

WORSE THAN THE DISEASE

by Jody Macgregor

“For a life to be well-spent, it must by necessity be long. As long as you can make it.”
— Da Venzio

Worse Than the Disease is a scenario for adventurers in their second careers. It is set in one of the Empire’s cities; any one will do. It centres on a daring act of burglary committed by the PCs and therefore requires certain Character types, preferably those of a larcenous persuasion. If your party consists of law-abiding types there are a set of pre-generated Characters at the end of this article that you can use to run the scenario as a one-off.

The Set-Up

His Most High Imperial Justice Ignatius Sundler has recently acquired a work of art that is the talk of the town. This controversial painting, *Ranald’s Apotheosis*, by da Venzio, depicts an event from legend in which Ranald tricks Shallya into granting him divinity. As well as being valuable to collectors, the painting is held in high regard by the cult of Ranald, who would like to acquire this holy relic for themselves. The cult of Shallya hold the painting in less regard, and there are some who would even take the desperate measure of paying to have the blasphemy destroyed, so long as that destruction brought no harm to others.

How you bring your group into this scenario is up to you and should be chosen to best suit your Players. They could be hired by a Priest of Shallya, given the job by a Ranaldian, or simply hear about the valuable painting’s arrival and make their own plans if they are of the right disposition. See below for two suitable adventure patrons.

Mother-Healer Grietkin Beck

Career: Priest (ex-Initiate, ex-Camp Follower)
Race: Human

Mother-Healer Grietkin Beck is a severe woman whose gruffness and seeming lack of compassion are at odds with her role as a Priestess of the Goddess of Mercy. She has seen too many people end up in her care through their own carelessness, and grown hard because of it. She is a pious woman who will stop at nothing to aid the injured and afflicted who visit her hospice, but she doesn’t believe that means she has to be their friends. Her usual bedside manner is a mix of world-weariness and contempt.

Grietkin came to the service of Shallya after a hard youth as a battlefield corpse-looter and “soldier’s friend”. Because of this chequered past, her superiors believe she will be perfect for making contact with a group of underworld characters who can obtain *Ranald’s Apotheosis* for them. Grietkin is unimpressed

both by this job she has been given and the Characters once she meets them. Although she will offer them the full amount the cult has given her to hire them (whatever you consider appropriate), she will not haggle or spend any time she does not absolutely need to in their contemptible presence. They remind her of what she has left behind, and she dislikes that.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	31%	34%	36%	36%	38%	55%	35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	1	0	0

Skills: Academic Knowledge (History, Theology), Animal Care, Channelling, Charm, Common Knowledge (Bretonnia, the Empire), Gossip +10%, Haggle, Heal +10%, Magical Sense, Perception, Read/Write, Ride, Search, Sleight of Hand, Speak Arcane Language (Magic), Speak Language (Breton, Classical, Reikspiel), Trade (Seamstress)

Talents: Coolheaded, Dealmaker, Flee!, Hardy, Master Orator, Petty Magic (Divine), Public Speaking, Resistance to Disease, Strike to Stun, Very Strong, Warrior Born

Perry Herzlos

Career: Crime Lord (ex-Cat Burglar, ex-Thief)
Race: Human

Perry Herzlos is the leader of the Herzlos gang, an organisation run to strict Ranaldian principles. They steal without killing, resort to violence only when absolutely necessary, and use a small portion of their profits to fund a shrine club in one of the city’s poorest areas. These rules don’t appeal to many criminals, who prefer to break heads while breaking the law, and numbers are low. Perry is looking to expand his operation, and to that end is bringing in new blood, once they prove themselves by doing this one little job.

Prospective gang members will be invited to his office, which is hidden behind a grog house. He sits at his desk idly playing with a variety of locks, casually picking then locking them as he talks. Professional thieves will find his display of skill intimidating. He explains the situation and offers them membership in the Herzlos gang, if they can abide by the rules. He won’t pay them for the painting, but will provide a fence for any other items they find in the townhouse. He can also provide a variety of thieves’ tools if required, and if your party is missing a particular skill Perry can suggest an accomplice (use one of the sample PCs from the appendix).

Perry plans to donate *Ranald's Apotheosis* to the Temple of Ranald in Marienburg, where Father Hans von Kleptor believes that a resemblance between him and the depiction of Ranald in the portrait will prove his claim to be the God's son. However, since no one in the cult has seen the painting, no one knows if there is any actual resemblance between von Kleptor and da Venzio's supposedly divinely inspired portrait.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
51%	46%	45%	46%	64%	53%	50%	61%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills: Charm, Command, Common Knowledge (the Empire), Concealment, Dodge Blow, Evaluate, Gossip, Haggle, Intimidate, Pick Lock +10%, Perception, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel)

Talents: Alley Cat, Ambidextrous, Dealmaker, Lightning Reflexes, Menacing, Public Speaking, Resistance to Poison, Sixth Sense, Specialist Weapon Group (Crossbow), Street Fighting, Streetwise, Trapfinder

Preparation

Before the burglary begins, canny PCs will probably want to do some research on their target through reconnaissance, alehouse gossip, or any contacts they may have. A bitter ex-servant named Gerda who was fired for slovenliness by the strict Sundler will be happy to draw a rough map of the judge's townhouse for a fee of 5 *gc* if they can track her down by asking around. If they do pay her fee, hand them the maps of the ground floor and first floor to make copies themselves, but only give them ten seconds to do so. Whatever hasty scribbles they come up with represent Gerda's incomplete knowledge of the building.

One of the PCs could also gain admittance during the day to investigate the location with a successful Disguise Test by pretending to be a messenger or tradesman ("Terrible case of Tilean termites in the house next door, do you mind if I have a quick check of your walls?"), although they will not be allowed into the basement or allowed to disturb Sundler, who is upstairs in the library at the time.

With successful Gossip Tests they will be able to find out some of the following tidbits of information.

(Scholar) "*Justice Sundler has been making some questionable judgments of late. He let off that charlatan selling fake medicine with a slap on the wrist, when the fellow clearly deserved a good whipping.*"

(Soldier) "*He may be High and Mighty Imperial Justice now, but I served under him when he was Sergeant Sundler of the Fifth Halberdiers. He was a terror, too, mean as a cut snake and only half as pretty.*"

(Socialite) "*I don't know when he became such an art lover. Only paintings he used to own were of himself. Sundler was an ordinary soldier before they retired him into this cushy position. He's never shown much taste before, I mean look at that tacky townhouse he lives in. Looks like something a commoner who got lucky at the gambling table would buy. Why, I bet even his butler is coated in gold.*"

(Criminal) "*Sundler has been taking extra safety precautions lately, he's hired some Tileans to guard his house at all times.*"

(Servant) "*He's a mean master, that judge. When I served there he used to treat us awful-like, he'd beat us and rant at us all hours of the day and night.*"

Background

Judge Sundler is secretly a worshipper of Nurgle. Years ago, while desperately searching for a cure to the disease that ravaged his body, he met a member of the Covenant of the Crimson Plague posing as a medicine-seller. This cultist, who calls himself "Doktor K", procured a cure for Sundler's disease that takes the form of a creature of Nurgle, which now lives in the basement under Sundler's townhouse. Frequent contact with the disgusting creature stops the fatal sores from spreading over the judge's body, but he pays a high price.

Doktor K convinced Sundler to buy the unflattering painting of Shallya as part of a plot to discredit and publicly embarrass her cult in the city. Agents of the Covenant of the Crimson Plague are planning to reveal a string of scandals that will shame the Shallyans and cause their noble patronage to dry up so that they will not be able to afford to care for the city's inhabitants when the plague that is gestating inside the cure under Sundler's house, fed by his own diseased body, is finally released.

— The Townhouse —

Sundler lives in one of the wealthier areas of town. Watch patrols are frequent and there usually aren't many people hanging around on the streets after dark, which is the only time a stealthy entry is possible. On the night the robbery occurs, however, the House of von Trimsberg are throwing a noisy party down the road and although Sundler declined his invitation and is home tonight, it will cover some of the noises made by clumsy PCs—there's no luck like thieves' luck they say. Because of the noise, use Concealment Tests in preference to Silent Move Tests when you have a choice between the two. Inside the house, thick walls will muffle most of the noise of the party, but sudden bursts of fireworks or blasts of music should occur at appropriate moments, either to cover up noises or to startle the PCs.

The doors of the townhouse are guarded, but it is possible to sneak in through either of two open upstairs windows. There is a tree overhanging the linen room window, and the master bedroom has an open window as well. Climbing the tree does not require a Test, although an Agility Test will be needed to jump from the branch through the window (if someone fails by 10% or less they can still grab hold of the ledge and, with a successful Strength Test, haul themselves inside). Climbing the wall to get to the bedroom window requires two Scale Sheer Surface Tests. Falling will attract the guard and require a Concealment Test to hide from him.

First Floor

A single guard patrols the hallway on this floor, walking from the stairwell to the far end, pausing and returning. Several times during the night he will visit the toilet and also duck into the bathroom, open a window and have a smoke. The hall is lit with torches, but there are deep enough pools of shadow to hide in at the stairwell and the corner next to the bathroom door.

Library

Around a reading table are shelves of books. Most are legal tomes, although there is a large section on military history and a few books on other topics as well. Not one of the books is about art. A Search Test reveals that a copy of *Doktor Brauer's Book of Fable and Fancy Volume I* conceals a switch that opens a secret room. This room contains a set of dark green robes hanging from a hook, and a shelf of proscribed books about Chaos. There is also a box that anyone with Pick Lock can open (don't bother testing unless they are in a rush, simply assume they will open it eventually). It contains correspondence between Judge Sundler and someone who signs his letters Doktor K. The letters make it plain that Doktor K visits the judge whenever he is in town, and contain several polite enquiries about how well "the cure I gave you" is working. Oddly, some of them also mention how "the

cure" is doing as if it were a living creature, a pet of some kind. "Is the cure growing up big and strong?" "Have you been taking good care of the cure?"

Doktor K also advises Sundler to purchase the *Apotheosis* in one letter, saying that "when the people are shown how blind and foolish their Goddess of Mercy is, what they will stoop to when they try to destroy it, we will be one step closer to our goal."

Anyone with Academic Knowledge (Daemonology) will know that the odd triangular seal K uses is a mark of Nurgle.

The Guards

Esposito's Escorts are a Tilean mercenary company who hire themselves out as bodyguards. Each of the members has a stylised tattoo of a Harpy on their cheeks, which marks them as citizens of Tobar to anyone with the Common Knowledge (Tilea) Skill. The Escorts have fallen on hard times, and would prefer to be waging proper war rather than guarding Imperials, but their numbers were thinned by the Storm of Chaos and they need to raise money to return home and increase their numbers (Esposito refuses to hire foreigners). Although they are skilled combatants, their hearts are not in their work, and they can be bribed by a quick-witted burglar into looking the other way. If attacked they will not fight to the death, running after they lose half their Wounds.

Sundler has hired five of them. Two guard the front doors, one patrols the grounds, one guards the servants' entrance, and one patrols the upstairs corridor. However, you should feel free to use them whenever you need to add some tension to your game. These guards aren't automatons, and to be honest they aren't very good guards. They will leave their posts, go for a smoke or a slash, and investigate noises that may not have been real. Have one stomp towards the PCs whenever it would add to the mood.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	27%	31%	30%	43%	29%	30%	35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Blather, Common Knowledge (the Empire, Tilea), Dodge Blow, Drive, Gamble, Gossip +10%, Perception, Secret Language (Battle Tongue), Speak Language (Tilean, Reikspiel)

Talents: Coolheaded, Disarm, Marksman, Rapid Reload, Sharpshooter

Armour: Medium Armour (Full Leather Armour, Mail Shirt, and Mail Coif)

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

Linen Closet

This room contains piles of sheets (that conveniently muffle the landing of anyone who enters by leaping through the window from the tree outside) and several full buckets of night-soil, which is to say, excrement. The atrocious smell keeps away the moths. When all of the buckets are full they are emptied out the window, which is perhaps why the tree grows so well.

Master Bedroom

This bedroom can be entered by the open window, with two Scale Sheer Surface Tests, or from the corridor. No one is in the room, which contains a lavish canopy bed (all those years campaigning gave Ignatius a taste for a soft bed), a cupboard, chest of drawers and a foot locker. The foot locker (which is locked) contains a pouch of 42 *gc* 5 *s*—walking-around money. The clothing in the cupboard contains some valuable items that would be almost impossible to smuggle out of the building given their size (the judge is a big man). The chest of drawers contains jewellery worth 50 *gc* and a Search Test will turn up a gold ring that has fallen underneath the bed worth 20 *gc*.

Guest Bedroom

The guest bedroom contains a bed, some simple furnishings and no valuables whatsoever.

Ka-ching!

The values given for items are the full price. A typical fence will give half of this value if you're lucky. Haggle Tests can improve the price, as usual.

Ground Floor

Kitchen

The kitchen contains a stove, water basin, various pots and pans hanging from the ceiling, and a well-stocked pantry. In a draw is a silver cutlery set worth 15 *gc*. Doors lead outside, to the dining room, and to the servants' quarters. The sound of sobbing can be heard coming from the servants' quarters.

Servants' Quarters

These two rooms are very bare, containing only two beds each and small drawers for the servants' possessions (which are worthless). The male servants' room is at the back. The occupants are asleep, so the Silent Move Test to pass safely through this room is Very Easy (+30%). Anyone in this room, the kitchen, or the stairwell, can overhear quiet sobbing coming from the women's quarters next door. Listening at the wall (Very Easy Perception Test) reveals one of the maids comforting another.

"It weren't your fault, Frieda. You weren't to know the master's so particular about not having anybody but him in the basement. He shouldn't ought to have hit you so hard, but now you'll now not to do it again, won't you? The master has his funny ways, you'll soon get used to them."

Indoor Courtyard

This extravagance is a tiled area with rows of Tilean-style columns surrounding a pool of clear water. The water's appearance is not to be trusted, however. Anyone immersed in or drinking from the water must pass a Toughness Test or contract the Green Pox (see *WFRP* 136).

Parlour

A room for entertaining guests, the parlour contains a grand piano, a small table with a chess set on it (the pieces are made of ivory and the set is worth 50 *gc*), and a drawer containing several bottles of alcohol (Brettonian brandy: 13 *s*, Miraglianese red wine: 10 *s*, Kislevite vodka: 1 *s*), and a box of Araby cigars worth 10 *gc*.

A door leads from here to the hallway.

Dining Room

There is a long table with seating for eight in the dining room. On the table is a silver candelabrum worth 10 *gc*. There are no cutlery or settings on the table, and it does not look like it has been used tonight. Doors lead to the kitchen and courtyard.

Basement

Armoury

Ignatius keeps a variety of weapons from his soldiering days as well as some collectable items locked in a display cabinet. A Normal Pick Lock Test will open the cabinet, but those in a hurry can smash the glass instead. Inside is a longsword with the maker's mark of Magnin (Best Craftsmanship), a plate helmet and breastplate made by Fellhammer (Best Craftsmanship), and a Hochland long rifle. On the rack is a halberd from Nuln, two Reikland rapiers, and an axe and shield from Tilea. A set of full mail armour stands on a dummy, and like the armour in the cabinet, it is designed with the larger gentleman in mind.

Storage Room

Barrels of wine take up most of this room, except for a gap in the middle housing the *Apotheosis*, mounted on a display easel. The painting depicts Ranald kneeling before Shallya. She weeps into a golden cup that she holds forth for Ranald to drink from. He is shown with sores and plague marks prominent on his skin, but

behind his back, his fingers are crossed in the Ranaldian way, indicating that he is pulling a scam. A successful Academic Knowledge (Art) Test reveals that this is no forgery, da Venzio's signature is authentic.

The only practical way to remove it is to cut it out of the frame and roll it up. Strange noises can be heard coming from the next room. It sounds like a chorus of voices all moaning in alternating agony and pleasure, and is unsettling to say the least.

The Cure's Room

The cure squats in this room, stretching up to touch the ceiling. It's an amorphous blob of greenish flesh covered in mouths filled with rotting teeth. Justice Ignatius is in the room, bare-chested with several visible sores, taking care of the cure. He strokes it, pets it, and kisses its many mouths evoking sighs and groans from them. As he does so the sores slowly pucker closed and heal. Viewing this requires a Cool Test, those who fail gain d10 Insanity Points while those who pass gain only one. Even a glimpse through the keyhole requires a Test.

The judge is so busy with his ministrations that he will not immediately notice if he is no longer alone.

High Imperial Justice Ignatius Sundler

Career: Politician (ex-Judicial Champion, ex-Captain, ex-Sergeant, ex-Soldier)

Race: Human

While Sundler is administering to the Cure he is in a mild hypnagogic state. For a few moments after he notices the presence of intruders he will be disoriented, asking who they are and what is going on. If he is broken out of this state by being attacked he will angrily attack them. If they leave him an opening he will run past them into the armoury and grab one of the weapons to defend himself, calling for his idiotic guards as he does so. Two guards arrive on the third round, and one every round thereafter (up to the maximum of five, unless some have been detained by the PCs already).

If he is gently questioned while in his confused state, the PCs can get answers to their questions. The Cure groans and mutters behind Sundler while he talks, a disturbing choral counterpoint. Sundler absent-mindedly pets the thing, staring vacantly and drooling slightly. He can explain in simple terms what the Cure is and where he got it from, who the Covenant are and that it was them who wanted him to procure the painting.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
67%	55%	55%	52%	49%	47%	58%	53%

Secondary Profile

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

Skills: Academic Knowledge (History, Law, Strategy/Tactics), Animal Care, Blather, Charm, Command, Common Knowledge (Dwarfs, the Empire +10%, Tilea), Dodge Blow, Evaluate, Gossip +10%, Haggle, Intimidate, Perception, Performer (Actor), Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)

Talents: Ambidextrous, Coolheaded, Disarm, Lightning Parry, Master Orator, Menacing, Public Speaking, Schemer, Specialist Weapon Group (Fencing, Flail, Parrying, Two-handed), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun

The Cure

The cure began as a fist-sized green ball created by Doctor K and given to Sundler when he thought all was lost. All Sundler had to do was kiss and massage the Cure for several minutes every day and he would be assured of an end to his suffering. Sundler was sceptical, but desperate. And it worked. Although the plague marks periodically return, he suffers none of the other effects and he has lived years he thought he'd never had.

Over that time the cure grew as it fed off the disease it absorbed. Now it is an oval ten-feet long and five-feet high, covered in mewling mouths. It continues to grow. Unknown to Sundler the Cure will eventually become mobile, growing insectile legs and bursting out of his basement to wander the streets vomiting plague. Until that day, Sundler serves the Covenant, owing them his life. When he thinks twice about the things they ask him to do, all they need to do is remind him of the monstrosity in his basement and how the Witch Hunters would react if they ever found it.

If attacked, the Cure screams but cannot defend itself. However, blows have little effect on it. If pierced, the green skin reveals only ooze beneath, and reseals quickly. Only fire can harm it, and if burned it squeals horrendously but cannot escape.

The Climax

Worse Than the Disease has been left open-ended so that you can tailor it to your own ends. It may reach a conclusion as simple as 'The PCs get the painting, ignore the disgusting sight in the cure's room, and scarper.' Zealous Chaos-haters may well attack Sundler on sight, then burn down the townhouse and flee. Cautious PCs may wish to turn the situation over to the authorities, though they will have to be clever to explain how they came to be sneaking around to

discover all this. Bad planning or dice rolls may cause a confrontation with Esposito's Escorts that ends the scenario in a bloodbath. You could even use this scenario as the first part of a series, with the PCs going on to track down Doctor K and the Covenant to foil their many nefarious plans.

Aftermath

If the party hand the painting over to the Shallyans they get their money, but then things get complicated. A plant of the Covenant within the temple reveals to the authorities that the Shallyans hired criminals to steal the painting and all hell breaks loose. The news is all over the broadsheets, the talk of the town, and the PCs become wanted criminals. Getting out of the city is the best option, especially if the Cure is still alive. Over the next few weeks the Covenant reveals more scandals—mistreatment at the Sisters of Mercy Home for Wayward Girls, Mother-Healer Beck's scandalous past—and public support for them dries up. The hospice is closed down, to be replaced by a secular building run by the Guild of Surgeons, who are

completely unable to deal with the plague once the Covenant unleashes it (if the Cure was destroyed they release a weaker plague of their own devising).

If the party performed the job for the Ranaldians they are given full membership of the Herzlos gang, and they are entrusted with several more lucrative assignments. However, when *Ranald's Apotheosis* arrives in Marienburg, it's going to cause a stir. If it does resemble von Kleptor he will begin openly declaring himself Ranald's son and entreating all of the God's followers to rise up and resist the oppression they have been forced to deal with for so long. If the painting does not resemble him, some of his devoted followers will claim it was a forgery created to discredit him and begin hounding the PCs to find out what they did with the original.

Award experience points in your preferred fashion. As a guideline, give 70 *xp* for successfully obtaining the painting, 50 *xp* for defeating Sundler, and up to 50 *xp* for good roleplaying.

— Appendix 1: Sample Characters —

Stephanus Fischer, Human Cat Burglar

Career: Cat Burglar (ex-Thief)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	31%	31%	35%	40%	38%	28%	32%
+10%	+10%	+5%	+5%	+25%	+10%	+10%	+10%
38%	36%	31%	35%	60%	43%	28%	42%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	3
—	+4	—	—	—	—	—	—
1	14	3	3	4	0	0	3

Skills: Common Knowledge (the Empire), Concealment, Disguise, Evaluate, Gossip, Haggle, Perception, Pick Lock, Read/Write, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Reikspiel)

Talents: Alley Cat, Hardy, Sixth Sense, Street Fighting, Streetwise, Trapfinder

Armour: Light Armour (Leather Jerkin)

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

Weapons: Dagger, Club

Trappings: Sack, Lock Picks, 10 Yards of Rope, Grappling Hook, Common Clothing, Tattered Cloak, Backpack, 12 *gc*

Background

For Stephanus, there was no choice what he would be when he grew up. He was destined to follow in his father's footsteps and take up the family trade: he would be a thief, like the previous five generations of Fischers before him. Stephanus worked hard, especially after his father was imprisoned and he had to start providing for his family. Now he's a competent and determined housebreaker who takes pride in his work. He prefers elegant solutions to brute force, and would rather display his skill at his trade than force a door or stab a guard.

Bertha Schwarzmarkt, Human Fence

Career: Fence (ex-Grave Robber)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	30%	29%	30%	40%	37%	31%	32%
+15%	+10%	+10%	+5%	+10%	+5%	+10%	+10%
32%	35%	34%	30%	50%	42%	41%	37%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	2
+1	+4	—	—	—	—	—	—
1	13	2	3	4	0	0	2

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Scale Sheer Surface, Search, Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel)

Talents: Flee!, Luck, Resistance to Disease, Savvy, Streetwise, Strike to Stun, Super Numerate

Armour: None

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

Weapons: Pick, Dagger

Trappings: Lantern, Lamp Oil, Sack, Spade, Trade Tools (Engraver's Kit), Writing Kit, Common Clothing, Tattered Cloak, Sling Bag, 17 *gc*

Background

The body trade can be profitable, but also dangerous. Bertha found that she could make a much safer profit from selling the jewellery and keepsakes the bodies were buried with, and she'd never have to deal with another creepy necromancer. By cutting out the middle-man and selling the items herself, she could make even more money. Bertha began moving on items for others in the body trade and soon became a respectable fence. She does miss the thrill of sneaking in to Morr's Garden in the moonlight, however, and likes to get her hands dirty occasionally. Robbers today don't have the eye for it, and often miss the best loot if they don't have someone like Bertha along.

Carlotta Manchmal, Human Thief

Career: Thief (ex-Entertainer)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	39%	37%	31%	40%	33%	31%	33%
+10%	+10%	—	—	+15%	+5%	+5%	+10%
43%	49%	37%	31%	50%	33%	36%	43%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	3
—	+2	—	—	—	—	—	—
1	14	3	3	4	0	0	3

Skills: Charm, Common Knowledge (the Empire +10%), Concealment, Evaluate, Gossip, Perception, Performer (Acrobat), Scale Sheer Surface, Search, Silent Move, Speak Language (Reikspiel +10%), Swim

Talents: Alley Cat, Lightning Reflexes, Marksman, Quick Draw, Very Strong

Armour: Light Armour (Leather Jerkin)

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

Weapons: Dagger

Trappings: Trade Tools (Performer), Harlequin Costume, Sack, Lock Picks, 10 Yards of Rope, Common Clothing, Tattered Cloak, Backpack, 11 *gc*

Background

When Clara was a little girl growing up in the circus, she blamed her imaginary friend 'Carlotta' every time she was caught stealing apples or otherwise getting in trouble. After a few beatings she learned that no one believed her, but that didn't make it any less true. Carlotta was always there inside Clara's head, telling her she could take whatever she wanted and do whatever she pleased. She ignored the voice as much as she could, concentrating on her acrobatics. When the Witch Hunters came to cleanse the circus for its supposed Chaos taint, Clara was spared, but watching her family and friends burn she knew she shouldn't have been. She was possessed by an evil spirit that grew more insistent each day. Eventually Clara's resistance gave out, and it was Carlotta who ran away from the Sigmarite orphanage she'd been placed in, Carlotta who gleefully turned to a life of crime, and Carlotta who still occasionally hears Clara's faint voice deep inside her, crying.

Camdriel Keengaze, Elf Charlatan

Career: Charlatan (ex-Envoy)

Race: Elf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
26%	49%	27%	29%	34%	36%	32%	34%
+10%	+10%	+5%	+10%	+15%	+15%	+15%	+25%
31%	54%	27%	29%	39%	46%	37%	44%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	2	5	0	0	2
—	+4	—	—	—	—	—	—
1	14	2	2	5	0	0	2

Skills: Blather, Charm, Common Knowledge (Elves, the Empire), Disguise, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Sleight of Hand, Speak Language (Eltharin, Reikspiel), Swim, Trade (Merchant)

Talents: Dealmaker, Excellent Vision, Mimic, Night Vision, Public Speaking, Savvy, Specialist Weapon Group (Longbow)

Armour: Light Armour (Leather Jack)

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

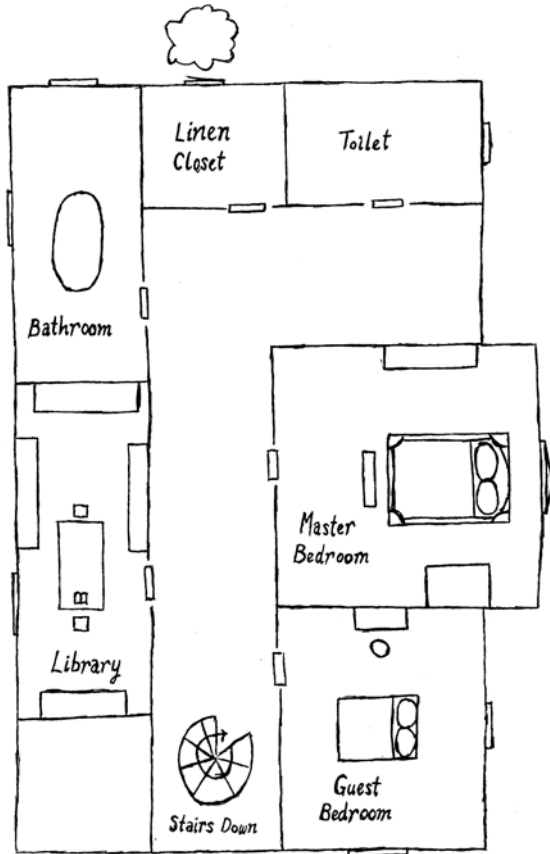
Weapons: Dagger, Short Bow

Trappings: 7 Sets of Common Clothes, 2 Sets of Good Craftsmanship Clothes, 4 Sets of Best Craftsmanship Clothes, Forged Document, 4 Bottles of Various Coloured Water, 4 Bottles of Various Coloured Powder, Writing Kit, Sling Bag, 10 Arrows, 10 *gc*

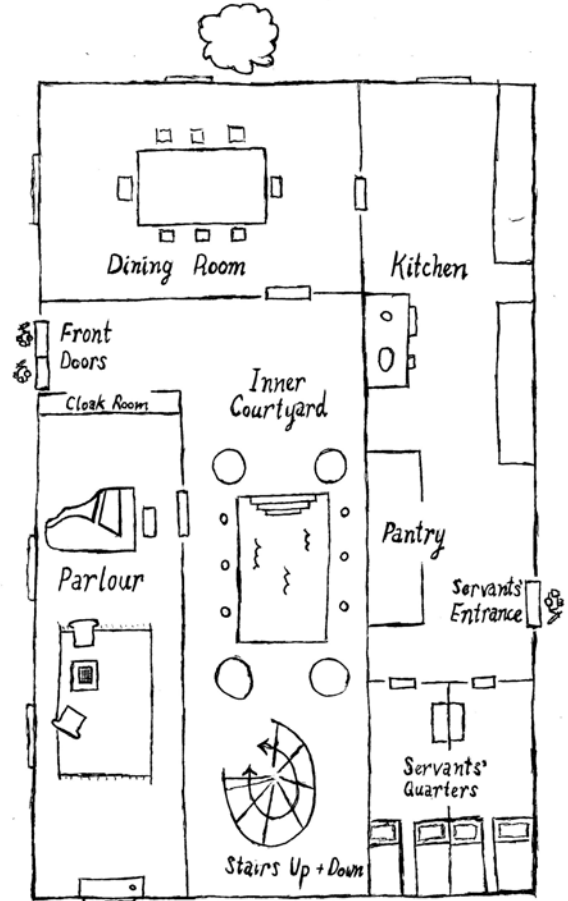
Background

As a representative of House Ulliogtha, Camdriel got to know Humankind like few other Elves. The most important thing he learned about Humans is how utterly gullible they are. Every piece of Elvish wisdom he invented was lapped up by the socialites he met, and it's rumoured that he started a fashion for wearing live poultry as hats just by claiming this was how Elves avoid the plague. It eventually occurred to Camdriel that he could make large sums of money peddling his phoney Elf lore, more than the stipend an Envoy earns. And Camdriel needs a lot of money; his taste for the finest clothes is expensive and he has unpaid bills at all the best clothiers in town. Even his cure-alls can't cover his bills, so the Elf has had to turn to shadier work to finance his lifestyle.

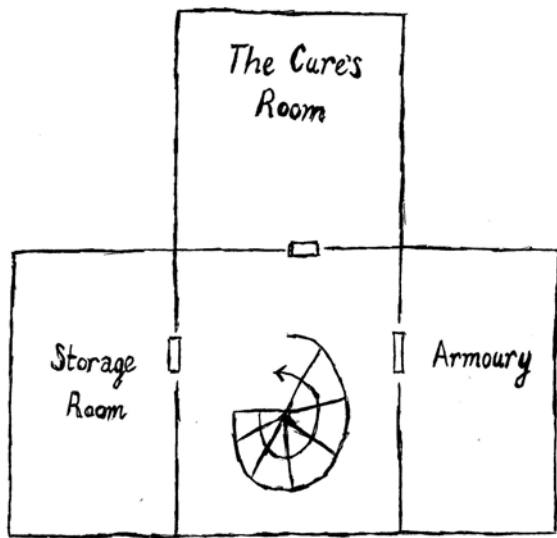
— Appendix 2: Maps —



FIRST FL^{OR}



GROUND FL^{OR}



BASEMENT