated betting is carried out than that. Although the house rules say that all betting has to be made to the house bookie, small side bets are carried out amongst friends all over the basement, albeit surreptitiously.

Once the first round of bouts are completed, all

winning betters collect their winnings from Mathias and ten minutes of rest time is given to the winning fighters. Then the second round of fights begins and the betting resumes.

Note: It is worth noting to PCs that Dieter Mintners first round win against “Marvellous” Marvin Heggler is greeted by great surprise by many of the punters gathered in the cellar. Carsten can be seen grim faced as a few punters rake in the money they have won. This will become of more relevance once the bouts have been completed (see The Approach).

Round 2

“Smoking” Joseph Fraserberg 3/10 Vs Claudius Lime 2/1

Dieter Mintner 3/2 Vs Snorri Thunderdelve 2/5

Event – “You Spilt My Drink!”

During the second round of bouts, the crowd becomes increasingly rowdy as the contests become tenser. People are jumping around and generally jostling their neighbours. In a particularly tense moment in a bout, one of the PCs (preferably a fighter type) jogs someone resulting in that person spilling his drink. This results in the overexcited patron throwing a punch in the PCs direction.

This can then escalate into a larger scuffle dependant on the PCs response. If the PC retaliates, then run an unarmed melee using the Gambler profile on page 234 of the core rulebook. Unless one of the two combatants draws a weapon or friends intervene, then the fight comes to an end as soon as the PC lands a solid blow or two. If others intervene, then a larger melee can result. However, if things get too serious then Carsten will get his bouncers to intervene. As this is not desirable, it is recommended that the GM run this as a small scuffle that will catch Carsten’s eye with a view to his later proposal. Preferably the fight should end with the combatants shaking hands and sharing a drink.

Final

“Smoking” Joseph Fraserberg 2/7 Vs Snorri Thunderdelve 2/1

The final takes place at last and it is no surprise when Joseph Fraserberg wins the title once more. The cellar erupts into cheers before slowly emptying.

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This section of the adventure should be run as though the PCs were having a good night out, perhaps relaxing after a gruelling recent adventure. The betting, the fistfight and the excitement of the bouts should leave the PCs with the feeling of having had a good time.

However, as the PCs are leaving, a hand falls on the characters shoulder that was most impressive in the brawl.

This is Carsten making his approach.

THE APPROACH

As soon as the PCs turn around Carsten introduces himself and asks them if he may have a private word in his office. If the PCs are reluctant or think that they may be in trouble for the fistfight, Carsten reassures them and also says that he has a proposition that may gain them some money.

Carsten leads the characters into a small office that leads off from the cellar containing the Fighting Ring. After closing the door and seating the PCs, he will offer them a drink of brandy from a glass jug on his desk table. The office is functional, with solid looking oak furniture.

The innkeeper will then outline the problems he thinks he is having with fight fixing and cites Dieter Mintners victory tonight as further evidence of foul play. He wishes for the characters to find the fight fixer. However, to do this effectively, one of the PCs must be in a position to attract the fixer's attention. Thus one of the PCs must enter the ring.

Carsten will see that the character chosen (probably the one who handled himself well in the fist fight) receives proper training from "Gus" DeMarto, his in house trainer.

Carsten offers 10% of the nights takings in each competition that the PCs participate in. This equates to about 6 GC per night (this will be only one night in reality, see Running the Rat to Ground). If the PCs think this is a small amount, he will offer each PC an additional 10GC from his own savings. Not a great deal of money but the best he can afford. Furthermore, the PCs can get an important contact in a widespread criminal organisation, although this fact will not be apparent at first.

If the PCs require more evidence of foul dealings, Carsten will explain a few previous bouts whose results were suspect and will suggest talking to Mathias about any strange bets placed by patrons.

If the PCs suggest talking to the fighters, Carsten will warn against it, as this may tip-off the fixers and as he doesn't know who is responsible, he doesn't want to take that chance.

At this point, Carsten will not admit to being in the pay of Luigi Castriano, but later in the adventure he will explain all (see Running the Rat to Ground). If a player character has the **Sixth Sense Talent**, the GM may roll against that characters Willpower. If this roll is successful, the GM may indicate to the player that he thinks Carsten is holding something of importance back (his mob connections). If Carsten is confronted with the player's suspicions, he will admit his boss will remove him if the problems are not sorted out and that he is very nervous. He will not name Luigi at this point for fear of scaring the PCs off.

Presuming the PCs agree to his proposal, Carsten refills the characters glasses and drinks a toast.

After the meeting, Carsten says that he expects to see the Fighter chosen for training in the morning. The PCs are free to interview Mathias in the intervening time.

INTERVIEWING MATHIAS

The characters can find Mathias finishing the books for the evening whilst chewing on a bit of cheese. See Mathias's profile for more details on his appearance and demeanour.

Unfortunately, the sage has nothing of use to tell the PCs about suspicious customers as he is normally too busy collecting bets to take notice of things like strange habits and the like. The characters will also notice that Mathias is short sighted and thus not the best witness to events at large in the cellar on a fight night.

If asked about the ledger he is poring over, he will explain that he logs all bets in the book at the end of the night. This does not include names but does include the amounts bet and on what fight. This may be of use to the PCs in determining the fights where strange bets have been made and go some way to verifying Carsten's fears.

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After an hour of reading the ledger, the reader may make a **Hard Intelligence Test (+10 if the PC has the Super Numerate Talent)**. If the test is successful, there is some evidence to be found in the ledger that several fights have been thrown in the last couple of months resulting in large payouts. If the **Intelligence Test** succeeded by two degrees of success, the reader can also see that there are some small accounting errors in the books, resulting in the loss of a Silver Shilling here and there.

If Mathias is asked about this, he will become very defensive and demand to see the mistakes. If the evidence is explained, then he will admit to mistakes, however, he will not admit to his small time fraud (see Mathias' character profile for more details) unless he is successfully **Intimidated**, this is an **Easy Skill Check**.

If the PCs uncover Mathias's fraud, they may suspect that he is involved in the betting scams. If they follow the little Scribe, they will find that he doesn't associate with any types other than fellow Scribes when not at the tavern.

If the PCs threaten to expose Mathias to Carsten, the Scribe will plead and sob with the PCs and will immediately offer to repay the money (6 S.S) if the characters stay quiet. If they still expose him, then Carsten will instantly sack the Scribe and the PCs will lose a vital point of contact when fight night approaches.

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On the next morning when the PCs arrive back at The Miller, read or paraphrase the following.

Carsten leads you once more down the steps into the secret cellar. The place bears little resemblance to the packed space of last night. In the cleared open spaces several young men are sparring and in one corner a very large man is pummelling a dummy stuffed with straw. Carsten motions to a tall, grizzled looking man who is standing on the back of a fighter doing push-ups. The man steps off to the evident relief of the fighter and limps towards you.

The man is "Gus" DeMarto, the trainer of The Millers house fighters. See Gus's profile for more details on his appearance and demeanour.

Once the introductions are complete, Gus leads the PC who had been chosen as the fighter to the far end of the chamber. Here he starts his training regime. It is brutal.

This training involves early morning runs of 5 miles or so; fitness training and practise bouts with paid roughnecks from various labourers and teamsters Guilds, being hit in the stomach by planks of wood to breed tolerance to pain, being taunted in the ring and endless skipping.

This is a good opportunity for those PCs who are not training to torture and victimise the PC who is (all in the name of training of course). Don't be scared to make the training a living torture, explain how the fighter vomits after each session, how he can barely walk in the evenings the first few nights, encourage the non training characters to come up with new humiliations that you have not and generally sap the fighters resolve until in the final couple of days he begins to cope better and starts beating up on the other fighters present.

(**Note:** If the GM has access to the soundtrack of the Rocky films, or the song "Eye Of The Tiger" by Survivor, putting it on the stereo whilst the PC is training may create the mood looked for at this point in the adventure. Coupled with many humiliating training exercises and the non fighter PCs role in this, a suitably dramatic metamorphosis from weedy punk to honed Fighting Ring fight-machine can be made.)

At the end of the week's training, the character may make a Toughness test. If he passes this test, he may choose one of the options presented below for his upcoming bout.

- 1) Rope A Dope:** Whenever the character is hit for wound damage in the fight, his next attack inflicts SB-3 damage, instead of SB-4.
- 2) Resilient:** The character gains a +10% bonus to his Toughness for the purpose of regaining wounds lost during the fight.
- 3) Southpaw:** The character can fight left-handed which gives a -5% to his opponents parry or dodge in the ring, if the opponent is right handed.
- 4) Duck and Dive:** The character gains +10% to his dodge attempts in the ring.

All of these abilities are for the art of Ring Fighting only. As this is a specific sport, these abilities cannot be used in any other arena.

TALKING WITH GUS

Between bouts of intensive training, the PCs may want to talk to Gus about the suspected fight fixing. Gus knows about this and has been keeping his eyes open. Unfortunately, due to his

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advanced age, he doesn't get out much anymore; so his insights are restricted to what he sees during fight nights and the weekly training that he carries out.

Gus is adamant that none of his fighters have been involved in the fixing scams. If asked why, he will simply say that he would know if they were (all of Gus's fighters are approved by Luigi Castriano, so they wouldn't dare). Gus will not reveal the mob connections he has unless Carsten has previously.

If told about Mathias cooking the books, this will go badly for the Scribe, as Gus will have to tell his cousin Luigi. Several weeks later, the PCs may hear of the demise of the little Scribe if they are still about town.

However, Gus can pass on tips to the PCs in looking for the signs that a fighter is taking a dive. He can point out the telltale signs, as he knows Ring Fighting well. However, some gifted fighters can mask a dive and so Gus has been unable to finger a culprit as yet. Gus agrees with Carsten that the best way to unveil the fixers is to have a stooge enter the ring. The PC.

Using Gus's information, a PC may try a **Hard Perception Test** on fight night to determine if a fighter is throwing the fight.

If the PCs decide to follow Gus or otherwise suspect him, they will find out that he lives in a surprisingly roomy house in a better part of town and that he has frequent visitors. This may rouse the PCs' suspicions.

THE THRILLER IN THE MILLER

This part of the adventure may be challenging to run for beginning GMs, but hints will be given to help run this section smoothly so that both the Fighter's bouts can be played out and the non-fighters of the PC group can search the cellar for suspect goings on without either party being out of the action for long.

These hints will appear in numbered boxes throughout this section. At long last, the PC fighters training can be put to use.

1. It is worth the GM's time to heighten the growing excitement of the PCs, as the time for the fights grows closer. The Fighter can suffer from an attack of nerves as the cellar fills with blood-thirsty patrons and the non-fighters paranoia can grow as the crowd jostle and bump into them.

Once the patrons and the PCs have settled, Carsten announces the fighters that are taking to the ring.

As before, the format includes the names of the fighters, who are fighting who and the odds that can be had on the fighters to win their bouts.

Round 1

Roberto Durrantz – Tilean mercenary 2/5 Vs Dieter Mintner 2/1

“Smoking” Joseph Fraserberg 3/11 Vs Claudius Lime 2/1

Player Character Fighter 3/2 Vs Todd “The Hit Man” Heinrich 2/7

Draco Illiev – Blond Norseman 1/4 Vs “Marvellous” Marvin Heggler 3/1

2. There are two fights before the fighter PC is due in the ring, so whilst they are taking place the non-fighter PCs can start scanning the cellar for unusual occurrences. Consult the tables below for information the PCs can unearth in this time. Make one roll on this table whilst each bout is taking place. Do not spend all of your time explaining the non-fighters hunt during this time. The fighter PC can spend his downtime speaking to the fighters who are yet to fight, consult the fighter's table below for information he can unearth during this time. Again, make one roll on this table whilst each bout is taking place.

Once the time has come for the fighter PC to enter the ring, run the combat as normal, modified by the rules found in the Fighting Ring sidebar. Run a few rounds of combat and then switch to the non-fighter characters as they scour the basement. For each break in running the combat allow the non-fighter PCs a roll on their table below. In this way, neither group should feel left out. The information found from these tables leads to some things that can be completed at the time and others that can be followed up after the fights have finished, should the PCs wish to do so. See the individual table entries for details.

Once the fighter PC's time has come to enter the ring, read or paraphrase the following.

Once Carsten has announced you, you step forward into the ring and acknowledge the crowd's roar. Your opponent steps forward also. Todd Heinrich is a muscular man in his thirties. A

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grinning skull tattoo adorns his chest and when he grins menacingly at you, the stumps of several teeth act as a reminder as to what you are about to do.

Carsten drops his hand indicating the start of the bout and Todd runs at you, mayhem glinting in his eyes and Sigmar's Hammer ready to fall.

Once all of the bouts in round one have been decided, round two can begin. Simply delete the loser of the PCs opening bout from those fighters listed in round two. So if the PC wins his opening bout, he will fight Draco Illiev in round two. If the PC loses, then Todd Heinrich will fight Illiev. Do likewise for the final.

Round 2

Dieter Mintner 3/1 Vs "Smoking" Joseph Fraserberg 2/7

PC or Todd "Hit Man" Heinrich 3/2 Vs Draco Illiev 1/4

Final

"Smoking" Joseph Fraserberg 2/3 Vs PC or Draco Illiev evens

If the final turns out to be Joseph against Draco, the GM may make some description of the fight as the crowd goes mad at one of the best fights ever staged in The Miller, forever known as The Thriller In The Miller. The bout lasts for ten minutes or more as the advantage ebbs and flows. Just as Joseph is facing defeat, however, he pulls the victory out of the bag.

Standard Fighter Profile

When running the PC fighters bouts, use the standard profile below for opponents modified by the amounts showed in each specific fighter's profile.

WS	BS	S	T	AG	INT	WP	FEL
32	30	31	31	35	29	29	28
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	-	-	-

Relevant Skills:

Todd "Hit Man" Heinrich has an additional +5% WS, S to the standard profile.

Claudius Lime has an additional +10% AG to the

standard profile.

"Marvellous" Marvin Heggler, Draco Illiev and Xander von Hollfeld have an additional +10% WS, S, T, AG, +1 A, +2 W to the standard profile Roberto Durrantz has an additional +10% T to the standard profile.

Dieter Mintner -5% T

Note: If the PC's are in their second career or the GM wishes to make the challenge greater, apply the following adjustments to the standard profile of all fighters. Some fighters noted above are already at this level; do not apply the bonus twice.

+10% to WS, S, T, Ag
+1 A, +2 W

If the PC's are in their third career then apply the following adjustments to the standard profile.

+15% WS, S, T, Ag
+1 A, +4 W

Give the fighters Fighting Ring talents as you see fit (see Eye Of The Tiger above).

Non-Fighters Information Table

Each time that the non-fighter PCs have an opportunity to find out information whilst scouring the cellar, the following skills may be used to find out titbits of information: **Charm, Gossip, Intimidate or Perception**. All tests are **Average** in difficulty, but if the PCs insist on betting on bouts whilst scouring the cellar then all tests become **Very Hard**. Some of these bits of information can be of use, whilst others are no more than rumour or loose talk. Each non-fighter PC can make a test against the skill of his choice and the degrees of success are added together, then consult the following table. If no successes are made, no information is gained. If the same information is gathered more than once, no new information is gained.

Degrees Of Success

Up to 1

2

3

Information Gained

Many patrons are interested in how well Dieter Mintner will do in this week's bouts. There is strong betting for him.

Egbert Manninger (a farmer) won a lot of money last week.

Investigation will reveal this is hearsay.

A fair amount of illegal small betting is going on amongst The

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	Miller's patrons. It is done secretly and can be observed by eagle-eyed PCs.		Hard difficulty.
4	A group of labourers are taking it in turns to place bets with Mathias (these are Konrad Konig's thugs placing his bets by proxy. They will not be forthcoming if questioned). If they are followed after the event, they will not lead to Konrad.	Degrees Of Success Up to 1	Information Gained Draco Illiev is confident of winning tonight. This is just confidence, not knowledge of a fix.
5	A halfling at the back of the crowd is making notes on parchment. Questioning him, he will be evasive. However, a successful Intimidate skill check will force him to reveal he is scouting the talent with a view to entering his own fighter next week. Following him will verify this story.	1	Carsten owes money to parties unknown. If confronted with this, Carsten admits it and drops the Castriano name. Any Rogue type character present can make a Hard Common Knowledge (Empire or Tilea) skill test to know the name of Luigi Castriano and his links to a powerful criminal organisation called The Union.
6	The PCs overhear two patrons who suspect a man named Kurt Schilling of drugging one of the fighters. If approached, the man will turn out to be a shoemaker who sold the men some dodgy merchandise. He is innocent.	2	"Smoking" Joseph Fraserberg is a bit of a war hero, but has lost his bottle for a real fight. The first part is true the second is patently absurd.
7	A shifty character is eyeing Mathias carefully during the betting. This is another of Konrad's thugs who is looking for legitimate betting trends to further enrich his master. Questioning him will result in him foolishly relaying this and pointing Konrad out. If questioned, see Konrad's profile. He will admit to the small scam, but refute any other claims. He will now be forewarned however and if followed will use his sister's residence to stay at for a couple of nights.	3	"Marvellous" Marvin Heggler has booked passage on a coach for a long journey. This is going to be expensive. Marvin has been approached by the fixers and threw his last fight for a large sum of money and he is getting out before things get nasty. He will not reveal any of this and if followed will be seen leaving town the next day.
8	The PCs see Konrad speaking to one of the labourers (see 4) and a small amount of coins change hands. See points 4 & 7 for the reactions of the parties concerned. Konrad will further explain that the men did some labouring work for him if asked. He is of course lying.	4	"Marvellous" Marvin Heggler can be seen talking to the same group of labourers as the non-fighters can discover in parts 4 & 8 in the non-fighters table. This can lead to a fair amount of knowledge if both sets of PCs find out the relevant information.

Once the competition is over, the PCs may have a lot of leads to follow up. Carsten will ask them what they have found out and will suggest that they follow up any leads that they uncovered during the evening, whilst waiting to see if the fixers approach the fighter PC during the following week.

Fighter's Information Table

Each time that the fighter PC has an opportunity to find out information between bouts, he may try **Charm, Gossip or Intimidate** skill tests against his fellow fighters. All skills are of **Average** difficulty except **Intimidate** tests, which are of

3. The ultimate results of the leads that the PCs uncover during the evening are explained in the information tables above. However, how the PCs go about ultimately gaining that information will vary from group to group. These investigations may last the PCs the entire week before the next contest or as little time as the GM wishes. The GM may insert his own maps of the locations of some of the followed NPC's at his own option and make it as involved or as easy as he wishes to make it. It will basically depend on you and your group's preferences.

RUNNING THE RAT TO GROUND

The only sure way for the PCs to make the connection between the fight fixing and Konrad Konig is by being approached by a fixer and tailing the thug back to Konrad's town house. The investigations undertaken as a result of the fight night will yield little or no evidence.

Maybe the PCs are beginning to feel a little bit discouraged by this time, as their hard work is not gaining any concrete results. It is when they are starting to despair that the thug approaches the fighter PC.

The thug will make his approach when the fighter PC is alone or distanced from his friends (please note that if the fighter PC is associated with any PCs who questioned Konrad Konig or the thugs due to their investigations on fight night, he may not be approached at all. If this is the case then it is suggested that one of the PCs happens upon the thug approaching another fighter in a remote alleyway).

Apprehending the thug and judicious use of the **Intimidate** skill (**Hard**) will force the thug to reveal the fight-fixing mastermind. The PCs can then take this information to Carsten (see The Warning, below).

If the PCs decide to follow the thug, then he will lead them to a well-maintained town house, provided a successful **Easy Perception, Follow Trail or Shadowing** skill test is made. A successful **Easy Gossip** test will reveal this to be the house of one Konrad Konig, a merchant who has made a fair amount of money from supposedly legitimate sources. Again, the PCs can then pass this information on to Carsten.

THE WARNING

Once the PCs have approached Carsten with the name of the man behind the fight fixing, he will ask them if they wish to give a warning to the meddling merchant. Carsten will now tell the PCs of his connections to The Union and Luigi Castriano. If the PCs haven't figured this out by now have a Rogue type character make a **Hard Common Knowledge (Empire or Tilea)** skill test to have heard of either The Union or Luigi Castriano. Carsten will offer the PCs an additional payment of 50 GC to carry out this warning. He suggests a bit of arson or property damage and writes a warning note to be left at the site (see player handout). Ideally, Carsten does not wish for any bloodshed, as he does not want to risk the authorities getting a whiff of the goings on.

If the PCs do not wish to carry this mission out then Carsten swears them to secrecy and the adventure is over.

If the PCs accept then they will need to scope out the town house if they have not done so already and decide on the course of action that they will take.

KONRAD'S TOWN HOUSE

Konrad's house is a two story building in a more affluent area of town (see maps 1 & 2). A screen of trees surrounds it so approaching the house should not be a problem; however, in the grounds Konrad has a kennel that contains two dogs (use profile from core rulebook page 232). They have the run of the grounds and unless the PCs want a noisy battle with them before carrying out their mission, they will have to figure a way to silence them. Drugged meat, a sleep spell or drawing them away from the house would be the safest options (a fight with them will rouse Konrad and his thugs in 1d10/2 rounds from the house).

Once the dogs have been seen to and the PCs have determined the course of action, they may wish to enter the house. Below is a key to the house map.

If the PCs do enter the house to cause damage, then there is a 5% chance per round of encountering 2 thugs, this rises to 50% should the PCs make a reasonable amount of noise. If

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thugs are encountered, they will attack the PCs (use the Footpads profile from the core rulebook, page 234). A fight will certainly raise Konrad and depending on whether it spills from the house, the town Guard may be called. Konrad will not fight at any cost.

Irrespective of a random encounter with the thugs, the PCs may encounter them or Konrad if they enter some of the rooms contained in the house.

GROUND FLOOR KEY

Kennel: This wooden shack contains the two guard dogs that roam the grounds. They will be in the kennel until the PCs approach the grounds. On a successful **Average Perception** Test, modified if necessary by **Acute Hearing**, the PCs will be able to hear them. If the PCs enter the grounds without mollifying the dogs then they will both raise the alarm and run to attack the PCs, raising Konrad and his thugs as mentioned above.

Entrance Hall: On entering the house, the PCs will be confronted by an elegant entrance hall. To the left of the door is an empty stool where a doorman would normally be seated and beside that is a coat rack. The floors are covered with serviceable, but not overly expensive rugs. The hall opens into the dining area.

Dining Area: This is another wide-open space that contains a large dining table with four sturdy chairs in its centre. Brass candlesticks adorn the table (worth about 5 GC in total if sold). Against the left hand wall of the dining area is a mahogany sideboard. Several pieces of abstract art perch on its highly polished surface, from wooden masks to strangely fluted glass containers. The whole collection would be worth between 20 – 50 GC to an interested collector. The encumbrance for the whole collection is 250. A fireplace on the wall opposite the door is carved to resemble the turrets of a castle and, between each turret, on its flat top is a painted wooden soldier. These five figurines would collect about 5 GC each.

All things considered, there is a lot of flammable material in this room should the PCs choose the arson route.

There is a 25% chance of finding the two thugs here in the daytime, reducing to 5% at night.

Study: Just off of the dining area is a small study.

An oak table and velvet cushioned chair are to the left of the door and two shelves of scrolls adorn the walls. These are mainly business accounts and of little interest to PCs other than their burning ability. In the daytime there is a 70% chance that Konrad can be found here, but at night this chance is only 5%.

Kitchen: A small kitchen also opens from the dining hall. There is little of interest here except some copper pots and pans.

Stairs: To the left of the entrance hall is a flight of whitewashed wooden stairs that lead to the upper story.

FIRST FLOOR KEY

Lounge: A large lounge greets visitors to the upper story. There are two garish blue rugs of reasonable quality on the wooden floor. Approaching here will rouse the occupants of the upper story if an **Average Silent Move** test is failed.

Alcove office: In the alcove overlooking the front of the house, a small table nestles against the outer wall. A locked drawer (a **Hard Pick Lock** test to open) in the table contains a ledger of Konrad's activities in fixing fights. He has made a pretty penny from the con and several fighters are listed, among them "Marvellous" Marvin Heggler (the GM can make up names of fighters that have yet to be encountered by them in the fighting ring to flesh this list out).

Thugs' Rooms: To the right of the upper story lounge are the two single rooms of Konrad's hired thugs. Unless roused by activities in other areas of the house or encountered randomly, the thugs can be found in their rooms. Each has a footlocker containing 10 GCs.

Konrad's Bedroom: This is the lair of the chief mischief-maker himself. It is well appointed with soft furnishings and a small bathroom leads from the room where Konrad washes in the morning. In a hidden compartment under the bed (an **Average Search** test to find) is a small iron box. In the box are 32 GCs and 72 Silver shillings. Unless roused elsewhere in the house Konrad can be found here most of the time. He will not under any circumstances fight unless he really believes he is in imminent fear for his life.

CONCLUSION

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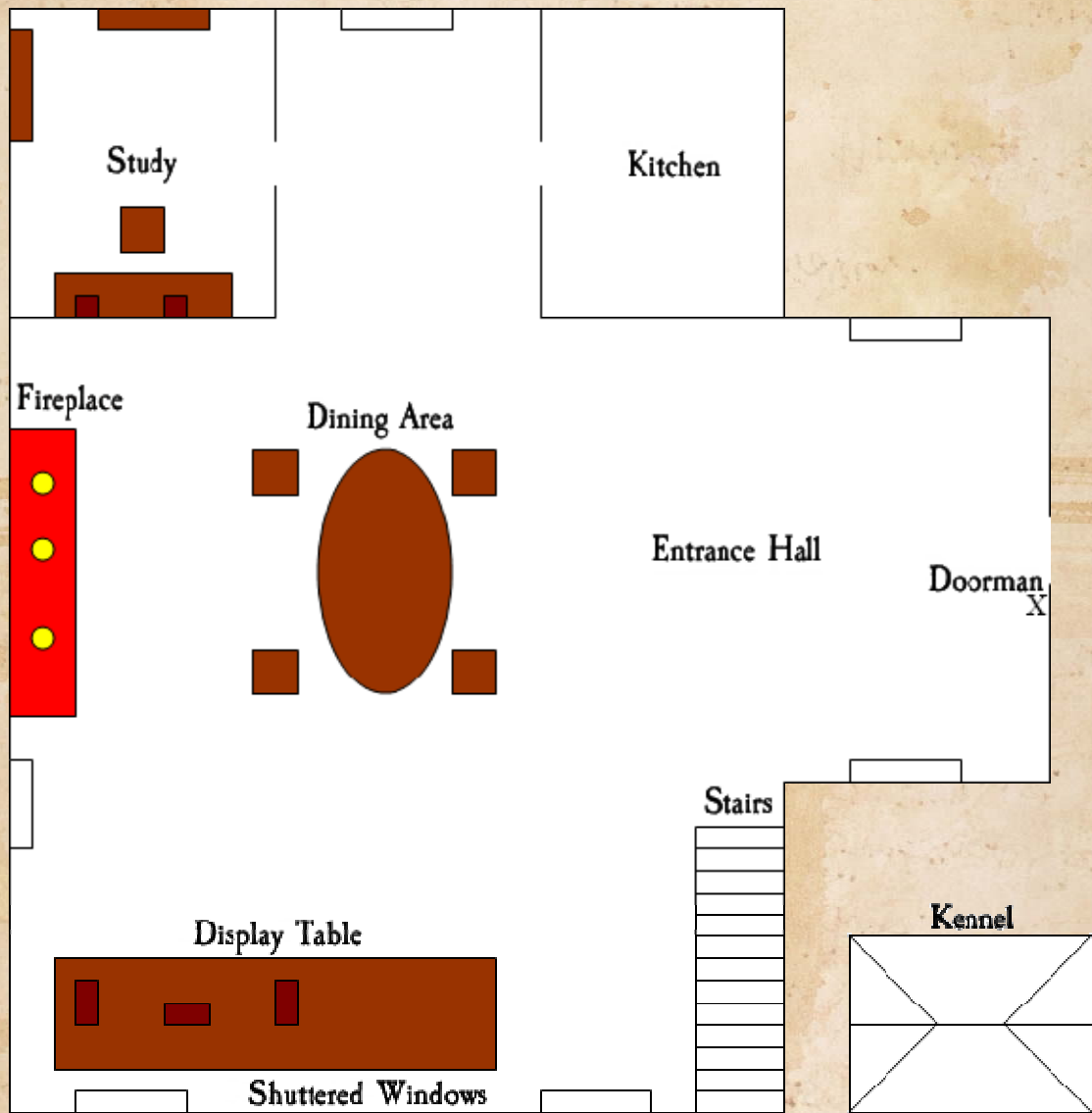
Once the PCs have finished the adventure, they will have the thanks of Carsten and quite possibly a reasonable amount of money to blow on wine, women and song. PCs should expect to earn 2 advances from finishing this adventure dependant on the time it takes to play out, the playing style of the group and whether they decided to administer the warning.

Characters who took part in the adventure can expect to have earned the respect of a man connected with a widespread criminal organisation as well as possibly a reputation in the Fighting Ring.

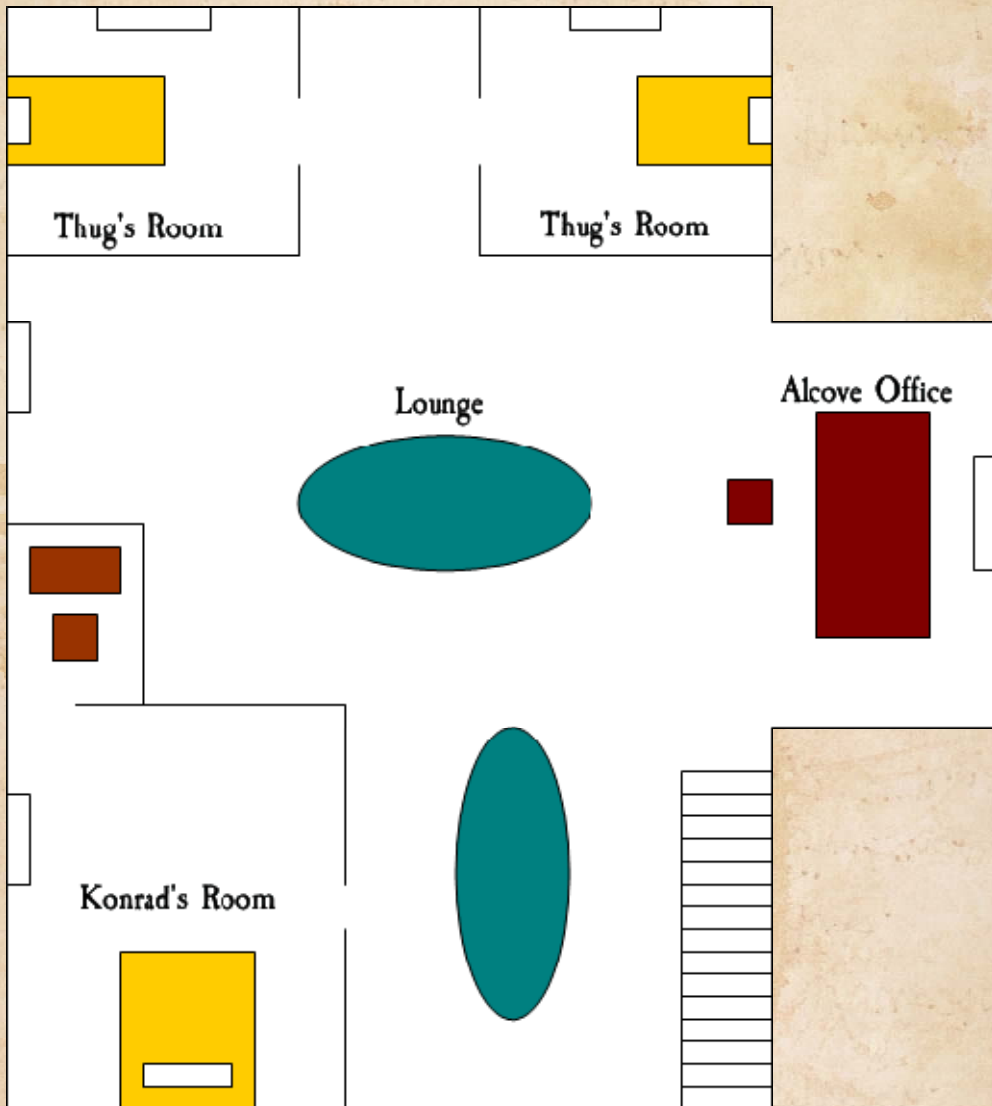
As long as the warning was delivered in the fashion it was meant to and Konrad Konig still lives, there is the opportunity for the GM to have Konrad plot his revenge against the PCs. Furthermore, the PCs may wish to try to become members of The Union. Details of this criminal organisation will be available in a future unofficial supplement.

THE END

Map 1: Konrad Konig's Town House—
Ground Floor



Map 2: Konrad Konig's Town House—
First Floor



Handout: Carsten's Warning Note

Konrad,

My investigations have exposed you as the agent behind the fight fixing that has been going on at my establishment. Whilst I would gladly slit you from ear to ear and leave your broken body for the guard to find, that would be bad for my business, not to mention your health. Therefore I am giving you one chance to desist from your activities. Be sure to note, however, that any future attempts to derail my business will result in a visit from far more unpleasant messengers than the ones who delivered this missive.

My business partner in The Union, Luigi Castriano (you may have heard of him) is eager to leave your body as a warning to other fools who try to muscle in on his business ventures, but I have stayed his hands for reasons mentioned above.

If there is a next time, I will not stop the vengeance that will inevitably fall on your shoulders.

Hoping to find you in good health.

C.L.