

Karls & Scents

A Warhammer Fantasy Roleplay Scenario

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Karls and Scents

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Introduction

Karls and Scents is an adventure for 3-5 characters, preferably ones on their second careers, though clever and lucky players in their first careers could still do quite well. It starts off in the southwest corner of the Empire, where the Grey and Black Mountains collide, and dangerous passes lead the foolhardy and ambitious into dangerous foreign lands. It begins in and around the township of Kreutzhofen and leads the party north through the valleys of Wissenland to a climax in Nuln. It involves merchants, nobility and, of course, the Dark Powers. It also has a light, musky scent, with a hint of spice and a caress of violets.

Background

The PCs are traveling South from the city of Nuln and have reached the township of Kreutzhofen. They could be en route to either the Border Princes via the passes in the Black Mountains, Bretonnia by way of the Montdidier Pass or even the somber Dwarvish keep of Khazid Grentas. Whatever their inevitable destination, the players have stopped to rest in Kreutzhofen, looking for some simple hospitality. Instead, they find Señor Domingo Ammufito, an edgy Tilean merchant with a valuable and rare prize that he is fearfully guarding.

Kreutzhofen and The Gilded Nose

If the PCs look for accommodation as soon as they arrive in Kreutzhofen, they can find rooms available at the Gilded Nose, an Inn run by a veteran of the Empire named Hermann Schlumph. Poor Hermann was unlucky enough to catch a mace in the face a few years earlier when he was still a sergeant

in the Imperial army. An ambush by Beastmen just West of Sylvannia robbed him of his nose but he still managed to fight on, saving the lives of the people in his charge. One was the daughter of an Earl of Wissenland. In his gratitude, the father of the young lady provided Hermann with a fine, silver nose. Hermann is sometimes seen polishing it, keeping it clean and sterling. It is a point of some pride and the subject of many conversations for Hermann. Upon his discharge (due in no small part to the prompting of his noble benefactor), Hermann took what savings he had, and the goodwill of the Earl, and purchased a modest Inn in Kretzhofen. He thought that its location near several mountain passes might be good for business. He was bang on.

The players arrive and meet Hermann as they enter the Inn. He sits on a tall stool next to a desk, nose in one hand, polishing rag in the other. When the PCs approach, he says, "Ohb, ebscuze be!" and reseats his nose on his face. He clears his throat and says, in a less nasally voice, "'Ow might I assist you fine gents?"

Hermann makes small talk with the players as he fills in his register, asking where they're from, if they've been on the road long, if there's any news they've heard from Altdorf or Nuln. Once the players take care of their accommodations, they are invited by Hermann to take a seat in the common room. He urges them to try some of his widely renowned sausage pies, an invention of the resident chef. Anyone not eating can make a Hard (-20%) Perception test to notice a strange, though not unpleasant fragrance that occasionally wafts into a player's nose. The common room is reasonably well lit since it is the middle of the day and all of the shutters are open. Still, there is enough shadow in the place to obscure a form sitting against the far wall. Players who make a Difficult (-10%) Perception test can notice a slight, shifty figure sitting in the shadows towards the back of the common room, away from where the light from the open windows cuts across the room.



Hermann Schlumph

Il Verme (Señor Domingo Ammufito)

The mysterious guest, shrouded in shadow, sits still until the players have finished eating any meals they might have ordered and waits until Hermann has moved back to his perch near the entrance before cautiously walking over to the players' table.

"Uh... Scuzi Señors, I... I do not mean to bother you, but I believe you may be the answer to my prayers.

"Ah, but I am being rude. I am Señor Domingo Ammufito, a merchant of some renown in my homeland. I deal in only the most rare and precious treasures of the senses, which is why I find myself here, so far from my home. You see, I was traveling from the fine city of Miragliano in Tilea, on my way to Nuln, with some... " and with this, the slight frame of the merchant leans in close and whispers, "...very rare colonia, perhaps the finest

scent ever created!" Señor Ammufito stands up straight again and continues his tale.

"Where was I ? Oh, yes, well you see, I have a colleague in Nuln, a fellow countryman and maestro profumatore, who is awaiting the samples and the list of ingredients that I have in my possession. Unfortunately, I suspect that someone knows that I have items of unique value on my person, and they have been following me since I left Tilea. The group I travelled with through the mountains was ambushed and killed! I was barely able to escape with my life! If it had not been for some brave and kind Bretonnian Knights, I very well might not have survived! I apologize, but I overheard that you are familiar with the roads in these lands, and even my untrained eyes can see that you are all brave and noble souls.

"I beseech you to consider an offer I have. If you will escort me to Nuln, where I might meet my contact and deliver my goods, I would be most happy to pay each of you 15, no 20 gold coins! As well, I would consider it

an honour to speak with my amigo in Nuln and have each of you receive a scent of your choice from his wide selection of perfumes and oils. Please Señors, consider my offer. All I have is invested in the wares I carry. If I cannot deliver them to Nuln, I will surely be left ruined... ."

During his spiel, the players may make a Routine (+10%) Perception test to notice a sweet, spicy smell coming off the merchant. Players who noticed the odour earlier recognize it as one and the same. If players show even a mild interest in Ammufito's offer, he continues to plead with them. With a successful Hard (-20%) Haggles test, the group can get the merchant to agree to pay for sundries for the traveling, up to 5 GCs worth per person, things such as rations, blankets, torches and other items that would be used by the group to facilitate the trip to Nuln. Personal items, weapons and non-travel related items are still the players' responsibilities. If, however, the players seem hesitant or disinterested, the Tilean will develop a sullen expression, thank the group for their time, return to his table and appear to sink into a sulk for the rest of the day and evening. He will sip his wine and not talk with any other patrons who frequent the Inn.

At this point, the players might think of Ammufito as an interesting distraction to their day, but there is considerably more to this "merchant" than has been revealed. Namely, the merchant Domingo Ammufito isn't. He is Tilean, and he is a Charlatan named Guglielmo Baducci, also known as Il Verme (The Worm), as he has a knack for getting himself off the hook. Unfortunately for Il Verme, this time he's been skewered.

Roads Less Travelled

Back in Miragliano some 3 months earlier, Guglielmo picked up rumours of a visiting "gentleman" who had been quietly inquiring among less reputable sources about strange, rare, and in some cases, forbidden

substances. Everyone suspected that he was some type of Sorcerer, or simply insane, and gave him a wide berth. Guglielmo, however, had his curiosity piqued. He arranged to meet with this gentleman to see if some accommodation might be reached, to Guglielmo's advantage and good fortune of course. As fortune (good or otherwise) would have it, the gentleman said that he was a researcher with some Golden school or other and did indeed require the help of a well-connected local to help him "navigate the waters." Il Verme was particularly good at procuring some of the more expensive items from the wealthy merchants of Miragliano, which didn't exactly endear him to the ranking family of the local thieves guild. But Guglielmo figured that, once he was paid for his work, the cut they got would be more than enough to smooth any feathers that may have been ruffled by his initiative. This is where things start to go wrong.

Notably, upon returning to his patron's rented home one evening, Guglielmo found the man quite dead. Shredded, in fact. And his home had been ransacked, with his laboratory being the worse for wear. At first, he thought it might have been the syndicate, demonstrating their displeasure at having been kept out of the loop. They were, however, businessmen above all else, and thus killing the hand that feeds you was bad business. No, something else was at work here.

Guglielmo had always been observant, and in previous visits to his former benefactor's home had noticed numerous candles in and about the place. In a peasant home this might seem appropriate, but the household of a gentleman of means would almost certainly be lit with oil lamps. More curious were the droplets of purple wax under the nails of his former employer's corpse lying on the stone floor in the entrance to the laboratory. The rogue searched the workshop, the hall, the study and most of the rest of the home before he found a small wooden box, finely crafted and brass clasped, cached on an upper shelf in the kitchen's pantry. Six fine, deep-purple

candles, each made with a soft wax, sat in the box, curiously not a wick in one of them. Fearing that whatever had done this might decide to return, Guglielmo secreted the small box on his person and headed for a safe house.

Once safely settled, Guglielmo examined the candles more closely and discovered that they actually each contained a small vial. Five of them were liquid-filled and carefully stoppered with cork, waxed parchment and wax. Obviously, whatever the old madman had put into these vials, he had intended that it not be easily extracted. The sixth vial held a small coil of parchment and wasn't nearly as well sealed as the others. Guglielmo peeled it out of its waxy tomb, cracked the seal and tried to read its script, except... He didn't recognize the characters. The only thing that was even remotely legible was at the top of page, Gestank. He'd heard it used by visiting Imperials, usually when describing the ambience of the river while traveling by gondola. Whatever was in these vials was probably some kind of scent or perfume, and Il Verme knew just who to go to. This is when things got worse.

The profumatore the thief sought out wasn't particularly renowned, usually making cheap copies of more famous colognes and perfumes, but he also dabbled in providing more tangible, bodily pleasures. It was a long shot, but Il Verme thought that, due to their unusual nature, the vials might fetch some reasonable amount, and the scroll did have value as a curio if nothing else. What the poor thief didn't realize is that the merchant was in fact a cultist of the Dark Lord of Pleasure. When presented with the oil and parchment, the cultist realized what a treasure it was that the dim-witted Guglielmo had just handed him.

The "merchant" was a thin, sharp-feature man named Kristof Brughof, and he harboured a secret hate for his former home. He had been disowned by his noble family in favour of his younger, more robust brother; he had been expelled from the College of

Magick for seeking power and station by illegal and immoral means; he was driven from his homeland by zealous witch hunters seeking to make him an example to others who sought "alternative" means to gain wealth and station. Now, a simple thief had handed him a means to realize his black vengeance.

With platitudes and Bretonnian brandy, Kristof plied Guglielmo for information on how he came to possess such a wondrous and rare treasure. Although not the trusting sort, after a few too many the thief eventually let down his guard and described how he had worked for the foreign scholar and what a terrible end he had come to. Kristof then explained how this scent was a rare treasure, unfit for simple folks, and offered Guglielmo a small fortune to safely transport it to a colleague the profumatore had in Nuln, so that it might find its way to more worthy, noble skin. Not wanting to stay tangled up in this, the charlatan declined, only to find himself being blackmailed. After all, he was the last person to see the foreigner alive; who's to say it wasn't Guglielmo who did the killing. Certainly, the militzia would be interested in speaking with him, and Guglielmo being a known criminal, well...

So, Il Verme found himself on the hook. He had no choice but to agree, even though he had no intention of following through. But knowing this was a likely outcome, Kristof cast a Vision of Torment spell and demonstrated to Guglielmo what dark fate awaited him if he failed to obey. In truth, the thief probably could have successfully run and disappeared, but the terrible vision and his own fear of Chaos were enough to convince him otherwise.

The secret liquid in the vials was a concoction the outcast Alchemist had discovered when in The Empire. He had found that some mutants and Beastmen excreted an oily foul-smelling substance on their skin when in battle, and he postulated that it might be a type of musk to communicate with others of their ilk. The fool's experiments were discov-

ered, and he was “officially” cast out of the order. But a sect within the College aided him in his egress from the Empire, in the hope that, should he be successful, they might perhaps secure some valuable, albeit forbidden, research from him.

Traveling South, the rogue scholar settled in Miragliano for its renowned anonymity and rumoured presence of the tainted. His experiments continued on unimpeded for several weeks. He had made substantial progress until his associates who were acquiring “goods” for his research drew the attention of some unsavoury local residents: Skaven. A large enclave of Clan Pestilens, whose own experiments into poisons, plagues and mutagens required rare substances, started to notice a run on certain items in the city. A particularly astute Skaven named Stinkhorn Warpblight deduced that someone else was conducting experiments. Further investigation and the subtle use of some Yellow Fang cultists netted him the name and location of the insolent ape playing in Skaven’s backyard. A timely late night visit resolved that particular problem, but Stinkhorn still wanted to know what the human had been up to. Unfortunately, no information was found, and Stinkhorn left, planning on returning the next night. Thanks to the return of Il Verme to his master’s home, however, and his recovery of the secreted vials, Stinkhorn would only find out about the alchemist’s “perfume” from a Yellow Fang cultist after Guglielmo had fled the city. Determined to have his prize and accompanied by his bodyguard, a Packmaster and a Rat Ogre acquired in a business deal long ago, Stinkhorn set out to track down his quarry and claim his right.

It was almost two weeks before Stinkhorn found Guglielmo in the Irrana Mountains. Il Verme, now traveling as Señor Domingo Ammufito, was in a merchant convoy. He had thought to ease his troubled mind by engaging in freelance commercial endeavours, perhaps even finding a dupe to take his place in carrying his cursed wares into the Empire for him. Anything to be rid of the stuff. A

small sample was procured to try and seal the deal with a few of his fellow merchants. Just as Stinkhorn was about to make his move and acquire his prize, however, the musk attracted a band of Beastmen to the camp, driven mad by the odour. Guglielmo fled as soon as their presence was noticed, leaving the rest of the troupe to try and defend themselves against their frenzied attackers. By the time Stinkhorn was able to enter the camp, all but one of the men were dead. Stinkhorn tortured the survivor for information on the elusive “perfume merchant,” before allowing his hungry band to feast upon the poor wretch’s greasy flesh. Learning of Guglielmo’s ultimate destination, the Skaven continued their pursuit of the uncannily lucky human.

For Guglielmo, who had lived his entire life in the shadows of the alleys of Miragliano, surviving the unforgiving mountains on the border of Bretonnia was unlikely at best. For almost ten days, he wandered lost and despondent, praying that death from the freezing nights or a quick end after a long fall found him before the nightmarish creatures he had seen did. Perhaps Mercopio cast a smile upon the faux merchant, or perhaps it was simply a cruel fate prolonging his suffering. Whatever the reason, on the eleventh day, when all his strength had left him, Guglielmo was discovered by a small band of Bretonnian Knights, making their way through the Montdidier pass towards the Empire. They were perhaps more noble than might have been expected, for they saved the commoner (well, he was a foreigner), and brought him safely through the pass to the town of Kreutzhofen. Once again Stinkhorn was forced to watch his quarry slip away.

The Finest of Scents

For the players, the impassioned pleas of the merchant will seem quite sincere. Any character with Magical Sense who observes Señor Ammufito can make a Very Hard (-30%) test to see an ever-so-faint Ochre aura that hangs about the Tilean. Curiously, any liv-

ing creature or individual that the merchant happens to touch will have the aura transfer to the area of contact. Hermann, if observed in this manner, will have this aura about his hands and face. This aura is a result of the contact with the "perfume" Il Verme carries. It is a combination of the Amber and Brown Winds of Magic, which comprise the oily substance. Although the merchant has not himself used the liquid, its long-term possession had affected him as if he had used a single application. Señor Ammufito will not volunteer any samples of his wares and will be loath to show the party the substance in question. If, however, someone makes a successful Hard (-20%) Intimidate or Haggle skill, opposed, and beats the merchant's roll, the Señor will cautiously and secretively take out one vial of his treasured perfume and allow the character to "sample its superior qualities." Each vial contains 2 applications of the musk, and Señor Ammufito will not allow more than one person a single sample. If other players attempt to force the merchant to comply, he flatly refuses. He suggests they have the one who sampled it rub his hands on the others, since the oil is potent and will leave its scent on anyone who touches it or is touched by anyone who touches it.

The musk has the following effect: A single application will provide a +10% to all Charm, Command, Gossip and Haggle tests, but conversely cause a -10% penalty to all Concealment, Disguise, Intimidate and Shadowing tests, and a -20% penalty to any Charm Animal, Drive (anything pulled by a beast) and Ride attempts. In fact, any character using even a single application of the perfume will cause animals they approach to act frightened or hostile. This is, in fact, the main reason the Bretonnians that found Il Verme in the mountains dumped him off here; he put their horses off.

Each application will last either for (d10-TB) days, or until the character in question washes with soap and water, which in the Empire is most unlikely. Any character who is immersed completely in water can de-

duct 3 days from the total days left at the time of the dunking; anyone who gets covered in mud completely can reduce the days of effect left by 1. A second application of the perfume doubles the bonuses and penalties incurred, but the duration remains the same.

Bumps in the Night

Irrespective of whether the party decides to take Señor Ammufito's offer or not, the merchant never goes to bed; he sits at his table and as the night sets in, darts his eyes about the room every few minutes. Players may take one of the Gilded Nose's 5 remaining private rooms (12s and includes a small sausage pie for breakfast) or sleep in the common room for 6p. There will be 2 other individuals who share the common room that night, travelers who keep to themselves and look harmless enough, and 1 Bretonnian merchant in a private room. Characters can double up in the private rooms if they like but will either have to share the bed or else leave someone on the cold, hard floor.

If no one samples the perfume, the night will pass mostly uneventfully. Any characters who have Acute Hearing or Sixth Sense can make a Challenging (-10%) test to wake up during the night. Outside sounds from the town, animals stirring, awaken the characters, or a strange feeling overcomes them, but unless they venture out of doors, nothing comes of it. If someone has sampled the perfume, the night is considerably more interesting. Characters can awaken, as above, but with a Routine (+10%) test to hear or sense individuals trying to gain entrance to the Inn. If the characters are awake they may take a round and prepare (drawing weapons, waking others); otherwise, they will be surprised.

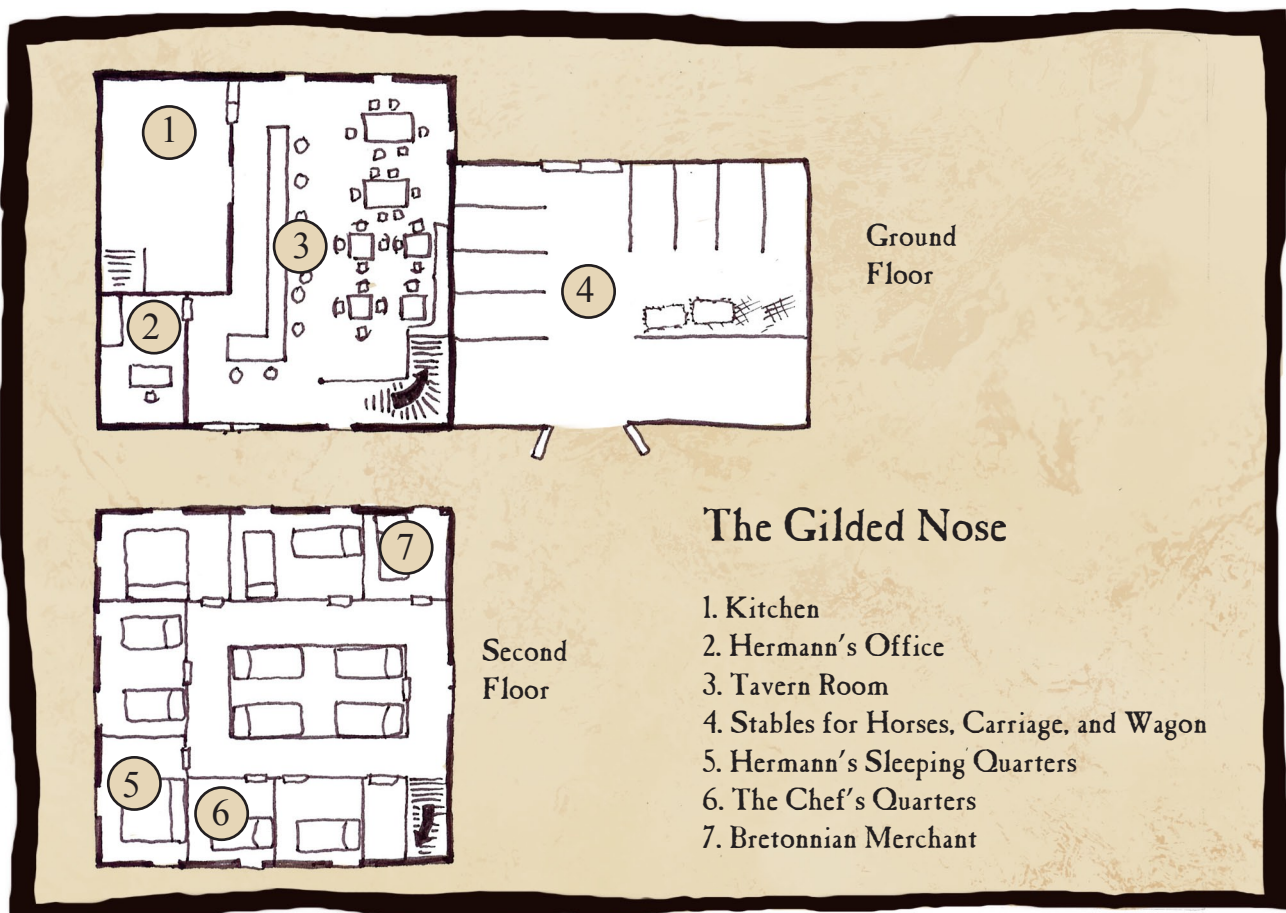
The door to the Inn will buckle open with a smash and half a dozen creatures will pour into the main entrance. The Beastmen stand in the entrance of the Inn, slaving and snorting deeply. There are 3 Brays, 2 Ungors and a Gor leader. They seem strangely preoc-

cupied with finding something and appear to be following their noses. There were originally 8 of them, but the town guards spotted them when they came close to town and set upon them with crossbows, felling 2. The others, however, uncharacteristically ignored the guards and headed straight for the Gilded Nose. If the characters were prepared, they each can take an attack of opportunity, otherwise combat begins when the Beastmen spot any characters who came into contact with the musk.

Any character who sampled the perfume, and any who came into contact with it after its application, will be the primary targets of the Beastmen's wrath. The creatures will attack those characters first and will only turn their attention to another if they are struck and injured. Any character unfortunate enough to have used the perfume will receive a -10% penalty to defend against any attacks made against them, due to the single-minded fury of the Beastmen. Conversely, anyone else attacking a receives a +10% bo-

nus to their attack and +1 to damage, for the first attack only, since the foul things are so focused on tearing apart their fair-smelling quarry. If they weren't roused, the 2 travelers from the common room join combat with the party one round in. Both are mercenaries and will attempt to assist anyone under assault. Two rounds later, 2 of the town guard arrive and join the battle.

During the fight, the merchant Ammu-fito will attempt to conceal himself and will only fight in his own defense with a Stiletto. He will scream for help when attacked and pray loudly in Tilean during the whole ordeal. The Beastmen will fight to the death, a strange behaviour for even these unholy beasts. The guards will comment on how they have never seen these creatures behave so strangely; they usually stick to ambushing travelers on the roads outside of town and will almost always retreat when faced with superior forces. One of the guards will send for an Acolyte of Shallya, to aid the injured, and will then cart any corpses out of the Inn



Beastman Gor

WS	BS	S	T	Ag	Int	WP	Fcl
40	25	35	44	35	26	25	25
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Beastman Ungors and Brays

WS	BS	S	T	Ag	Int	WP	Fcl
30	21	31	35	30	24	24	20
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Hermann Schlumph

WS	BS	S	T	Ag	Int	WP	Fcl
51	46	43	40	51	40	44	49
A	W	SB	TB	M	Mag	IP	FP
2	17	4	4	4	0	0	0

Travelling Mercenary Guards

WS	BS	S	T	Ag	Int	WP	Fcl
35	30	33	35	30	25	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Il Verme (aka Señor Ammufito, aka Guglielmo Baducci)

WS	BS	S	T	Ag	Int	WP	Fcl
42	39	38	41	45	46	43	58
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	4	0	0	0

for blessing and burial (if any were guests of the Inn) or proper disposal if Beastman (a quick trip into a firepit).

If involved in the late-night incursion, players may well be curious about the “wondrous substance” the merchant has with him, though he will swear that he has no idea what they are talking about, even under threat of bodily harm. The images from his ordeal with profumatore Brughof still haunt his dreams, and he truly fears what awaits him if he fails in his mission. This should raise many questions within the party, but certainly the best way to answer those questions is to find out who else is involved in this affair.

A Fine Morning

If the party did not sample the perfume and didn’t experience the late-night attack, they will be greeted with the fresh-baked smell of sausage pies in the morning. If they hadn’t yet agreed to help the merchant, Hermann will approach them once they are all awake and gathered. He advises them he has been speaking with some of the town watch who commented on the increase in sightings of and attacks by creatures on the roads leading away from town. Hermann shakes his head with a “Tch-tch-tch... I’d hoped I’d seen th’ last er dem foul tings, I had. Such time, eh lads?” At this point, it should seem apparent to the party that at least some of the nervous merchant’s story holds water. His offer of gold for a simple trip up some well-travelled roads to Nuln might not seem like too much work.

If the players accept Señor Ammufito’s job, they can purchase supplies for the journey in to town. A livery with a provisions shop near the Inn can meet almost any basic requirement the group might have. The town, although relatively small, sees a greater-than-average number of merchants passing through it and so is as well supplied as a town twice or three times its size. Prices for equipment are only about 10% higher than average, and this can be reduced to normal cost with



a successful Haggle test (Average difficulty). The difficulty of finding any particular piece of equipment is determined using table 5-3 in the WFRP main rulebook; use the Below 10,000 column.

The safest way to Nuln, if the party hasn't deduced it already, is by river. The River Soll is deep and busy, and even in the far south of the province, pirates are uncommon. The biggest problem will be the cost. It would cost approximately 15 Gold Crowns per person for the 3 weeks of travel needed to reach Nuln. That means that the party would be spending almost all of the gold Señor Amufito gave them just to get him where he's going. The alternative is to travel part of the way by river and the rest by foot. Here are

the times, distances and costs associated with the travel to Nuln:

Note that there are well-maintained roads from Kreutzhofen to Sonnefurt, and from Geschburg all the way to Nuln.

Travel exclusively by river will shave almost a week of travel time off the trip, but will be more expensive. Clever players, or characters with Super Numerate, could deduce that the most efficient way to travel would be by road from Kreutzhofen to Sonnefurt, by river from Sonnefurt to Geschburg, and by road again from Geschburg to Nuln. Of course, the party might still spend money at Inns and Hostels along the way, primarily when traveling on foot. But if they're comfort-

From	To	Distance in Miles	Cost by River, per person	Time, in Days By River	By Foot
Kreutzhofen	Sonnefurt	75	38 s	3	3
Sonnefurt	Wusterburg	75	38 s	3	6
Wusterburg	Geschburg	100	50 s	4	7
Geschburg	Pheildorf	175	88 s	7	7
Pheildorf	Nuln	100	50s	4	4



able sleeping under the stars, they can scrimp on expenses, and the 5 GC Señor Ammufito gave them for provisions should provide for just enough rations to see them through. The GM should feel free to rain on the party to his or her heart's content.

Skaven Stewing

If the party chooses to travel efficiently, this will further frustrate the plans of the Skaven tracking the Tilean. An attack on open water against a well-armed group is more likely to fail than an ambush on land, so the Skaven will follow the party from shore and plan an attack when the party makes land. If the party opts for the cheap route and decides to set out on foot, then the Skaven will attack them at the first opportunity. Stinkhorn will wait until late and will attempt to poison any night watch with a sleeping toxin, then sneak into camp to slit the throats of any Wizards or Priests first. The Rat Ogre can then be let loose to finish off the rest and finally let the troupe have a decent meal. He will, of course, be sure to get the vials from Il Verme first. Although frightening and dangerous, the party should have a pretty good chance of defeating the Skaven, especially if they aren't taken by surprise. Also, double or triple teaming the Rat Ogre is a good way to reduce its advantage of multiple Attacks and high Toughness and Wounds.

One thing that is working in the party's favour, however, is the natural animosity that exists between all Skaven. Stinkhorn is not very high up in the ranks of the Grey Seers, and things have not gone particularly well for the Skaven so far. In fact, the Packmaster has been carefully considering making a power move once they retrieve the treasure from the greasy human they've been tracking. So intense is the dislike and distrust that has developed over the course of their misadventure that, for every day after leaving Kreutzhofen the Skaven cannot attack the party, there is a cumulative 5% chance that the fragile unity the pack has will splinter,

and they will set upon themselves. This will effectively remove the Skaven threat from the party's path, though the GM can feel free to ignore this option. It's a small compensation should the party decide to stay on-river for the whole trip, since they'll have to blow almost all their wages by that point.

If the party is ambushed and attacked by the Skaven, the merchant will do everything he can to escape – by hiding behind cover, other characters, even running blind-

Stinkhorn Warpblight.

Apprentice Grey Seer

WS	BS	S	T	Ag	Int	WP	Fcl
26	26	31	36	46	51	56	36
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	2	0	0

Stinkhorn's Clan Pestilens Guard

WS	BS	S	T	Ag	Int	WP	Fcl
51	31	46	46	41	26	36	21
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	5	0	0	0

Clan Moulder Packmaster

WS	BS	S	T	Ag	Int	WP	Fcl
36	31	36	41	41	36	36	26
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Rat Ogre

WS	BS	S	T	Ag	Int	WP	Fcl
36	0	54	47	25	12	17	10
A	W	SB	TB	M	Mag	IP	FP
3	28	5	4	6	0	0	0

ly off (hey, it worked last time). If the latter happens, the party will then have to decide whether to pursue him or continue the battle and try to find him afterwards. A successful Challenging (-10%) Perception or Search test will reveal his whereabouts, if the party puts the effort in. The fact that this is possibly the second time they have had to fend off tainted creatures since their making acquaintance with Señor Ammufito should be enough to compel the players to start demanding answers.

Some Honesty?

By now, the poor Guglielmo is convinced that all manner of unholy creatures are set against him. He will gibber and sob and cry out as if struck if he's threatened with bodily harm. He sees he is doubly damned; if he reveals the truth, the party is likely to kill him on the spot. If he continues to try and deceive them, they still might end him. Even if they don't, some other foul thing will undoubtedly find him out here in the wilds, and again he ends up dead. If even one player can make a Routine (+10%) Charm test, Guglielmo will reveal all he knows to the group. He will tell the party of his true self, his former employer, the vials, the profumatore in Miragliano, the horrible visions he was made to see, and the location of the perfumer's shop in Nuln where he has been instructed to deliver his cursed cargo.

Any character may attempt a Very Hard (-20%) Gossip test to recognize the shop Guglielmo mentions. If a character hails from Nuln, then they may attempt the test, but it will be of Average difficulty. One degree of success reveals that it is a very famous shop, frequented by nobility. Two degrees of success, and the character in question will recall hearing that the Elector Countess herself has been known to procure scents from the shop, coyly named Karls & Scents. Three degrees of success and it will be known that the proprietor of the shop himself makes a gift of a special and unique scent once every year to

Elector Countess Emmanuelle von Liebwitz for her attendance at the annual festival of Sonnstill, which is coincidentally less than a month away. Four or more degrees of success recalls the perfumer's name, one Ruprecht Van der Damph. Whatever information the party discovers, they will at least now have a lead to follow. Guglielmo will plead with the characters not to harm him. He will attempt flattery, even bribery, if he feels his life is under immediate threat (though he's loathe to leave himself penniless; he has other plans if he survives the journey to Nuln).

The GM may feel free to introduce some typical roadside encounters if the players are accustomed to such things, such as Roadwardens, Toll Keepers or Bandits, but be mindful of the fact their main goal is to reach Nuln and find out what Van der Damph's involvement is in all of this. Certainly, if the effects of the musk have been experienced firsthand by the party, they will already have an idea of what the plot is. If they haven't seen the effects of the perfume, they may want to experiment with it on the way. If they do, replay the earlier Beastman encounter for them on the road (or river, if they choose that route).

Hey Nulny Nulny!

There are several ways the party can choose to enter Nuln. If arriving by boat, the easiest route would be the docks in the Shantytown section of Neustadt. If arriving on foot, the South Gate in Faulestadt would be the first entrance but goods enter the city from this gate, and as a result customs and guards are said to be more vigilant. If any characters hail from the Learned City, they can make a Routine (+10%) Common Knowledge (Empire) test to consider an alternate route. For example, the West Gate caters to travelers, not merchants, and might make for less scrutiny. The group would have to travel quite a way around to the Northern half of Nuln and cross the Reik (there are many ferries and barges that could be chartered for a fee of 1s a head), but it would get them into the city with less attention.

Once inside, the players will need to locate the shop. Any character that succeeded earlier in recognizing the shop from Guglielmo's description, and achieved 2 or more degrees of success, will remember having passed by it in the Kaufman District of Altestadt. Karls & Scents sits high among its neighbours on the Southern side of Nuln Hill. It is said by Nuln residents, rich and poor, that the windows in the attic of the 3-storey building that houses the shop can see the cellars of the Countess's palace, though there is a telling difference in tone by the two classes when they say it. Nevertheless, there isn't a household with a Lady (or a dandy Lord) in residence in Altestadt that hasn't, at one time, been scented with the wares of Herr Ruprecht Van der Damph.

Karls & Scents

The craftsman and Master Perfumer has operated his shop for almost 15 years now and apprenticed there for almost a decade prior to that. He is a rotund man in his late 40's, with white curly shoulder-length

hair and a large, neatly trimmed beard. He is known to be extraordinarily polite to his clients, but has a fearsome reputation among his lessers, especially those working for him. Ruprecht feels (and not unjustifiably) that he has earned his social ranking, and extorts every benefit that it bestows upon him, even to the expense of those on the rungs beneath him. Not surprisingly, his employees hate him, and his former apprentices who are known to absolutely loathe him. The problem is, so renowned is he for his craft that having his name linked to yours, even if you're his privy boy, automatically elevates you. So, while Herr Van der Damph sits for tea and biscuits with nobility, or dines in the finest restaurants to considerable excess, his workers slave away to make him richer and more famous. He has it made.

The shop itself comprises three levels and a cellar. The first floor, accessible from the street, is the front shop. Here, patrons and clients can enter to a whole world of scents. Shelves are lined with ornate clay jars and masterfully blown glass bottles containing creams, colognes and perfumes for the more cost conscious. They're still beyond the reach of most citizens, but they are usually made from less rare ingredients, or are scents from last season, and therefore beneath the trendy fashionistas that call upon Herr Van der Damph's skills.

Creams will have 5 applications per jar and cost anywhere from 5 to 10 GCs. They will often be touted to have other admirable qualities, such as reducing wrinkles, softening dry skin or helping to mask scars. Perfumes and colognes will have 10 applications per bottle and range in price from 2 GCs all the way up to 20 GCs. The more expensive the scent, the longer lasting it is, and the rarer are its ingredients. Two young women, plainly but smartly dressed (so as to be presentable, but not outshine the clientele), serve clients who walk in. Obviously, those appropriately dressed for such a place are served first, irrespective of how long a more common person has been waiting. Anyone "not fitting in"

should also be aware that bad behaviour is NOT tolerated in a shop with so many breakable wares. Any rowdiness sends young lads sitting in the back of the shop running to fetch the Guard, and in the Altestadt, there are many guards close by. There are no free samples in the first-floor shop, though a small application to the inside of the wrists can be purchased for 2s per sample.

The second floor is also a shop, but a much more exclusive one. A private side entrance leads select clients upstairs, where the latest creations of the master craftsman are stored. Appointments must be made with Ruprecht's assistant, and missing such an appointment is a social faux pas of considerable magnitude. Aristocrats who have committed this offense have found their reserved tables at the district's dining establishments suddenly no longer available, invitations to gala events sadly "misplaced" while en route for delivery, and songs and comedies about them becoming popular in the lower sections of the city.

Before unveiling his gift to the Elector Countess each year, Ruprecht invites her and her entourage to his second floor studio for a testing, and to rub elbows with one of the most powerful women in the Empire. The first-floor shop closes that day, as all of Ruprecht's staff are busy making sure nothing is amiss... and it better not be!

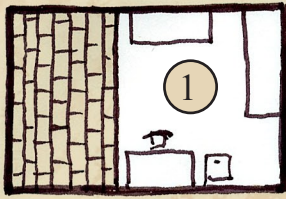
The third floor is where Ruprecht effectively lives. He has a nice townhouse only a few streets from the shop, but might only spend one or two nights a week there. So consumed with his work is Ruprecht that he cannot be comfortable unless he is overseeing every detail. This is why he is rarely in the shop unless he is keeping an appointment. He is even known to inspect arriving shipments before they're off their barges or through the Gates. Regular "donations" to the customs officers ensure he is allowed to have his way. The attic is well lit, but crammed with tables and shelves, all covered with pots, jars, bottles, mortars and pestles, and books. The smells

in the attic are so powerful that anyone other than Ruprecht or his assistant that manages to enter must cover their mouths and noses with a damp cloth, or else begin coughing and sneezing. If anyone other than Ruprecht or his assistant were ever to see the place (and no one else ever gets into the room), he would think that the perfumer makes all of his scents right there. The truth, however, is that only one perfume is made in this workshop, and it typically takes a whole year to complete. Ruprecht, while truly a master of his art, has doomed himself. Fifteen years earlier, he accidentally created a perfume that was so beautiful and unique that it caught the attention of the Elector Countess of Wissenland. The fame and notoriety he enjoyed as a result was addictive, and the newly renowned craftsman promised such a gift for the Countess every year for the Sonstill festival in the city. Unfortunately, it took every effort for almost another year before he finally was able to create a comparable perfume.

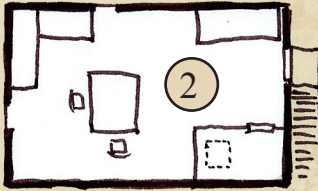
The perfumer quickly realized that if he wanted to be regarded as the premier scent maker in Nuln, he'd have to spend most of his time working on a single perfume that garnered for him no wage. So, he took the only course of action he could; he took on apprentices. At first he thought it would be a simple matter of getting a few talented lads, of which he was sure there'd be no shortage, and letting them just make perfumes. This didn't go to script, however. Many of the students that came to Ruprecht were only interested in becoming famous by riding his coattails. Others were expecting to actually be taught something and were more diligent, but their productivity was poor. Bringing in a journeyman might have helped, but was out of the question because of the desperate Ruprecht's fear that someone with more knowledge and savvy might discover his secret and expose him.

So in order to meet the demand for his scents that was ever growing, Ruprecht bribed the local constabulary to arrest his best apprentices on charges ranging from bad

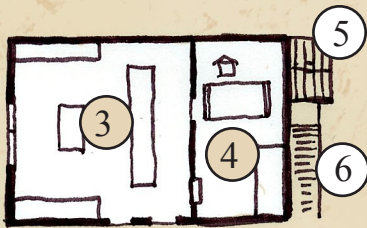
Karls & Scents Perfumory



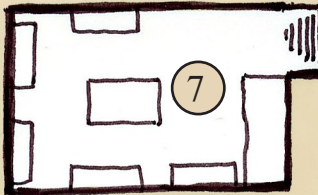
Attic
Loft



Second
Floor



Ground
Floor



Basement

1. Ruprecht's Workshop
2. High End Perfume Studio
3. Common Boutique
4. Ruprecht's Office and Store Room
5. Exterior Cellar Hatch and Stairs
6. Exterior Stairway to Studio
7. Apprentice Workshop

debts (which in most cases were true) to being found to be in possession of forbidden texts (mostly not true). He then would offer the "criminals" a chance to work off their sentences, in the cellars of his shop. All of this was done quickly and discreetly, involving only those officials Ruprecht had bribed, so the city never really heard of what had transpired. All they knew was that Herr Van der Damph had gotten rid of most of his lazy apprentices and was now creating more wonderful concoctions than ever. Now, the master perfumer focuses his attention on his greatest work, and in the cellars beneath his shop, indentured young craftsmen waste away while making their master more popular than ever.

The cellars are quite deep, at least twice as deep as any of the cellars in the buildings

next to the shop. Only Ruprecht, his assistant, and a few labourers ever go down there. There are 3 jailers that constantly stay below, in shifts, and 2 guards hired to assist them. The young apprentices working below have tried various means of escape, from work stoppages to actually trying to sneak out. Nothing so far has succeeded in accomplishing anything but getting two of them killed, and the rest beaten. All told, 5 young men are trapped as slaves, doing Ruprecht's smelly work. They are fed once a day, and only ever see slivers of light for a few minutes each day that creep through the one small boarded up cellar window for a few minutes each day.

Any member of the party who is a noble, or is well dressed or representing someone who is, can get the attention of the as-

sistants within a few minutes of entering the first-floor shop. Making a Challenging (-10%) Charm or Gossip roll will accelerate the process. The young shop servants will genuinely try to help anyone who wants to purchase some products. Any questions concerning meeting with their employer, however, will be met with the same response from either: "I'm terrible sorry, but Herr Van der Damph has a full schedule right now. His assistant handles all of those arrangements, but is also very busy right now. He may be back later today, and you can try to speak to him should he be in this afternoon. But I can assure you, the chances of booking an appointment are quite slim."

Guglielmo's Delivery

If Guglielmo is still with the group, he can be convinced to enter the shop and complete his mission with a successful Hard (-20%) Charm or Challenging (-10%) Intimidate test. Either way, the Tilean will be cagey and nervous. Having him speak with the women in the shop, or mention of a delivery from Tilea by another character will elicit a different response. The woman will ask the individual to wait and will disappear into the back for several minutes. She returns with a tall, thin man, Ruprecht's personal assistant. He has pale skin but wears a blush to conceal that fact, and his hair is blacker than black and tied back. His features are sharp and thin; his clothes fine and impeccably kept, with silvered clasps and buckles liberally placed on every piece. The young woman who fetched him points the person of interest out to him, and he gracefully glides over and introduces himself.

"I am Pietr Gresch, the personal assistant to Herr Van der Damph. I am pleased to make your acquaintance. I understand that you are here concerning some delivery for the Herr. I am sorry to have to inform you that he

cannot be disturbed. He is, of course, preparing for the visit of Countess von Leibwitz. I can, however, help you in this regard. If you would be so kind as to follow me...."

Pietr walks towards the back of the shop, not even looking back to see if the individual he was speaking to follows him. If more than the person he spoke to tries to follow, he will spin on his heels, and say sternly "Where do you think you are going? This is not a market!" Up to 2 characters, but no more, can enter the rear of the shop if one represents himself as an assistant or servant to the other who spoke with Pietr. If more try to force their way in, that will be considered rowdy behaviour and be responded to as mentioned earlier.

Once in the back with the one or two other characters, Pietr will ask to see the wares. If Guglielmo is there, he quickly and happily surrenders the vials to the assistant. Any other player with him will have to intervene to prevent him from doing so. If this happens, or if the players balk at handing over the vials, Pietr becomes impatient with them. He reiterates that he is the only one they are going to be able to deal with until after Sonstill, and that doesn't happen for another week. If remuneration becomes an issue, the assistant states: "We never purchase any ingredients or components without inspecting them first. Our competition engages in that practice...." He says that last part with such disdain that it almost makes it sound as if Ruprecht had competition. If the characters hand over the vials, Pietr observes the liquid closely in the vials, tilting them and looking at light through them. He doesn't unstopper them, but spends at least a minute assessing them. Just when he appears to be finished, a loud voice bellows out from the rear entrance.

"Pietr! Where are you? What is taking so long?" Ruprecht frantically stomps into the back of the first-floor shop. He is wearing a leather smock over otherwise fine clothes, the sleeves rolled up to the elbows. Small stains dot his shirt and sweat beads on his brow.

When he approaches, characters can smell a myriad of scents on the perfumer, their blending producing smells that assault the senses rather than please them. The assistant snaps to when the large man approaches.

"Mein Herr, I have those samples you were waiting for," Pietr exclaims. Ruprecht's face cracks into a faint smile at this.

"Finally! Are they...."

"Intact? Yes. Here you are mein Herr."

The perfumer grasps the vials into one chubby hand, and starts out the back way. He calls back to his assistant, "You will..."

"Take care of everything. Yes, Herr."

Pietr walks over to a small desk, and pulls what looks like a well bound book from one of the drawers, and inkwell with quill, a candle, and he sits down. In the book, he seems to fill out part of the page. Characters with Read/Write Reikspiel see it is a ledger, but cannot make out everything that is written. Pietr carefully tears away the bottom half of the page, folds it in four, and seals the paper with the wax. He hands it to the players and says: "This is a promissory note. It can be taken to any money lender in Nuln and cashed, as long as the seal remains unbroken. Otherwise, it will be worthless. It guarantees the bearer a sum of 100 Crowns, less handling fees, of course. Our business is now concluded. Good day." With that, Pietr stands and motions for the characters to leave.

The players should be concerned if they have let the vials pass to Ruprecht. Any protests during the transaction will be met with exasperation on the part of Pietr, and outright anger if the perfumer is present. If the players start to take an accusatory tone with the assistant, he denies any knowledge of what they are talking about and treats them as rowdy. If they level any accusations at Ruprecht, he becomes agitated, shouting, "How dare you! Do you know who I am?" and threatens to call the guard. Players may need to be reminded that if they are caught with the vials in their possession, then they, not the reputable master craftsman, will be accused of conspiring with the Dark Powers. Also, their word won't

stand much chance against Ruprecht's. If Il Verme is the one dealing with the assistant or his employer, he will be most insistent that the party simply complete their business and move on.

Stinking Suspicions

The best way for the players to foil Ruprecht would be to catch the perfumer in the process of committing a foul act, which he will undoubtedly do now that he has his precious vials. While patrols of city guards are frequent in Altestadt, with large groups of loitering outsiders being easily noticed, one or two people concealed could probably go undetected. Individual characters who want to hide themselves near the shop, to observe the comings and goings of its proprietor, can make Challenging (-10%) Concealment tests. Note the degrees of success they achieve, and use that in opposed tests against any patrols that wander by. Patrols pass every hour. Any character found mulling about will be thoroughly questioned the first time, and roughly arrested if caught a second time. It takes 1-5 hours for Ruprecht to leave the shop.

Any other characters who don't watch the shop can avail themselves of the fine Inns located in the district (double the standard cost, but well accoutremented). Players might also be interested in cashing in the promissory note they have. If the seal is broken prior to bringing it to a money lender, then no one in Altestadt will touch it (for fear of forgery). Less reputable establishments, like some of those found on the outskirts of Shantytown, can honour it, but for a fee of 25%. Otherwise, a standard charge of 5% applies. Cashing the note creates a paper trail of the party's involvement in this whole affair.

If players casing the shop avoid detection until Ruprecht exits (which occurs after nightfall), they will notice that he waits at the back of the shop until 3 men that look like Stevedores show up. An Average (-0%) Perception test reveals they are carrying what looks

like a medium sized cauldron, and bread wrapped up in a cloth. Strange fare for a perfume shop. All 4 men enter a small door at the bottom of a narrow set of stairs off the rear of the building, which is opened for them from the inside.

Characters that approach the door will have to make a successful Silent Move test. If they do not, when they approach the door, a small hatch opens up and the end of a crossbow points out at player who approached. A voice from inside warns "This yar be private property, an' trespassers'll be shot. Ya best be on yer way." Any character that attempts to speak with the individual inside will be told, "Ya'll not be told twice." If the trespassers still don't leave, they will be shot with a light crossbow. Making any kind of commotion will alert nearby patrols of guards, to the characters' detriment.

Alternately, characters can survey the outside on the shop, and a Challenging (-10%) Perception or Search test will allow them to notice the lone boarded-up cellar window. If they try to look through the seams, they can see a dimly lit workshop and a number of emaciated men being fed from the cauldron and bread that was brought in. Ruprecht moves in and out of view as he walks about the shop, and snippets of his conversation can be heard. Things such as "...not done yet?" and "I'm too busy to oversee all..." After a few minutes, Ruprecht leaves, along with the 3 other men.

The craftsman returns to his workshop in the attic, but the other men leave altogether. If they are followed, have the trailing character(s) make an Average (-0%) Shadowing test, unopposed. Failure indicates that the 3 men notice they are being followed and will discourage further pursuit with cudgels and blades. If combat ensues, remind the players that this is Altestadt, and the sounds of clanging swords and cries of pain will bring the attention of the town guard. If characters are spoiling for a fight, they will have 6 rounds to finish before a patrol shows up. If they man-

age to kill or incapacitate 2 of their opponents, the third will surrender and will volunteer that they are simply workers for Ruprecht. He tells the players that the men in the cellar are criminals, working off the sentences by helping their patron, all nice and legal, and knows nothing else of the business of perfumes. His level of personal hygiene should confirm that for the characters present.

Ruprecht's Hired Toughs

WS	BS	S	T	Ag	Int	WP	Fcl
35	30	33	35	30	25	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

If the players opt to avoid combat in the streets, they can trail the 3 men back to a nice townhouse a few streets away. The men enter the house from a back entrance but leave a few minutes later, going their separate ways. If players want to corner one of them at this point, a successful Average (-0%) Intimidation test, opposed, will net them the information mentioned above. Also, the thug will mention that it's usually Pietr who takes care of this matter of feeding the prisoners, but Ruprecht wanted to do it himself tonight. The thug can also be persuaded to reveal the number of guards and jailers minding the prisoners at any one time.

At this point, it will be obvious that Ruprecht is definitely involved in something unsavoury. Astute players will note, however, that so far, only circumstantial evidence exists linking the perfumer to the plot Il Verme claims is afoot. If pressed, the Tilean swears on his Mother's eyes that everything he has told the party is true. The party simply needs more information. One source would be the prisoners themselves. If the players managed to corner one of the men delivering food, they could force him to let one of them pose as a labourer the next night (introduced to the others as his mother's cousin's sister's nephew). This would get a character into the cellar, and possibly near enough to one of the prisoners

to speak with him. If this happens, the player will find out about Ruprecht's treachery, and how he framed these men in order to force them into never-ending servitude. A convincing argument before a magistrate might compel an investigation, which would air the rest of Ruprecht's dirty laundry.

Pietr Gresch

Another possibility is to approach Pietr, away from his employer's watchful eyes, and find out what he knows. A successful Gossip test will tell the party the following:

Degree of Success	Result
1	Pietr Gresch lives alone and has never married.
2	His home is a small townhouse in the lower Altstadt.
3	He rarely entertains guests, though he is known to be friends with a number of young noblemen.
4 or greater	He's as dandy as brandy.

The location of his home is easy to get to, and if the party approaches Pietr in his home, he will threaten to call the guard on them. However, if the players mention what they know, he will quickly and nervously let them in. He will appear frightened that the players might harm him, or reveal his secret. If charmed or intimidated, he will tell the players that Van der Damph is a cruel man, and that he only serves him because he is afraid that the perfumer will publicly reveal his proclivities and ruin both his reputation, and that of his "friends." He will tell the party that, while he cannot take any action against Ruprecht directly, he does know that he is

keeping in his private workshop the vials the party delivered, and will also reveal the fact that Ruprecht is a fraud, using the prisoners in the cellar to do all of the work, while the master fumbles about trying to please his social betters. Pietr pleads with the party to help expose a terrible man for what he is, but to not bring harm to those forced to be a party to his crimes, Pietr himself among them.

Ruprecht Van der Damph is definitely a bad man. What the party doesn't know is that Pietr Gresch is worse. Pietr is the actual contact Kristof sent Il Verme to meet, though the thief truly doesn't know this. Pietr is also a Slaaneshi cultist, and is trying to frame Ruprecht as consorting with the Dark Gods.

Pietr Gresch is actually the Tilean profumatore Kristof Brughof's cousin. Kristof managed to turn Pietr to the Dark Lord of Pleasure's embrace before being run out of the Empire, and this whole scheme is a matter of family vengeance. Ideally, Pietr wants the players to expose Ruprecht's operation to the public. The wealthy are notoriously unforgiving to anyone that has unflattering attention drawn to them, and are notoriously fickle.

Kristof believes that he cannot lose. If the players fail to expose Ruprecht then the tainted perfume will be delivered to the Elector Countess, who upon using it will either end up torn to pieces as she travels the roads of Nuln (as she is wont to do), or with continued exposure perhaps succumb to lure of the Dark Gods themselves.

If the players do manage to successfully discredit Ruprecht, Pietr can make sure that the party gets implicated in the whole affair. The officials that have been involved in Ruprecht's little scheme will be most agreeable to resolving things as quickly as possible to avoid scrutiny of the matter, which all but guarantees a guilty verdict for the party and protects Pietr. To this end, Pietr will play the innocent victim of Ruprecht's machinations, pleading with the party to do something

about Ruprecht and saying that he grows ever more suspicious, even offering another 100 GC promissory note if they act tonight (which he has no intention of delivering, of course). Pietr will warn the party of Ruprecht's violent nature and relate some of the depraved acts he has witnessed (actually things Pietr himself has done) with the ultimate aim of having some member of the group kill Ruprecht when they confront him. If any player mentions the prisoners in the cellar, Pietr wrings his hands and says: "There was nothing I could do, you understand. Ruprecht has the local authorities bribed. I only wish I could have saved the two that he had killed as a warning to the others...." If no one from the party has been inside the cellar, Pietr tells them of the two men that were killed for trying to escape.

Precipitous Solutions

Now it is up to the players to choose their next course of action: There's the matter of retrieving the vials from Ruprecht's workshop and preventing them from being used in the Countess' special perfume; there are men being held as slaves in the cellar of the shop, some of whom have already died at the hands of the perfumer, who need to be freed and possibly exonerated; and then there's making sure Ruprecht gets his just desserts.

Pietr, although he doesn't volunteer, can be asked to retrieve the vials from the third-floor workshop. He is inured to the air in there and has the advantage of knowing the lay of the place. He will, however, deliver a fake musk to the party, saving the real thing for a rainy day.

The party can gain entry to the cellar if they can draw out the guards. A commotion upstairs would do; any players that accompany Pietr into the shop after hours could make a ruckus to draw up the guards, though Pietr will implore them not to destroy the shop. Also, attacking the guard who holds the door when he opens the latch will cause the other guards inside to come to his aid.

Alternately, any player who has been inside the cellar posing as a labourer could return as such, cauldron in tow, with 2 other members of the party disguised as labourers as well. Having the Disguise skill would be very helpful in this.

Whatever course of action the group has chosen, anyone who mentions the guard patrols may make a Hard (-20%) Perception test. Success will alert the player to the lack of patrols around the shop. If Pietr hears a party member mention this, he will tell the party that they shouldn't ignore a boon from Ranald and that time is of the essence. In fact, Pietr has bribed the local patrols very heavily to buy their loyalty for the night, so the patrols are giving a wide berth to the shop. Any sounds of battle will attract attention, of course, but it will take the guards twice as long to arrive.

Pietr wants to see Ruprecht dead, but does not want blood on his hands, so a member of the party will have to do the deed. If Pietr and any number of the group sneak into the second-floor studio, they will have access to Ruprecht's third-floor workshop from there. Pietr has keys to the second floor, but not the third.

Any loud noise on the first or second-floor will alert the perfumer and he will investigate. If he sees any intruders in his shop, he will attempt to barricade himself in his attic and call out a window for help. Ruprecht will also take this tack if he hears combat in the street below. If cornered or prevented from hiding in his workshop, Ruprecht will defend himself with the cudgel he carries when working late, but he will attempt to flee to the cellar to get reinforcements and wait for the town guard to arrive. Players trying to gain entry to the third floor workshop will find a stout, locked door bars their way. The lock can be picked with the proper tools and a Hard (-20%) Pick Lock test, or smashed down. It has a TB of 4, and takes 25 W before it is destroyed. Any character entering the workshop will be at -15% to all tests from

the overwhelming smell, or –5% if wearing a damp cloth over their mouth and nose.

Ruprecht believes that the players are there to steal his work and will destroy it rather than letting them get it. If he sees Pietr, he will shout “Traitor!” and obscenities at him and will make him his target of choice, if forced to fight. Ruprecht is crazed, but not crazy. He will not fight to the death and will try to surrender unconditionally if he is reduced to 0 Wounds. Pietr will try to egg him on, to no avail, hurling disparaging remarks about his skills and mocking him as a low brow.

If Ruprecht makes it to the cellar or if the party focuses their attentions there first, there are 2 guards and 3 jailers below along with the 5 prisoners. The prisoners are not in good shape and have had their wills broken. They will not participate in combat and will only fight back weakly with their bare fists if they are attacked. The cellar door is barred from the inside, so it can’t be picked. It is very stout, with a TB of 5 and 30 W.

The guard at the door will open it if Ruprecht tells him to or to investigate if he hears noise from the first-floor shop after hours. If a guard goes to investigate, the other will bar the door behind him and mind it until the first guard returns. Attacking a guard through the small latch with a missile weapon can be done as a Called Shot. Remember that sounds of combat in the street will bring the Town Guard, but it will take 12 rounds for them to arrive.

If players get into the cellar, any Guards left and the 3 Jailers will fight. Two Jailers are asleep, but they will be ready if the Guard at the door is attacked, or if the door is destroyed. Otherwise, it will take a full round for them to be roused and join the fray. They are loyal, but not suicidal, and will sue for surrender when reduced to 0 Wounds, or if they are reduced to 2:1 odds or worse. Pietr will encourage the players to “Show no mercy to these torturers!” although perceptive play-

Ruprecht Van der Damph, Proprietor of Karls & Scents

WS	BS	S	T	Ag	Int	WP	Fcl
33	31	45	42	53	44	46	49
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	2	0	0

Pietr Gresch, Ruprecht’s Assistant, Slaaneshi Cult Cell Leader

WS	BS	S	T	Ag	Int	WP	Fcl
35	33	37	42	48	43	41	40
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0

Slaaneshi Cultists

WS	BS	S	T	Ag	Int	WP	Fcl
36	41	31	31	46	31	36	41
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Ruprecht’s Hired Toughs (Guards and Jailers)

WS	BS	S	T	Ag	Int	WP	Fcl
35	30	33	35	30	30	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

ers will note that the prisoners are making no such requests.

If the party looks like it will be showing mercy to Ruprecht and the Guards and Jailers, Pietr has a backup plan prepared. A group of his fellow cultists has been waiting nearby. If the players aren't inclined to murder Ruprecht and his men, Pietr will quietly exit the cellar and signal to them during the ensuing negotiations. There are 4 other cultists: the two serving girls from the first floor shop and two other women from Ruprecht's home. They will try to quietly enter the cellar and finish off the party and any surviving captives.

Any characters who look for Il Verme will notice that he is gone, having slipped away rather than enter the cellar. Guglielmo plans on leaving the city and heading for Marienburg. He wants to get as far away from Miragliano as he can. Since Marienburg is a free city, he hopes he will be able to avoid Imperial wrath (and witch hunters) there.

In any event, the party will have to deal with the cultists, and these foes do fight to the death, although Pietr will attempt to flee if all the other cultists are killed. It may become apparent to the party now that some kind of double cross has been going on, and they will have whatever time remains before the Town Guard arrives to sort it out.

Plotting Foils and Foiled Plots

If Ruprecht is killed and Pietr is still alive, the party will have a much more difficult time convincing the Guards of their version of events, especially with Il Verme gone. The fact that there are emaciated prisoners in the cellar lends some credence to their story, but it will still be a hard sell to a Magistrate. Pietr will operate from the shadows to make sure the players are found guilty of whatever he can frame them for. It will be an eleventh

hour appeal from an anonymous witness that will get the characters acquitted.

If both Ruprecht and Pietr end up dead, then it will be entirely up to the players to convince the authorities of their innocence. The prisoners from the cellar will get their cases reopened and will in the end be pardoned and released. They will in turn use whatever influence they and their families have to help the party. As long as no member of the party is belligerent or rude, they'll be let off with a warning to "leave matters of Law and Justice to those entrusted with it."

Irrespective of how the players arrive at it, the outcome is that they are not in jail, but probably broke. If they didn't already cash the promissory note they were given, it will be worthless unless Ruprecht avoided implication in any charges. If the party extorted money from the perfumer, they will at least have that.

If the players had to appear in court, they will receive a sealed envelope by messenger, addressed to the player representing the group in Court. It is on fine parchment, and reads: "Some things are worth more than money, like knowing who your friends are. Enjoy your freedom. Use it wisely." The note is handwritten and not signed, but any character with the Academic Knowledge: Heraldry skill can attempt a Hard (-20%) test. If they succeed, they will be able to identify the sigil in the wax seal as a very old version of the one used by Wissenland nobility in the Imperial courts. The only place one would find this kind of seal today would be in the office of the Elector, though it would be the newer seal held by the Countess. Confirm that someone in the Countess' court must have sent the note, but let the party speculate and draw their own conclusions.

Kristof Brughof will, in time, hear of the players' foiling of his plot and will add them to the long list of those upon whom he plots revenge.

...And Then There Were Thousands?

Finally, if the party decides to keep the musk, there is still the matter of any Skaven that may have survived their encounter with the party earlier. If any Skaven (such as the Packmaster) managed to escape their earlier encounter, they will have made their way to Nuln and contacted their brethren in the city. They will be on the lookout for any signs of the perfume or the party. While revenge would be nice, the Ratmen really just want the musk. The easiest way for the party to avoid having to deal with the Skaven a second time is to not keep the perfume. Again, the local chapter of the Golden Order is a good way to be rid of the stuff. Disposing of the stuff carelessly (pouring down a sewer, dumping it in the river) will relieve the party of it, but can be the cause of increased Beastman and mutant attacks near the area where it was left. Ethical party members wouldn't be inclined to do this. The GM can determine what any exact effects might inevitably be.

Awarding of XP

This is a guide for how XP may be awarded for completion of various tasks throughout the Karls & Scents Scenario. The GM may award additional experience for role-playing, humour, unusual problem-solving and so on as he sees fit.

- 150 Surviving the whole thing.
- 20 Defeating the Beastmen at the Gilded Nose.
- 15 Determining the most efficient route to take to Nuln.
- 30 Defeating the Skaven en route to Nuln.
- 10 Discovering Ruprecht Van der Damph's captives without Pietr Gresch's help.
- 20 Getting a party member into the cellar posing as a Labourer.
- 10 Getting into Ruprecht Van der Damph's private workshop.
- 30 Letting Ruprecht Van der Damph surrender (and letting him live).
- 10 Each Jailer and Guard allowed to surrender (and let live).
- 20 Defeating the Slaaneshi cultists.
- 15 Not letting Pietr Gresch escape (killed or captured).
- 10 The first party member to notice Il Verme is gone.

GM's Aids

Il Verme (aka Señor Ammufito, aka Guglielmo Baducci)

WS	BS	S	T	Ag	Int	WP	Fcl
42	39	38	41	45	46	43	58
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	4	0	0	0

Race: Human

Career: Charlatan (ex-Thief)

Skills: Scale Sheer Surface, Concealment, Evaluate +10%, Pick Lock, Perception +10%, Read/Write, Search, Secret Language (Thieves' Tongue) +10%, Silent Move, Blather, Charm, Common Knowledge (Tilea), Disguise, Gamble, Gossip, Haggle, Sleight of Hand, Speak Language (Reikspiel, Tilean)

Talents: Streetwise, Super Numerate, Flee!, Mimic, Public Speaking, Schemer, Seasoned Traveler

Armor: Leather Jerkin

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

Weapons: Dagger, sword

Trappings: Leather Jerkin, sack, lock picks, rope, 6 sets of common clothes, 4 sets of best craftsmanship clothes, forged document, 4 bottles of variously colored water, 4 bottles of variously colored powder, 5 vials of perfume.

Appearance: 5'7", 155lbs, tanned, brown hair, grey-blue eyes

Hermann Schlumph

WS	BS	S	T	Ag	Int	WP	Fcl
51	46	43	40	51	40	44	49
A	W	SB	TB	M	Mag	IP	FP
2	17	4	4	4	0	0	0

Race: Human

Careers: Innkeeper (ex-Sergeant, ex-soldier)

Skills: Heal, Common Knowledge (Empire), Dodge Blow +10%, Ride, Gossip +20%, Intimidate +10%, Academic Knowledge (Strategy/Tactics), Command, Common knowledge (Border Princes, Bretonnia), Perception +10%, Swim, Secret Language (Battle Tongue), Speak Language (Tilean, Breton), Lip Reading, Charm, Consume Alcohol, Evaluate, Haggle, Read/Write, Trade (Cook)

Talents: Disarm, Strike Mighty Blow, SW (Gunpowder), Rapid Reload, Strike to Stun, Seasoned Traveller, Etiquette, Dealmaker

Armor: Full Mail

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

Weapons: Blunderbuss w/10 shots, shield, sword

Trappings: Blunderbuss, leather armor, mail armor, shield, Gilded Nose Inn, 100 GC

Appearance: 5'10", 180lbs, Gilded nose, black hair, handlebar moustache

Karls & Scents

Travelling Mercenary Guards

WS	BS	S	T	Ag	Int	WP	Fcl
35	30	33	35	30	25	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Race: Human

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

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

Armor: Full Leather, mail shirt and coif

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

Weapons: Crossbow, Sword, shield

Trappings: Weapons, armor, 20 bolts

Beastman Gor

WS	BS	S	T	Ag	Int	WP	Fcl
40	25	35	44	35	26	25	25
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Race: Beastman

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Menacing, Rover

Special: Chaos Mutations, Silent as the beasts of the woods

Armor: Leather Jack

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

Weapons: Partisan, Shield, horns (SB-1)

Trappings: GM's choice

Mutations: Animalistic Legs, Bestial Appearance, Piercing Tongue (SB attack up to 4 yards away, precise)

Beastman Ungors and Brays

WS	BS	S	T	Ag	Int	WP	Fcl
30	21	31	35	30	24	24	20
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Race: Beastman

Skills: Concealment, Follow Trail, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Rover

Special: Chaos Mutations, Silent as the beasts of the woods

Armor: None

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

Weapons: Spear, Shield

Trappings: GM's choice

Mutations: Animalistic Legs, Bestial Appearance, (Ungor #1) Irrational Fear (Elves), (Ungor #2) Wings (Medium), (Bray #1) Long Spines (Ag test or dmg 1 hit), (Bray #2) Cosmetic change (white hair), (Bray #3) Head Crest (Feathered)

Stinkhorn Warpblight, Grey Seer

WS	BS	S	T	Ag	Int	WP	Fcl
26	26	31	36	46	51	56	36
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	2	0	0

Race: Skaven

Skills: Channeling, Magical Sense, Perception +10%, Speak Arcane, Speak Tilean

Talents: Public Speaking, Suave, Coll-Headed, Night Vision, Petty Magic (Warp), Lesser Magic (Aethyric Armor), Lesser Magic (Silence)

Armor: None

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

Weapons: Quarterstaff

Trappings: Grey robes, quarterstaff, 2 Warpstone tokens

Appearance: Light grey fur, horns

Stinkhorn's Clan Pestilens Guard

WS	BS	S	T	Ag	Int	WP	Fcl
51	31	46	46	41	26	36	21
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	5	0	0	0

Race: Skaven

Skills: Perception, Dodge Blow, Intimidate, Swim

Talents: Hardy, Very Resilient, Cool-Headed, Night Vision, Sturdy

Armor: Leather

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

Weapons: Great axe

Trappings: Great axe, leather armor

Appearance: Black fur, large

Clan Moulder Packmaster

WS	BS	S	T	Ag	Int	WP	Fcl
36	31	36	41	41	36	36	26
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Race: Skaven

Skills: Perception +10%, Swim, Animal Training, Command, Concealment, Outdoor Survival, Scale Sheer Surface, Silent Move

Talents: Night Vision, SW (Entangling), Tunnel Rat, Master of the Lash

Armor: Leather

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

Weapons: Whip, dagger

Trappings: Whip, dagger, leather armor

Appearance: Brown fur

Rat Ogre

WS	BS	S	T	Ag	Int	WP	Fcl
36	0	54	47	25	12	17	10
A	W	SB	TB	M	Mag	IP	FP
3	28	5	4	6	0	0	0

Race: Rat Ogre

Skills: Dodge Blow, Intimidate +10%, Perception, Scale Sheer Surface

Talents: Fearless, Frightening, Strike Mighty Blow, Strike to Injure, Night Vision, Natural Weapons (Claws)

Armor: None

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

Weapons: Claws

Trappings: None

Appearance: Immense, hunched Skaven with huge muscles and long scars crisscrossing its body and limbs.

Ruprecht Van der Damph, Proprietor of Karls & Scents

WS	BS	S	T	Ag	Int	WP	Fcl
33	31	45	42	53	44	46	49
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	2	0	0

Race: Human

Career: Artisan (ex-Tradesman)

Skills: Gossip +10%, Drive +10%, Haggle +10%, Evaluate +10%, Perception +10%, Read/Write, Secret Language (Guild Tongue) +10%, Trade (Herbalist +10%, Brewer +10%, Apothecary), Speak Language (Breton)

Talents: Dealmaker, Etiquette

Armor: Leather Jerkin

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

Weapons: Dagger, mace

Trappings: Leather Jerkin, trade tools, 22 GC, Karls & Scents Perfume Shoppe

Appearance: 5'8", 153lbs, red hair, grey eyes, 50ish

Pietr Gresch, Ruprecht's Assistant, Slaaneshi Cult Cell Leader

WS	BS	S	T	Ag	Int	WP	Fcl
35	33	37	42	48	43	41	40
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0

Race: Human

Career: Tradesman (ex-Peasant)

Skills: Charm, Swim, Trade (Cook), Concealment, Drive +10%, Performer (Singer), Outdoor Survival, Set Trap, Silent Move, Gossip, Haggle, Evaluate, Perception, Read/Write, Secret Language (Guild Tongue), Trade (Brewer, Candlemaker)

Talents: Hardy, Flee!, Savvy

Special: Chaos Mutation : Agile (+7 Ag)

Armor: Leather Jerkin

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

Weapons: Dagger, quarterstaff, 3 GC

Slaaneshi Cultists

WS	BS	S	T	Ag	Int	WP	Fcl
36	41	31	31	46	31	36	41
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Race: Human

Career: Entertainers

Skills: Animal Care, Charm, Common Knowledge (Empire), Gossip, Perception, Performer (Singer, Dancer), Speak Language (Reikspiel), Sleight of Hand

Talents: Lightning Reflexes, SW (Throwing)

Armor: Leather Jerkin

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

Weapons: Dagger, 3 throwing knives

Trappings: Leather Jerkin, throwing knives, leather flask, trade tools, good craftsmanship clothes

Ruprecht's Hired Toughs

WS	BS	S	T	Ag	Int	WP	Fcl
35	30	33	35	30	30	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Race: Human

Career: Mercenary

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

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

Armor: Leather Armour

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

Weapons: Hand Weapon (Sword).

Trappings: None