

PART THREE: GMS TOOLS

Guides to running a campaign in Tilea and new careers and rules to setup characters

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PART THREE

CHAPTER 11: PLAYING A TILEAN

This section of the book presents some of the rules, careers and settings that provide a list of basic plot hooks and campaign themes for a GM to use, as Tilea presents many changes to the usual game set in the Empire. This provides opportunities for GMs to use plot hooks and storylines that do not focus on Beastmen or Chaos cults to a great extent, while allowing GMs to change the political climate of Tilean cities as well as details of relations between Tilea as a whole and the rest of the Old World.

"It's little wonder that Tileans love Opera, compared to reality the characters are almost believable." - Heinrich Hügel, Imperial Ambassador to Remas.

"I ama Giorgio the greatesta Tileana merchanta, of course I getta it for you, it will be-a perfecta, mwaa mwaa, I kissa your cheeks to seal the deal!" - Overheard near a market stall in Nuln.

"Bloody nobles, that'll do for today. Pass me that pipe Dino." - Overheard near the same market stall.

"Of course your dress will be ready on time Signorina, may the gods curse the name Randalpho if it is-a not!" - Edoardo Rudolpho, Tilean Tailor.

"Behind every great Tilean is a great woman. Usually it's his mother." - Jacopo Salvatore, Tilean Entertainer.

This book assumes you will be roleplaying from the perspective of a Human from Tilea, as such the rules for rolling up a character are very much the same as those in the WFRP Core Rulebook. A table for generating Tilean birthplaces can be found in the Appendix.

Tilean PCs replace the skills Common Knowledge (The Empire) and Speak Language (Reikspiel) with Common Knowledge (Tilea) and Speak Language (Tilean). In addition rather than listing every career in the Core Rulebook and the WFRP Career Compendium and replacing its details to make it more Tilean, simply replace the skills for Common Knowledge and Speak Language as one would at character creation, swapping Reikspiel for Tilean and The Empire for Tilea where appropriate.

Getting Into Character

A Tilean's attitude to life is fundamentally different to that of an Imperial citizen. While the Empire is arranged along feudal lines and has at least the pretence of a structure in how it is ruled, good government in Tilea is seen as something of a myth. Tileans are what some would term cynical but they themselves would call pragmatic. Their first loyalty is always to the family - it is every Tilean's goal to increase his family's power, wealth and status, even if it takes generations. They devote the same energies to this task as others do to ideals like freedom, patriotism and honour. The family must always come first.

The second most important thing to bear in mind when playing a Tilean is that telling the story of life is vital to them, and a Tilean always acts his part.

For example, when Tilean parents are alone they act much the same as any other parents, they get tired and grumpy and treat their child as you would expect, with a mix of anger, love, respect and quiet patience. When around friends and strangers

they would instead act like the child was the most sacred object in existence, a precious object worthy only of adoration. A Tilean philosopher would act sagely and responsibly in public, quoting from the most famous works and acting as if his words are measured out carefully before speaking, but behind closed doors he will happily indulge himself like anyone else, drinking heavily, gambling, and cheerfully reading rude pamphlets on the latest gossip. What matters is that the front is always maintained, that publicly there is a persona that the world sees and which never slips.

To act a part is to earn a reputation which becomes second nature. If a Tilean does it right he becomes something more than a person, a part of the city itself. A Tilean who becomes the perfect blacksmith for example is safe, he is always there regardless who is in charge and his position is available to hand down to his heirs. Of course it is not a perfect system and competition is fierce which is why the act must go on, sticking in people's memories. In order to distinguish himself from others the Tilean must excel in his part.

In a land with so many divided loyalties these are survival traits hammered into the Tilean psyche, while governments come and go and ideologies change over time the family is the one constant. As long as it prospers there is somewhere to shelter should a Tilean's fortunes change for the worse.

All of this also serves to make Tileans the world's finest entertainers - what better way to learn the acting craft than to practice a role every day, tailoring it to each and every person you meet? Naturally there are exceptions to every rule...



CHAPTER 12: TILEAN CAREERS

Tilea offers many avenues of employment to its citizens - the following are some of the more unique careers available to budding characters.

—Cabriolet Driver—

In many Tilean cities the Cabriolet Driver, or fiaccheraio in Tilean, can be found in public squares. The Cabriolet Driver provides the rich with easy transportation in a two-wheeled coach. Like their cabs, the Cabriolet Drivers are presentable and clean, taking pride in their groomed appearances. Cabriolet Drivers are excellent guides as well, telling their passengers about the buildings and monuments they happen to pass and of course about the notable happenings in the city. The most successful Cabriolet Drivers are dressed in the finest garments their profession allows and are in the know about some of the seedier political details of the city. For a passenger, however, that kind of information may cost a bit extra. Whatever you do, never call a Cabriolet Driver a cabbie; it particularly annoys them.

—Cabriolet Driver Advance Scheme—

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	-	+10%	+5%	-	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (History), Animal Care, Charm, Common Knowledge (any one), Drive, Gossip, Haggle, Navigation, Speak Language (any one), Speak Language (Tilean)

Talents: Dealmaker or Etiquette, Savvy or Suave, Orientation

Trappings: Good Craftsmanship Clothing, Cabriolet-cart, Horse, Smart Cap, Humble Opinions

Career Entries: Coachman, Messenger, Outrider, Peasant, Tradesman, Vagabond, Valet

Career Exits: Charlatan, Fence, Ferryman, Outlaw, Roadwarden, Spy

—Pikeman—

The Pikemen (picchieri in Tilean) are the characteristic Tilean mercenaries - their twenty-foot long heavy polearms are the bane of cavalry units everywhere. There are numerous famous Pikemen mercenary companies throughout Tilea that sometimes wander off to distant lands in search of better pay. Because of the chance to see far off lands and the fact that Pikemen often get good salaries as mercenaries, it is no wonder that many Tilean boys aspire to become Pikemen one day! Pikemen usually see themselves as an elite among other infantry troops, an attitude which can sometimes lead to drunken brawls in taverns frequented by mercenaries.

—Pikeman Advance Scheme—

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+10%	+5%	+5%	-	+5%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Animal Care or Gamble, Common Knowledge (Tilea), Dodge Blow, Gossip or Haggle, Ride or Drive, Perception or Search, Secret Language (Battle Tongue), Speak Language (Tilean),

Talents: Disarm or Quick Draw, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun

Trappings: Light Armour (Plate Helmet and Leather Jack), Tilean Pike, Shield

Career Entries: Mercenary, Protagonist, Thug, Soldier, Watchman

Career Exits: Bodyguard, Bounty Hunter, Outlaw, Republican Guard, Sergeant, Veteran, Judicial Champion

New Advanced Careers

—Banker—

Bankers deal with bonds, debts and investments, swapping clients and assets with merchants, nobles and other Bankers as if they were mere trade goods. In Tilea the Bankers gather in the town's piazzas, operating their businesses from benches carved from exotic wood or marble, the better to show off their tremendous wealth. Although luxurious, the life of a Banker can be perilous as well. They are often the first people assaulted during riots and revolutions and sometimes their noble clients exercise the annoying habit of having Bankers executed on some pretence or another, rather than repaying their debts.

—Banker Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	+10%	+10%	+15%	+35%	+25%	+35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Law), Charm, Common Knowledge (Any Two), Evaluate, Gamble, Gossip, Haggle, Intimidate, Read/Write, Secret Language (Guild Tongue), Speak Language (any two), Speak Language (Tilean), Trade (Merchant).

Talents: Dealmaker, Etiquette or Streetwise, Public Speaking or Schemer, Super Numerate

Trappings: Best Craftsmanship Clothing, Total of 5,000 gc in coin and owed debt, Writing Kit, Bodyguard, Guild Symbol, Personal Seal

Career Entries: Fence, Guild Master, Merchant

Career Exits: Crime Lord, Politician, Steward



—Catrazzan Birdman—

Perhaps the most unusual type of mercenary in Tilea is the Catrazzan Birdman, who glides through the sky on a pedal-powered Ornithopter whilst shooting at enemies with his crossbows. Following the example of the famous inventor Daddallo, these dedicated warriors are among some of the best shots in all of Tilea, well-versed in the principles of modern science and engineering. To further distinguish themselves from common mercenaries, the Catrazzan Birdmen wear grotesque masks with long beaks instead of noses, based on traditional Tilean carnival masks.

—Catrazzan Birdman Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	+5%	+5%	+20%	+15%	+10%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Engineering or Science), Blather or Navigation, Dodge Blow, Perception, Read/Write, Secret Language (Battle Tongue), Speak Language (Classical), Trade (Carpenter)

Talents: Ornithoprism*, Quick Draw, Rapid Reload, Sharpshooter, Sure Shot

Trappings: Crossbow with 20 Bolts, Light Armour (Leather Jerkin), Mask, Trade Tools (engineer), Ornithopter, The Right Stuff

Career Entries: Engineer, Mercenary, Targeteer, Watchman

Career Exits: Artisan, Bounty Hunter, Engineer, Outlaw, Scholar, Sergeant, Targeteer, Veteran

* **New Talent: Ornithoprism**

You are trained with piloting strange flying machines known as Ornithopters. You may use any Ornithopter without penalty.

—Republican Guard—

Unique to the City-State of Remas, the Republican Guard are the guardians and soldiers of the Senate. Backed by the tax money taken from powerful merchants, the Republican Guard are equipped with the finest armour and weapons money can buy. Traditionally each Republican Guard also wears scarves of the finest red silk to represent the bloodied bandages of those Republican Guard injured or lost in battle. It has become fashionable for the adoring ladies of Remas to donate these scarves as a sign of their gratitude for the services of the Republican Guard. The Republican Guard patrol the most important areas of the city of Remas, but they are also tasked with enforcing the will of the Triumvirate.

— Republican Guard Advance Scheme—

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	-	+20%	+15%	+15%	-	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

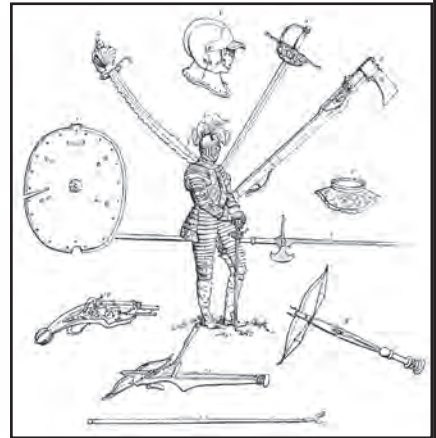
Skills: Academic Knowledge (Strategy/Tactics), Charm, Dodge Blow, Gamble or Search, Perception, Secret Language (Battle Tongue), Speak Language (Any One), Speak Language (Tilean)

Talents: Disarm, Hardy, Quick Draw, Specialist Weapon group (Two-handed), Strike Mighty Blow, Strike to Injure, Wrestling

Trappings: Best Craftsmanship Tilean Pike (See the Pikeman sidebar), Best Craftsmanship Heavy Armour (Full Plate Armour), Jewelry worth 200 gc

Career Entries: Duellist, Mercenary, Pikeman, Sergeant, Soldier, Tilean Rat Catcher, Veteran, Watchman

Career Exits: Captain, Duellist, Judicial Champion, Knight, Mercenary, Merchant, Racketeer



Tilean Pikes

**Tilean Pikes are described in Old World Armoury: Miscellanea and Militaria (OWA), page 32. If you do not have access to OWA but would like to use them anyway, weapon reach rules from many other games come close enough to represent them. Failing that, use normal rules for spears instead. After the initial contact, the Pikemen's usual tactic is to abandon the Pike and use weapons better suited for hand-to-hand fighting*

New Equipment: Ornithopter

Cost: 280 gc

Enc: 100 when worn or carried, none when flying

Availability: Very Rare

Description: Originally invented by Daddallo of Verizzo, Ornithopters are a unique form of Tilean motivation. While the original model was built from bedsheets and salvaged bits of furniture, over the years these contraptions have become more and more elaborate with flapping canvas wings powered by foot stirrups, leaving the pilot's arms free.

If you have one of these and the Ornithoptrist Talent, you count as having the Flier Talent as detailed in Warhammer Fantasy Roleplay (WFRP), page 139, with a Flying Movement Characteristic of 6. All Movement Characteristic penalties from armour should be doubled when applying to your Flying Movement from this device. If you are using the optional encumbrance rules, when flying, the first Movement Characteristic penalty comes into effect when you are carrying more than your Strength Characteristic x 5 in encumbrance points and the following penalties come every twenty five points of encumbrance, instead of fifty.

If you do a Charge Attack, Disengage or a Run Action while operating an Ornithopter, you must pass a successful Agility Test or fall to the ground. Your enemies may try to attack your Ornithopter instead of you at -20% to their Skill. An Ornithopter has a Toughness of 2 and 6 Wounds. If your Ornithopter's Wounds drop to zero, you fall to the ground. Whatever the reason for your fall from the sky, when equipped with an Ornithopter you get a hit equal to the table 6-10 on WFRP page 138, divided by two (rounded up).

If you fall from the sky your Ornithopter is damaged, requiring at least a day of work, materials, a workplace, engineer's tools and a successful Trade (Carpenter) Skill Test to put your Ornithopter back into working condition. Should you fall from high altitude or into particularly perilous terrain, your Ornithopter may be completely destroyed at GMs choice.

Bolas, bows, elfbows, javelins, lassos, longbows, shortbows, slings, throwing spears, staff slings and whips may not be used while operating an Ornithopter because the contraption's wings limit the movement of your arms.

CHAPTER 13: DIPLOMATIC RELATIONS

Since Tilea is not a single state it cannot be said to have a single attitude towards any other nation. Tileans do tend to share very broad opinions on other Old World Powers that shape the outlook, if not always the policy, of their particular city-state. In general Tileans are suspicious of powerful neighbours that might try to invade their divided land, such as Bretonnia, and suspicious of commercial rivals, such as Marienburg and Estalia, but are not otherwise particularly xenophobic.

The Empire and Marienburg

Tileans tend not to care too strongly about the Empire - relations at the moment are cordial but not close. Tilean mercenaries served the Empire well during the Storm of Chaos and the Empire is neither commercially nor militarily threatening to the states nearest to its borders. The individual Elector Counts and provinces all have their own relationships with the city-states but the only Elector to recently make much of an impression was Marius Leitdorf, whose patronage of Tilean artists and the cult of Myrmydia won him a number of friends. On the other hand the cults of Sigmar and Ulric's moves to reassert their primacy over the upstart cult of Myrmydia have not been popular with Tileans, who see them as barbaric northerners disrespecting the goddess. Another cause of friction is the efforts of some Imperial noblemen to colonize the Border Princedoms and bring them under their spheres of influence, efforts that many Tileans see as intruding upon territory that naturally belongs to them. Both of these matters may yet come to a head.

Relations between the Tilean States and Marienburg, on the other hand, are strained by Marienburg's increasing dominance in some fields of Old World commerce and by the Marienburgers' envied alliance with the Elves. Some Tileans have also blamed Marienburg for the recent trend in Imperial Witch Hunters manhandling Tilean merchants trading in the Empire and, even worse, seizing their trade goods.

Bretonnia

Tileans have generally felt free to ignore the Empire but the Bretonnians are seen as a constant threat. The reasons for the hostility between the two nations may have something to do with the vastly different social systems of urban, largely republican and mercenary Tilea and the more rural, feudal, centralised Bretonnia, but there are more immediate concerns as well. After Bretonnian knights were defeated in the Tournament of Ravola, Bretonnia nearly went to war with the Tilean states who participated, with the then-king almost declaring an Errantry war against Tilea. Things have not gotten appreciably better since.

Some Bretonnians see Tilean merchants as invaders and rabble-rousers and should the merchants step out of line by, for instance, by taking over a Bretonnian merchant concern, they might take extreme reprisals. The Tileans, meanwhile, believe that the Bretonnians are willing to conquer whatever bits of Tilea that they can get their hands on. Of particular concern is the possibility that the next Bretonnian King will be more



expansionist than the conservative Louen Leoncoeur - certainly some lords in southern Bretonnia would love to see a more aggressive approach taken against Tilea. A common rumour in northern Tilea suggests that many Bretonnian lords have long possessed forged title deeds to parts of northern Tilea and are waiting for a suitable king to come to power before revealing them.

Estalia

For Tileans, Estalia combines the worst aspects of both Marienburg and Bretonnia. They are a feudal and largely rural society but also one of the ascendant mercantile powers of the Old World. If Estalian exploration continues at the current rate, the overland trade routes to Ind and Cathay used by the Tileans may soon become obsolete, a terrifying prospect to Tileans. The simmering religious tension between both branches of the cult of Myrmydia only adds to this. Fortunately, since only Tobar and small mountain towns share a land border with Estalia and the Blighted Marshes lie between the rest of Tilea and Estalia, most conflicts between Tileans and Estalians have been at sea. Trade routes with Lustria, Marienburg, Bretonnia and Araby are all disputed, with Miragliano and Remas most involved in the fights for dominance. Estalians, however, are wonderful allies of convenience for Tilean states fighting one another, and Estalian mercenaries are prized. Both mercantile and religious tensions between the two peoples are running higher than usual of late and it is unclear how long the current deadlock between the two branches of the cult of Myrmydia will last.

Religion and trade converge in the dispute between Magritta and Remas over the tiny Thousand Isla principality of Minorilsa, which controls a choice trade route. The old prince, allied to Remas, died and his eldest son, a devout follower of the Estalian branch of the Myrmydian cult, allied himself to Magritta upon succeeding to the throne, expelling all Tileans who would not adopt the Estalian creed. Remas, incensed by this behaviour and the threat to their mercantile interests along with this insult to their religion, have put forward the old prince's brother as

their own candidate. Ergo Magritta and Remas now face a proxy war that could turn extremely ugly extremely quickly if business is not handled quietly and very fast, possibly by a judiciously placed stiletto.

Kislev

Relations, when they exist, have generally been cordial between Tileans and these northerners, but by and large Kislev is too far away for either nation to be interested in the other. Recently, several units of Verezzonese mercenaries have gone missing in the city of Praag and adventurers are being recruited to investigate by the mercenaries' Condotta guild.

The Elves

Elves have a history of monopolizing the seaborne trade and their preferred trading partner is Marienburg while Elfish "pirates" have often targeted Tilean shipping. But Elves are one of the few things keeping the Estalians from exploring further south and as a result the city of Remas is recruiting adventurers to investigate rumours of planned Estalian expeditions to Ind and to inform the inhabitants of its Elf Quarter. The prevention of Estalian expansion southwards and respect for the influence the Elves have had on Tilean history combined with the raids on Tilean cities and shipping (see section below: Dark Elves and Chaos Dwarfs) means that most Tileans are never entirely sure what to think of the Elves.

The Dwarfs

The Dwarfs inhabit the Vaults in large numbers but relations between Tileans and Dwarves have never been very close or formal, the Dwarfs preferring to deal with inhabitants of the Empire instead. However, Dwarf increases on tolls on trade through the mountain passes is a pressing issue and in the last few hundred years there has been a noticeable increase in Dwarf merchants and craftsmen traveling into the cities.

Halflings

Halflings are twisted northerners, stunted by too much beer and cabbage and too little wine and fresh pasta. Recently a troop of Halfling mercenaries caused a culinary controversy when they asserted that pies were superior to pasta. As a result several princes and chefs have declared a vendetta on Lumpin Croop and his Fighting Cocks.

Norsemen

These inhabitants of the North are seen as worthy seamen and fighters and demand is high for their services as mercenaries and sailors. The more experienced Norse are able to command prices almost as high as a captain's share in the profits of the forces they join. Norse Gladiators are particular favourites with fight fans.

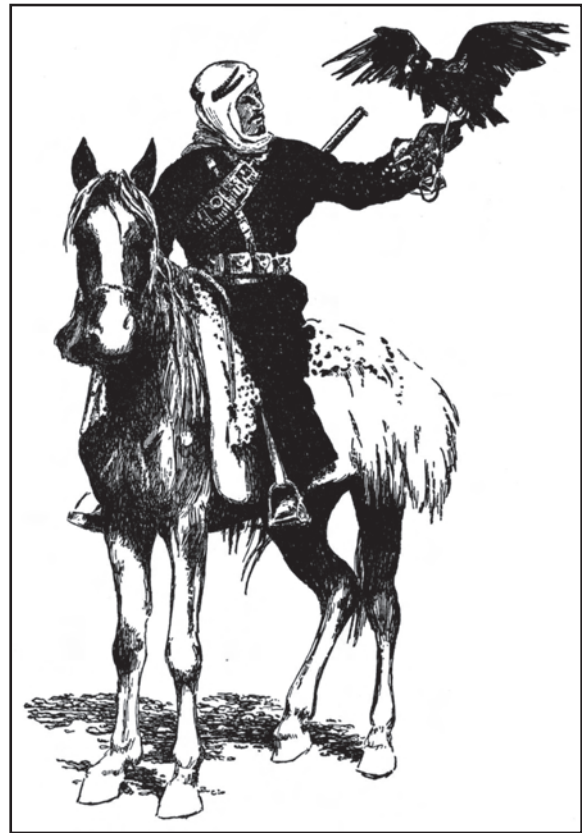
The Far East - Ind, Cathay and Nippon

There is no formal relation between most of the city-states and these exotic locations. Instead, merchant guilds spend fortunes sponsoring the exhibitions to them. Since few make it there and back again, those that do can become fabulously wealthy off of the profits from exotic goods such as tea and silk.

Araby

The flow of trade and mercenaries between both nations keeps relations cordial with both peoples seeing each other as

very much complimentary to one another, though that is not to say that members of both nations would not do their utmost to damage the others reputation. Regardless of that, they see each other as favoured enemies and suitable business partners. Arabyan mercenaries make excellent light cavalry and skirmishers, frequently employed in Tilean armies while Tilean mercenaries, heavy knights and the famed galloper guns are highly sought after by the armies of Araby.



Other Relationships

Skaven

The Skaven have long been a threat to Tilea. Skulking in their tunnels they have spread outwards from the Blighted Marshes, infesting the sewers and tunnels beneath various city-states. Unlike in the Empire, knowledge of the Skaven is not repressed - citizens are encouraged to know about them and many of the city-states have militias to hunt down Skaven infiltrators. The cult of Myrmidia also sponsors investigators and knights to patrol Tilea, investigating rumours of Skaven tunnels or attacks. These men have a reputation similar to Witch Hunters in the Empire and often work closely with Verenan Investigators.

As a result Skaven plots in Tilea are generally more cautious and methodical than those in the Empire—forces are amassed until they are larger than used in the Empire, institutions are more carefully infiltrated using organizations such as the cult of the Yellow Fang because Tilean Skaven do not have the element of surprise. It is entirely possible that the adventurers will simply stumble upon the Skaven's machinations, but it is somewhat more likely that they will be invited to investigate by a cult or by a particularly far-sighted politician.

Orcs and Goblins

The Tileans have spent centuries driving the Greenskins from their lands, but raids from the tribes inhabiting the Border Princes still occur and many of the mountain passes and peaks

are still infested with them. Patrolling the mountains provides lucrative work for many mercenary regiments. The most skilful of Condotta agents pride themselves on their ability to persuade the Orcs to fight each other instead of burning the nearest villages, a divisive policy amongst mercenary generals as well as Greenskins. Those in favour of hiring the Orcs point to the successful career of Ruglud and his Armoured Orcs.

Dark Elves and Chaos Dwarfs

Knowledge of the darker cousins of the Elder races is limited at best, the Elves and Dwarves are as reluctant to discuss the split between themselves and their more sinister halves with Tileans as they are with the rest of Humanity. Attacks by the Dark Elves at sea and on land are attributed to renegade Elven pirates and Naggaroth's existence is not common knowledge. If the truth about the Dark Elves were ever to become known it is uncertain how the Tilean city-states would react.

Knowledge of the Chaos Dwarfs is very limited indeed, mainly confined to tales of Ogres and Hobgoblins along the Silk Road being led or advised by strange looking Dwarfs. These tales also mention strange creatures made of bronze and iron with liquid rock for blood, along with cannons that cause the ground to ripple like water - consequently few Tileans pay them much attention.

Lizardmen and Lustria

There is no generally known information about the denizens of Lustria, instead rumours and tall tales provided by the sailors of Luccini tell of strange lizard folk. Like relations between far Eastern states and Tilea there are no formal arrangements between any of the city-states and the Lizardmen and any diplomacy takes place between individual merchants and requires a great deal of tact and caution. This is especially true when trying to keep merchant crews from mutinying and looting nearby temple-cities.

Chaos

Tilea has few dealings with the more overt threats of Chaos Warriors and Beastmen herds and such threats are not unknown but very rarely encountered by most of the population - they are an exotic threat rather than an immediate danger. Chaos cults are also not as prevalent as some would expect, or at least their members have a remarkably low success rate. Well-traveled mercenary generals who settle down to become civic leaders are well aware of the potential threat of cultists due to the situation in the Empire - they consequently seek information on cults and other organizations, whether by hiring spies, buying information or having members abducted and interrogated. The sheer number of patrons, alliances, vendettas and various religious groups all interfere with dangerous long term plans due to the level of deception and mistrust going on at all times. A popular belief is that the more enemies you make the more they get in each other's way - like shoveling cattle into a sausage grinder, they all just back up and create a bloody mess.

Of course there is always the possibility that the Chaos cults are working on a much bigger scale and that the above is all nonsense. Only time will tell.

Vampires

No horror is more integrated into Tilean society or more cunningly concealed than the Vampire. Though all nations have problems with Vampires in the shadows, the fractured nature of Tilean society leaves it without a strong centralized authority to

root out vampires and their ilk. Of all the bloodlines, the Lahmian is the most common, probably because their subtle plots perfectly fit in with Tilean society. Stories circulate amongst some of the more radical scholars that perhaps even Myrmidia herself was a Vampire and that the entire Tilean culture is nothing but a front for the predations of the blood drinkers. Such scholars rarely survive for long if they voice their theories too loudly or to the wrong person, which in reality is nearly anyone.

Of the other bloodlines, the Strigoi and Necrarchs are too monstrous to fit in with any ease but isolated examples can be found either in the dead tombs along the older roads or amongst the ruins in the mountains. The Blood Dragons have always been wanderers but some are found guarding bridges or even serving amidst the pirate crews of Sartosa. When the Von Carsteins first emerged into recorded history Tilea had long since been infiltrated by the Lahmians, so instead they settled far to the North in the land of Sylvania and few are seen in Tilea.

The Lahmians are not an immediate threat to Tilea, nor do they seek to destroy society, they want only to insinuate themselves into it and pull as many strings as they can. Many seek food and comfort, but others have larger and darker plans that are centuries in the making and perhaps just as long in coming to fruition. Regardless, because the Lahmians rarely make a mess and don't generally try to overthrow the current order in bloody coups (not visible ones, at least) the establishment is not very eager to see them rooted out. Investigating Vampires requires too much snooping into the dirty laundry of the rich and powerful, so it is easier if people do not look. Thus those sending adventurers off to look for Vampires will likely be more marginal figures rather than civic authorities - younger, zealous priests, political agitators eager to expose corruption at the top and even rival nobles and merchants who want dirt on their rivals. Alternately, the adventurers or those they care for could fall victim, be targeted by a Vampire or even become clients to a Vampire patron without realising it.

CHAPTER 14: TILEAN ADVENTURES

As lonely as a Scozzese farmer in Di Palma – Tilean Saying

Unlike the Empire, Tilea is not a land of dark and forbidding forests overshadowed by a recent war against the hordes of Chaos. Nor is it full of knights' errant out to hunt monsters for sport, like Bretonnia. Nevertheless, Tilea's cities, hills and mountains offer their own unique opportunities for adventure.

Given its distance from the battlefields of the Storm of Chaos, it is perhaps unsurprising that, in Tilea, adventure antagonists are more likely to be human than in the Empire. Bandits, unemployed mercenaries, the soldiers and agents of rival cities, and ruthless merchants' hired muscle can present just as much of a challenge as Orcs, Beastmen or even the most crazed mutant cultists.

However, the apparent lack of Chaotic influence in Tilea should not be interpreted as an indication that the Dark Forces are entirely absent or that the only challenges adventurers will face are mundane ones. The Tileans openly acknowledge the clear and deadly threat posed by the Skaven in almost every Tilean city and, despite their relative lack of obvious success when compared to their counterparts in the Empire; Chaos cults are thought to be gradually growing in strength and influence, quietly infiltrating Tilean society. Outside the cities, tombs of ancient, forgotten kings litter the landscape, perhaps hiding riches but almost certainly concealing darker things as well.

In Tilea, people from across the Old World meet and mingle with traders, mercenaries, thieves and even stranger folk from Norsca or Cathay. The ensuing blend of exotic customs and rites provides an fascinating tableau for all sorts of seedy and sinister figures, from Arabyan wizards and their Djinn to slave traders in the employ of any manner of disreputable or even unspeakable customers. In the end, mundane or not, simple human villainy and greed can inspire deeds that would make even the most hardened northerner's blood run cold.

Rural Adventures

The Plains and Hills

Tilea's population lives in a land of sunny, heavily-tilled plains or rolling hills dominated by herds of sheep and, occasionally, goats. Most arable farmland is given over to wheat, with vineyards and olive groves dominating south-facing slopes. Peasant villages are typically as poor and downtrodden as those in the Empire—whether they are noble landowners or wool merchants, the wealthy have little reason to be kind, so Tilean society gives few benefits to the tenant farmers that feed it. If anything, the peasants' position is worse in villages dominated by olives and vineyards because, as hired hands, the peasants have even less security than tenants. The shepherds of the pasture lands are often better off than the grain farmers but they are still fleeced by merchants who conspire to keep prices for wool low. The tendency of landlords to evict tenants in order to turn their plots over to more lucrative sheep herding is a recurring problem in areas where wheat fields border

pasture land. Adventures in such regions are likely to deal almost entirely with human problems and human antagonists. For instance, tenants facing eviction might revolt against the merchant-prince or noble landowner, with the adventurers caught in the middle. Peasants oppressed by the 'taxes' of a bandit chief might employ cut-rate mercenaries (the adventurers) to defend themselves.

The Forests

Tilea's forests are drier and sunnier than those of the northern Old World and, without an Elven population or many monsters, they are considerably less fearsome or mysterious. The earthiness of the forest-dwellers means that their vendettas are overt and bloody. In the backwoods many revenges that would be kept private in the city (burying one's foe alive, for instance), are very public affairs. A significant number of Strigany clans also inhabit the forests and this occasionally leads to conflict with native Tileans who object to what they see as foreigners' encroachment onto their ancestral lands.

The problem is exacerbated by the fact that the forests are slowly disappearing. Tilea's seafaring culture supports a thriving shipbuilding industry, which happily caters to princes' desire to one-up their peers or awe their rivals by amassing the largest fleet or commissioning the most impressive vessels. Naval rivalry, in particular, has intensified recently, and galleys are frequently replaced. As a result, over time, hundreds of square miles of woodland have been cleared and the forests of Tilea have shrunk to the extent that they have become a valuable resource, prized by every city-state with pretensions to greatness.



In the rush to exploit the forests the ancient rights of those who live in them, particularly the right to use the woods for their livelihood, have been trampled on.

There are two major forests in Tilea, the Tettoverde and the Sussurrio.

The Sussurrio lies in the south of the country, in the shadow of the Appuccini Mountains, near Verezzo. The climate is dry, rendering the Sussurrio prone to forest fires. As a result, the terrain is quite open, with little undergrowth. Fire isn't the only danger here - the forest is frequented by Goblins wandering in from the Border Princes'. By contrast, the Tettoverde, north of Pavona, sandwiched between the Trantine Hills and Appuccini mountains lies in an area that is cooler and wetter. It's generally regarded as being somewhat safer than the Sussurrio. Both forests are at risk from the woodcutters, but the competition for timber rights is uglier in the Sussurrio. The cities of Luccini, Remas and Verezzo, even the pirates of Sartosa seek to exploit the Sussurrio, while the small town of Capelli struggles to defend its nominal control over the supply of timber. In the north, Trantio and Pavona vie for the right to exploit the Tettoverde.

Daedalian Art

The south of Tilea has always been slightly poorer than the north due to its proximity to Sartosa and the Border Princes and the chaotic fighting that spills over into the Tilean plain. As a result, the buildings have always been very spartan and temples have often doubled as fortresses in times of trouble. In the past southern temples were used to safeguard citizens' valuables. Temples were once filled with exquisite artworks "loaned" to the priesthood by residents in return for prayers and status within the village.

After the Araby wars in the second millennium, the southern religious cults convened at an assembly in Remas in an attempt to consolidate their influence. They decreed that all entrusted artwork would immediately become property of the cults, for it was their temples that had kept the pieces safe, furthermore any religious icons in peoples' homes were deemed to belong to the cults. Bands of tithe collectors roamed the countryside seizing property in the name of the temples and carting it off to Remas, Luccini and even L'Anguille in great Caravans, filled to bursting.

The cults' relentless thieving continued for well over a century until the council of Trantio when the abolishment of taxation and iconoclasm was announced. Sculptors and painters who had previously been forced to hide their works emerged from obscurity, and a new wave of artists swept the south. The most outspoken proponent of this new wave was Deadalus Byzantos, so his name given to the style.

Daedalian art consists primarily of simple icons emulating the styles of Araby, but depicting venerated souls and religious myths from the south of Tilea and Border Princes. The unique Daedalian style remains distinct from the artwork of northern Tilea, and indeed the rest of the Old World



In both forests, dirty tricks like assassination, hiring mercenaries to masquerade as 'bandits' and threatening or bribing local landowners have become commonplace. In order to expand their influence in the area, the competing powers have adopted a 'divide and conquer' approach, taking small villages and clans under their 'protection' and aiding them in their triumphing over their local rivals, whose lands can then be seized. Thus, vendettas have grown bloodier than ever, while the forest dwellers have become weaker and more divided an effect most visible in the Sussurrio. For this reason, adventures in Tilean forests will often throw the adventurers into political situations that they do not fully understand, surrounded by people they cannot trust – similar in some ways to adventures in Tilean cities, but with a higher potential for violence and overt cruelty.

Monsters complicate this volatile situation. Goblins are much more common in the forests (particularly the Sussurrio) than elsewhere in Tilea, and tribes of Orcs are not unheard of. With the forest clans weakened by internecine fighting, they are vulnerable to attacks from Greenskins and other monsters. Horrifying rumours about the battle for control of the forests are spreading to other parts of Tilea - one claims that some clans have tricked Orcs into attacking rival settlements, while another claims that Beastmen numbers are rising.

The forests also harbour secrets such as ancient tombs, and the conflict in the woods may well arouse their inhabitants. Legends place the Tomb of Amenemhetum somewhere in the vicinity of the Sussurrio, while the Necropolis of Lambrusco lies in the hills above the forest. Both are of great interest to the various powers vying for control of the forest. A faction may employ the adventurers to find the Tomb or investigate the Necropolis and its dead court, or prevent their rivals from doing so. Alternatively, adventurers might be lured into them by sheer greed only to find getting out more difficult than they had expected.

In conclusion, players in Tilea's forests may find themselves caught between rival clans or cities, in the midst of a Greenskin attack on some hapless settlement, or perhaps all of these at once. Adventurers may be hired by their home city or a seemingly innocuous merchant concern, only to discover that their mission is to pillage a small town. They may be recruited by a clan seeking to wipe out its rivals, or they may be contacted by one of the secret societies such as the notorious Brotherhood of Taal that seek to unite the clans and expel the outsiders through indiscriminate massacre and assassination.

The Mountains

The two most important mountain ranges in Tilea are the Vaults and the Appucinis. Untamed and more dangerous than the lowlands, both ranges contain critical trade routes that wind through their narrow passes. These passes are fiercely contested by the various mountain clans, not least because of the informal tolls which of can be imposed on travellers. Like the forests, powers from beyond the highlands have taken an interest in these conflicts although the degree of interference has not reached the same levels as in the forests. As well as the mountain folk, both mountain ranges harbour Greenskins and other dangerous creatures, who occasionally venture into the lowlands to attack and pillage vulnerable settlements.

Of the two ranges, the Appucinis are lower and more densely settled and, therefore, are generally considered the safer of the two. However, given their location next to the Border Princes, Greenskin raiders are more likely to cross over them. Because of their proximity to Tilea's greatest cities, the Appucinis foot-

hills and the Trantine hills have become popular as a location for villas, exposing the Appucini mountain clans to wealthy lowlanders, whose influence is gradually leading the clans' politics and society to more closely resemble the rest of Tilea.

Bandits are a constant problem, a situation that is complicated by the fact that many of them are in the employ of the exiled prince of one city or another. It often seems as though every city in Tilea has a pretender hiding somewhere in the mountains, often supported by their former city's rival. The more settled, 'Tilean' nature of the Appucinis' means that adventures will likely be relatively human-centric, albeit with greater opportunities for monster-slaying than in the lowlands - saving mountain villages from bandits or Greenskins; investigating a city's exiled party on behalf of the current ruler or protecting a caravan as it travels through a pass are likely adventures in the Appucinis.

The Vaults are nearly twice as high as the Appucinis and are capped by snow and glaciers through even the hottest summers, while the Appucini snow fields retreat. The valleys of the Vaults are high and narrow, and its passes are difficult and treacherous, even in good weather, which has rendered routes through the best passes particularly precious and the recently discovered River of Echoes beneath the mountains a veritable prize. The Vaults are also littered with caves, abandoned mine-shafts and Dwarf ruins, both above and below ground.

The Vaults and their foothills are the coldest and wettest part of the country, and so are unpopular with urban Tileans apart from a few aristocrats who travel to the foothills in high summer. The inhabitants of the Vaults have little contact with the rest of Tilea and their loyalties are often closer to their neighbours - the Dwarfs and Empire - than to the city-states that claim to rule them.

Adventurers in the Vaults can be engaged in everything from simple exploration of dungeons to complicated political struggles between the mountain folk, the lowlanders, the Dwarfs (who claim mining rights in the area) and the Imperials. The recently-discovered saltpetre mines in the guano deposits of the Vaults' caves are particularly contentious - they need to be scouted out and defended from interlopers in order to keep the lucrative gunpowder trade moving. However jobs that on the face of it seem mundane and straightforward, like defending mines from claim-jumpers, can become extremely dangerous and complicated, when it turns out that Skaven Night Runners and Dwarf rangers have decided to lay claim to the mines

There's just as much opportunity for action above ground. The adventurers might be hired to defend a caravan or a mine from bandits, only for things to turn for the worse when the Skaven appear instead. Adventurers brought in as the muscle for a merchant might find themselves choosing to do the right thing when Skaven attempt to carry off the population of the mountain village they are passing through. City-states may hire adventurers to keep the locals in line, enforce a claim against Dwarf objections or assassinate an exile.

The Marshes

The Blighted Marshes are the most dangerous area in all Tilea. There are legends of a great city at the swamp's heart but the true horror of Skavenblight is unknown outside the fevered dreams of madmen. In the past, expeditions would occasionally venture into the Marshes, aiming to root out bandits or make a show of force against the creatures that lurk within but, more often than not, those who go in do not come out. Over time, word of the region's peril spread until, today, only the dregs

of Tilean society - runaways, bandits and fugitives, who have nowhere else to go - are desperate enough to attempt to eke out a living in the Marshes, congregating in makeshift camps.

The Skaven's influence spreads from the centre of the Marshes like a canker. This is one of the easiest places for them to recruit human spies and otherwise manipulate Humans into doing their bidding. They control the bandit camps from behind the scenes - many inhabitants are recruited into various perverse variations of the horned-rat cult and the most promising and successful bandits and fugitives are kidnapped and 'recruited' by the Ratmen. The further into the Marshes one ventures, the more detached from human society the camps become, until one crosses the river Bercelli and the Skaven rule openly.

Players may be recruited and sent into the Marshes to capture or kill some horror (Skaven or otherwise) or a particularly notorious bandit, only to find themselves facing a camp of angry, frightened people, desperate to defend themselves from outsiders or a genuinely charismatic leader, doing his best to help his people survive. Alternatively, they might be hired by some mad scholar to investigate rumours of a great ruined city located deep in the Marshes and then have to struggle back through the Marshes when they realize just how unpleasant the residents are. Perhaps most disturbingly, adventurers might fall foul of the law and be forced to seek refuge in the Marshes. There, they will be forced to compete with fellow fugitives and bandits, struggle against the Skaven intent on enslaving them and evade bounty hunters sent to capture them, who are most easily avoided by venturing deeper into the Marshes.

Urban Adventures

As in the Empire, most urban adventures will focus on intrigue and power struggles between and amongst the various factions, whether political, mercantile, criminal or more sinister in nature. The particular antagonists tend to be different in Tilea than in the northern Old World, but the patterns are similar.

The Urban Landscape

Earlier sections of this book detail the great cities of Tilea but there are certain specific features of Tilean urban areas that are worth noting. Perhaps the biggest difference between many Tilean towns, particularly the smaller and older ones, and those of the Empire, is the way in which Tilean towns are laid out. The systems of vendetta and patronage are so powerful that great families often bestow their patronage on large numbers of people. As a result, the common people will enlist with one great family or another to protect them from their own rivals. In many old-fashioned towns, entire districts are built around the stronghold of a great family which usually inhabits a formidable but luxuriously-appointed tower. This is less true in the larger cities, where the civil authorities go to great lengths to keep these to a minimum and the great families in check, going so far as to place limits on the height of buildings and pull down any which exceed these.

Like their Imperial counterparts, Tilean towns are crowded and the buildings are often taller and narrower than is entirely safe. The manner and materials of construction differs, however - Tilean town houses usually have stucco walls and tile roofs, rather than the half-timbered construction and thatched (or wooden) roofs prevalent in the Empire. There are also more open spaces and public areas in Tilean cities and they are more planned and orderly than the squares and greens of the rich of the Empire.

Sewers are much more common and complete in Tilean

towns than in Imperial ones of comparable size. Many Tilean towns also have extensive catacombs and other subterranean ruins - both these and the sewers are well-used by smugglers, gangs and worse.

Politics and Factions



Every Tilean city has factions of one kind or another. In republican cities the factions are almost like political parties, championing different interests and policies and, often different outside powers. Some republics have a popular and an aristocratic party, but this is less common than it was in ancient Tilea, since popular politics ended so badly in Reman times. However, even principalities will have multiple factions, be they representatives of the rival monarchs, as in Luccini, or frustrated republicans itching to take back the city for the citizens, a common complaint in guild-ruled cities such as Verezzo.

While rival factions are an accepted part of Tilean society (in some republics, the right to openly oppose those in power is shakily maintained), those in power will generally attempt to exclude powerful opposition from public life, either by discriminating against them and keeping them from positions of authority, or occasionally by exiling or even killing them. The level of aggression displayed by the faction in power towards their rivals inevitably increases in proportion to what is at stakes: nobility are cruel to republicans and vice versa, and struggles between popular and aristocratic parties often spill over into street violence and riots. Players may find employment as bruisers to frustrate the opposition. An agitator player character might quickly find himself in over his head or earning a living from both sides in a conflict.

Outside powers can complicate matters in the smaller cities in central Tilea, as the balance of power between the Luccinian and Reman factions ebbs and flows with the state of diplomatic relations between those two cities. Adventurers may be hired to ferret out foreign agents in a city or to foment unrest or stage a coup in another city.

The Colours, mercantile guilds and criminal organizations

are allied, affiliated or otherwise involved with various factions to greater or lesser degrees. By and large, the Colours are most strongly tied to particular factions while crime syndicates are more mercenary but there can be exceptions, particularly when political leaders also happen to be crime lords. With few local ties, new arrivals in a cities are perfect for illicit activities where plausible deniability is preferred, whether it be acting as a simple messenger or go-between, when a faction needs to contact someone they should not be, or carrying out tasks considered too dangerous or sordid for the more established crime syndicates, such as breaking into their rivals' strongholds and kidnapping or assassinating important figures. Adventurers also make excellent patsies and fall guys as they are generally new in town and are seen as disposable, particularly if they have no patron or any other back-up or resources with which to pursue a vendetta; they may be hired to do the dirty work that the faction's leaders don't want traced back to them and promptly chased out of town if it all goes wrong.

Criminal Syndicates and the Underworld

Criminals in Tilea are much like criminals anywhere: they smuggle, they murder, and they steal. In the towns and cities, they organize into factions, either a few (or very rarely just one) large syndicates or many small ones. However, in Tilea the relationship between criminals and those in power is often much closer than it is elsewhere in the Old World. The fragmented nature of Tilea increases the importance of smugglers to merchants and the constant political infighting means that politicians often find it useful to have allies who possess the wherewithal and the willingness to poison and murder. Consequently, running messages and errands between crime syndicates and respectable members of society is a critical job.

Forbidden cults

Chaos cults are not as common in Tilea as they are in the Empire. Tilea lacks the dark forests full of Beastmen and other creatures of the Empire. Mutants are rarer and due to both its distance from the Chaos Wastes and the defene offered by its Northern Mountains, Tilea is less vulnerable to invasion by the Ruinous Powers, making it a lower priority for the more coordinated cults. Furthermore, the established Tilean factions render the country an inhospitable place for secret cults. Lahmian Vampires, in particular view Chaos cults as a threat to their social position and their livestock, while the followers of Ranald are often better informed than even the vampires of what goes on in the dark places of the cities.

As a result, those cults that do exist are too small and weak to be able to plot the ruin of cities, let alone nations. Their objectives tend to be more modest, typically focused on the accumulation of more power and influence, although the more ambitious ones have been known to summon Demons, with unfortunate results. They are predominantly Tzeentch or Slaanesh affiliated, though some mercenaries have been known to turn to the Blood god.

Tilean cults of Slaanesh are typically more artistic and aesthetic, rather than mindlessly debauched, and typically have greater success in acquiring influence, due to the artists and patrons that have been initiated, many of them unwittingly. Socially mobile or artistic adventurers might be invited to join an artistic secret society that is actually a Slaanesh cult. Tzeentch cults have been on the rise in recent years, perhaps due to Northern cults establishing chapters south of the mountains. Typically they are strongest in cities with large merchant classes, particularly ones that are growing rapidly, and expe-

Adventure Themes and Plot Hooks

riencing significant political conflict. Tzeentch cults may be behind some of Tilea's nastiest political feuds – it is possible that adventurers looking into a factional conflict's roots might find the strings being pulled by the Changer of Ways.

The lack of a significant threat means that there is no organized order of witch hunters in Tilea of a scale comparable to those of the Empire (although smaller equivalents do exist in the form of small knightly orders belonging to various religious cults).

The Religious cults

Ostensibly, Tilean religious cults stay out of the factional bickering of the politicians and merchants, and they are certainly more successful in this than most other Tilean institutions. For this reason, religious cults (particularly those of Verena and Myrmidia) are the most likely to send players on a mission for the good of the city or Tilea itself, particularly one that needs expendable and deniable mercenaries to avoid offending those in power. When groups are recruited to undertake more 'factional' missions, they are more likely to be serving the interests of an individual cult member, rather than the interests of the cult as a whole.

Rivalry between religious cults is not as intense as, for example the conflict between the cults of Sigmar and Ulric in the Empire, although Estalians who are too open about their disagreements with the Tilean branch of the cult of Myrmidia may find themselves subjected to intimidation or attacks. This is technically a violation of the truce between the two factions of the cult which allows the Estalians autonomy, provided they do not actively recruit or construct temples outside of their own quarters. However, neither the cult nor the Tilean people seem to care much about this.

Foreigners

Many Tilean cities, particularly the large ports, are full of foreigners. This is in marked contrast to the Northern Old World (with the exception of Marienburg). People from almost every nation of the world can be found in Remas, for example. Perhaps the most unique and exotic immigrant community in Tilea are the Arabyans. They are spice traders, slavers, sorcerers and purveyors of curiosities of all kinds, with strange customs and are seen as mostly harmless. Magic and alchemy can be put to any number of unsavoury uses, which puts Arabyan alchemists and wizards in high demand as assassins, spies and saboteurs. The Arabyan practice of summoning and constraining Djinn, the demons of the desert, can wreak havoc if one of the spirits gets loose – players, particularly scholarly ones, might be recruited to recapture an escaped Djinn and return it to captivity.

Though Arabyans are exotic and often feared, Estalians are the most troublesome of foreigners. They are numerous and, from time to time, Estalian kingdoms have sought to rule over Tilean cities. The Estalians endorse their own version of the Myrmidian cult and confrontation with the more devout Tileans can lead to vandalism, rioting and cold-blooded murder. Some even try to set up shrines of their own and may be seen as spies for Estalian princes— some of them no doubt are. Adventurers may be tasked with investigating Estalians, especially if tensions are running high. Alternatively, they may be tasked with being intermediaries between a Tilean city and Estalian expatriates or their governments at home. Particularly altruistic adventurers may take up the cause of the Estalians and defend them from persecution.

Rise and Fall

On several occasions in its history, Tilea has nearly become the Old World's dominant nation, largely due to the advantages of its location and the advances achieved by its scholars. Each time, however, something catastrophic happened to stymie Tilea's ascent. First the Reman Empire collapsed, then the goddess Myrmidia was slain upon her ascension to the throne of Tilea and Estalia, and, most recently, the city of Miragliano has seen one of the most successful leaders in Tilean history assassinated before the city was almost utterly wiped out by a Skaven invasion. Several periods of technological advancement and political evolution have been sharply ended by plague and conflict running rampant through the city-states, the Red Pox and the Famines being the most notable examples.

Currently, Tilea is embarking on another Renaissance-style period of development and advancement. The field of science, in particular is benefitting from the legacy of men like Leonardo di Miragliano. Men whose curiosity and willingness to experiment with examples of Dwarf science and the ancient lore of the Reman Empire blazes a trail for other scholars to follow.

Of course, it remains to be seen whether the momentum will build and be maintained, or whether events will, once more, conspire against Tilea.

Campaigns based on this theme provide plenty of scope for all types of player characters. Chaos cultists and Skaven are likely to be particularly interested in influencing the nation on a large scale. Removing a captain from an important post or unleashing a plague on a city during an important event like a festival can tip already-unstable areas into chaos.

This type of campaign can also suit player characters who are the scions or hired goons of some ancient family attempting to return to power, or a merchant's guild seeking to join the top ranks for the first time. It is not uncommon for wiser family elders to accept the inevitability of the family's decline and focus instead on laying the ground for future generations to rise to power once more, with intricate plots and buried treasure.

Sample Plot Hooks and Campaign Themes

Pirates of Penne

Nothing is more suitable to a Tilean campaign than the quest for gold, on land or on sea there is always someone robbing another. Whether it is a swashbuckling adventure as privateers for or against the Estalians or as desperate thieves robbing and conning honest Condotierre of their pay packets, Tilea should be more than suitable as a setting along these lines. Perhaps the players will find that some things money can't buy but probably not. Then there are roles suitable for players wishing to work as craftsmen, highly paid, highly sought after men such as the real world Benvenuto Cellini or Sigismondo Malatesta claim to have lived lives that would make even the most avaricious player character happy.

The End of Days

Tales of the Storm of Chaos, rumours of further conflict and dire prophecies have spread to the cities of Tilea, causing thousands of mercenaries to leave for the far north. Few reports have been received back from those who departed and both the cities and the temples are fearful of attack from within and without. The player characters can either head north to uncover news of the regiments that joined the Imperial armies or work

as muscle for hire to protect villagers in some remote part of Tilea or the Border Princes. With the mercenaries gone, are there enough men to protect fair Tilea?

Recovery from the Ruins

While Miragliano has to all intents and purposes been destroyed to the outside world there are still defenders holding out in the city, many of the more expensive buildings function as fortresses in times of turmoil. Can these isolated defenders drive the Skaven from the ruins and reclaim the city for themselves? Or will the struggle for survival prove too much?

In Nomine Patris...

A simple and classic theme is revenge and betrayal, of a generations-old feud or a third party stirring up trouble between friends and allies. The players may find themselves hired by either side, to start or stop the fighting, caught in the middle of events or as sacrifices or targets in a bitter struggle.

Et Spiritus Sancti...

Religion holds sway in Tilea, without the cults' backing secular leaders might find it difficult to rule. There are many reasons this backing may be lost but the most basic and most dangerous is greed. A tale of the lengths men will go to gain power, the campaign revolves around cult members accusing a politician of heresy or mutation. Whose side will the players take? Is this just an excuse to seize an innocent man's lands and take them in the name of the cult or is there truth in the accusations?

Choices (Plot Hook)

The player characters are hired by a Condotta guild to head north and retrieve a report from one of their men in Nuln. On the way, they have heard tales of Enrico la Cappuccio, a bandit haunting the Northern Mountains. The PCs soon find themselves in over their heads with a hard choice to make when a horse throws a shoe, the adventurers find themselves delayed in one of the fortified inns in the Vaults, when they receive news that Enrico and his men are heading their way. He has proclaimed a crusade upon the Empire in the name of the goddess and many of the outlaws in the area are following him. Will the player characters be able to escape before the inn is taken? Will the Imperial garrisons let them through?

Enemies at the Gate (Plot Hook)

Since Miragliano fell some months ago, the city of Urbino has stood waiting for a Skaven onslaught. The city council was targeted recently, with many of its more senior members falling prey to Skaven assassins. Now, a vicious power struggle is taking place between the people of Urbino, a senior member of Miragliano's surviving signori and the Reman ambassador. Rumours say that before Miragliano fell, a treaty from the Reman Senate, offering submission was despatched to the doomed city by messenger and that the document was last seen in Urbino. The adventurers are hired by one of these factions to find the document - is it still in the city or did it reach Miragliano before the invasion? The situation may be complicated by other factions seeking to take advantage of the power vacuum left by the collapse of Miragliano.

The Enemy of my Enemy (Plot Hook)

The merchants of Remas are renowned for their bitter quarrels and the Cavalleri Merchant guild of Verezso recently paid the player characters to eliminate the head of the Montecchi faction of the Hellenic Merchant House. As a result, a vicious gang war looked set to break out and consume Remas in flames

but then, the player characters' contact with the Cavalleri was found dead in the river. Now, they are being chased by both the Montecchi and the Capofero families. Can the players get out of Remas alive and discover who betrayed them?

One Summer in Ascano. (Plot Hook)

The PCs are recruited as part of a band of mercenaries by the exiled first family of Ascano. Of course our heroes' employers tell a stirring tale of heroic escapes, and dastardly deeds by wicked and treacherous servants soon to be set aright. The truth of their expulsion could be a very different story or it could be entirely true.

Chiaroscuro (Plot Hook)

The famous artist Gehard van Both has run off to Tilea to perfect his skill. Or at least that's what the note says. This leaves Adalbert Henschmann with his *Seduction of Shallya* (with depiction of Ranald as a certain Gentleman of Marienburg) unfinished. Enter the PCs, probably at knife-point, with a commission to find the runaway and get the painting finished.

Thálatta! Thálatta! (Plot Hook)

Budding mercenaries will find employment in Tilea. It is also where leaders from around the world go to recruit them. Imagine an Arabyan prince out to oust his brother hiring the best swords the Old World can offer. What could possibly go wrong?

The Village (Plot Hook)

The village of Gaggino, on the outskirts of the Blighted Marshes, is surrounded by a tall, sturdy wall, which is manned at all times by torch-bearing sentinels, and the villagers lock and bar their doors at night. Nevertheless, some creature occasionally breaches the village and kills someone before the guards arrive to deal with it. And they always do. Recently, however, far more such intrusions than normal have occurred, and the guards have taken longer and longer to arrive - ever since that foreigner was installed as Captain of the Guard. Those few villagers who dare peek out between the curtains at night swear that the main gate is left open, but surely this is just a rumour. After all, surely the guards wouldn't just let anything in... right?

Something Rotten in those Finances (Plot Hook)

A rich merchant house is prospering at the expense of others. It is rumoured that a wizard is helping them. They always seem to benefit from the weather and their ships are always in port when the worst of storms strike sinking many of their rivals. Nothing illegal seems to be going on yet they seem to prosper where their competition does not. The heads of the family all seem on the up and up. Just how are they doing this? Is it luck or have they got an ace up their sleeve?

APPENDIX I

PC Orgins

This section offers an alternative table for PC origins, this replaces table 2:14 – Human Birthplace in the WFRP Rulebook

Human Birthplace

The first roll lists the nearest major human settlement or city-state and allows the characters to add +10 to any common knowledge skills involving this area while the second roll determines exactly where the character was born. A roll of 1-2 on this second chart indicates the character was born inside the settlement rolled in the first roll.

d10	City-State	d10	Settlement Type
1	Tobaro	1-2	City-State
2	Trantio	3	Prosperous Town
3	Pavona	4	Market Town
4-5	Remas	5	Farming Village
6-7	Luccini	6	Poor Village
8	Verezzo	7	Small Settlement (Hamlet, Coaching Inn)
9	Miragliano	8	Farm
10	Sartosa	9-10	Castle/Mercenary Camp

Starting Skills (Repeated from Chapter 11)

Tilean PCs replace the skills Common Knowledge (The Empire) and Speak Language (Reikspiel) with Common Knowledge (Tilea) and Speak Language (Tilean). In addition rather than listing every career in the Core Rulebook and the WFRP Career Compendium and replacing its details to make it more Tilean, simply replace the skills for Common Knowledge and Speak Language as one would at character creation, swapping Reikspiel for Tilean and The Empire for Tilea where appropriate.

APPENDIX II: CHARACTER NAMES

d100	Masculine	Feminine	Surname	Igor	Iris	Genovese	68	Romero	Renata	Poletti
1	Adalberto	Adriana	Adorno	Ignacio	Irene	Gentili	69	Romulo	Rosa	Quintieri
2	Agrippa	Alice	Armani	Ippolito	Isabella	Giordani	70	Rosario	Rosalinda	Ramacciotti
3	Alfredo	Amelia	Andretti	Jobber	Janis	Ghirlandaio	71	Ricardo	Rosana	Rao
4	Antonello	Annabella	Bagio	Julius	Joanna	Garibaldi	72	Sabino	Sabrina	Rizzo
5	Basilio	Barbara	Barzinni	Jonas	Julia	Lazzari	73	Sandro	Samanta	Rosetti
6	Benito	Beatrice	Baglioni	Juliano	Juliana	Leoni	74	Saulo	Sandra	Rosso
7	Bino	Bianca	Bonello	Lauro	Laura	Lombardo	75	Sergio	Selene	Rota
8	Bruno	Bruna	Brancaleone	Lazzaro	Lia	Leonidas	76	Severino	Serena	Sabattini
9	Cato	Camila	Camilleri	Leandro	Linda	Leonardo	77	Silvio	Silvia	Santini
10	Celso	Carla	Cauchi	Luigi	Luisa	Lobato	78	Socrate	Simone	Santoro
11	Ciro	Claudia	Chetcuti	Manfredo	Magdalena	Luccini	79	Stefano	Sofia	Spinelli
12	Costante	Cristina	Corleone	Magno	Manuela	Luca	80	Severo	Stella	Salvatore
13	Danilo	Dalila	Castello	Mario	Marianna	Macari	81	Tommi	Tabita	Stefano
14	Demetrio	Debora	Caprio	Michele	Monica	Mancini	82	Tonni	Tamara	Strozzi
15	Dino	Diana	Coppola	Narciso	Natalia	Marcello	83	Tito	Tarsilla	Teobaldi
16	Domini	Dora	Costa	Nero	Nicoletta	Marchesi	84	Tullio	Tea	Testori
17	Edimondo	Eliana	Cotomaccio	Nestor	Norma	Matarazzo	85	Taddeo	Telica	Tozzi
18	Edoardo	Elisa	Defendi	Nicco	Nina	Martini	86	Tarso	Teodora	Tremoniti
19	Ennio	Emanuelle	Donato	Olimpio	Ofelia	Medaglia	87	Teodoro	Teresa	Tamontina
20	Enzo	Estella	Danilo	Omar	Odette	Muzzetti	88	Telmo	Tullia	Torelli
21	Fabiano	Fabiola	Davide	Oscar	Olga	Mancini	89	Uberto	Ugolina	Tucci
22	Fabrizio	Fatima	Endizzi	Octavio	Otilia	Napolitano	90	Ugo	Ulfa	Ungaro
23	Ferdinando	Felicia	Eppolito	Paolo	Pamela	Negri	91	Ultimo	Uliva	Umberto
24	Francesco	Franca	Esposito	Patrizio	Paola	Neri	92	Ursino	Unna	Ufimo
25	Gaspare	Gabriella	Evangelisti	Pietro	Penelope	Nero	93	Valente	Valentina	Valente
26	Gianno	Gilda	Enzo	Primo	Priscilla	Ongaro	94	Valerio	Valeria	Vavoso
27	Gilberto	Graziella	Endo	Quarto	Quartilla	Otto	95	Vasco	Vanda	Venturini
28	Giuliano	Greta	Ferrari	Quasimodo	Quieta	Orsini	96	Virgilio	Vanessa	Verdicchio
29	Haroldo	Haline	Finetti	Quintino	Quel	Pacetti	97	Vito	Vittoria	Vieri
30	Hector	Heglia	Fiorentino	Quinzio	Quiteria	Paladino	98	Zefiro	Zabina	Vitali
31	Homero	Hitta	Fortunato	Remo	Rachelle	Pancamo	99	Zeno	Zelinda	Vitorio
32	Hugo	Homellia	Galilei	Roberto	Rebecca	Pellegrini	00	Zetico	Zoe	Zucchi
33	Icaro	Iolanda	Gasparini	Rocco	Regina	Petrelli				

APPENDIX III

Alternate Spell Lists

Spell lists for the Tilean schools of magic described in Chapter 5.

Astral College

Higher Understanding

Casting Number: 11

Casting Time: 1 minute

Duration: Once per 24 hours

Area of Effect: The caster

Ingredient: A pinch of pure phosphorus(+2)

Description: Using Azur to filter out emotions and distractions, the caster can focus on a single study or observational task. This spell allows for absolute concentration when regarding a problem, a calculation, or the observation of a natural phenomenon. This means that the next skill test is granted a +10 bonus for the solution of generic problems, a +20 bonus for mathematical calculations, and a +30 bonus for astronomical calculations. However, once the skill roll is made, all other skill tests have a -20 penalty. The wizard can cancel the spell at will to avoid this penalty.

Adverse Fate

Casting Number: 21

Casting Time: 1 minute

Duration: Once per 24 hours

Area of Effect: Within 1 kilometer

Ingredient: A pinch of stardust (+3)

Description: An enemy gets cursed. By manipulating Azur to interfere with all of the victim's actions, the wizard forces him to automatically fail a skill test, giving the worst possible result. When this spell is successfully cast, the wizard needs to specify to which action Adverse Fate will be applied (for example, when the enemy rolls to hit or to dodge in combat, etc.)

Aethiric Instability

Casting Number: 13

Casting Time: Half action

Duration: 1 round per Magic Characteristic

Area of Effect: Within 48 meters

Ingredient: A meteorite fragment (+2)

Description: Using Azur, the wizard interferes with a character's ability to manipulate the Winds of Magic. If the spell targets a magic user, regardless of his type, the first spell this character casts within the spell's duration fails. Dice need to be rolled anyways to determine Tzeentch's Curse.

Astral Light

Casting Number: 14

Casting Time: 2 full actions

Duration: 1 round per Magic Characteristic

Area of Effect: within 48 meters, large template

Ingredient: A stellar map (+2)

Description: This spell must be cast in areas touched by natural light. Everything under the large template becomes illuminated by a soft light, revealing all things or persons hidden in shadows, either naturally or magically

Meteorites

Casting Number: 19

Casting Time: Full action

Duration: Instantaneous

Area of Effect: Within 24 meters, small template

Ingredient: Fragment of meteoric iron (+2)

Description: Casting this spell while looking at the sky, the wizard calls down dust from the air, and aggregate this dust to form rocks, which will fall to the ground like miniature meteorites. Everyone under the large template will suffer a hit with Damage 4. Meteorites are not dodgeable.

Unfavorable Prediction

Casting Number: 13

Casting Time: Half action

Duration: 2 turns per Magic Characteristic

Area of Effect: within 24 meters

Ingredient: A fragment of a broken astronomical lens (+2)

Description: Manipulating Azur to interfere with a target's actions, the wizard forces him to reroll any successful skill test.

Accurate Vision

Casting Number: 7

Casting Time: Full action

Duration: 1 minute per Magic Characteristic

Area of Effect: The caster

Ingredient: A lens which has never been used (+1)

Description: Successfully casting this spell, the wizard is granted a significant bonus to his eyesight, doubling the distance at which he can see and spotting details with more clarity. This spell does not work with instruments but only with natural vision, and it gives a +20 bonus on all attempts to perceive things where the only factor is distance, or a +10 bonus where there are also other impediments, such as smoke or fog.

Astral Flight

Casting Number: 19

Casting Time: Full action

Duration: 1 minute per Magic Characteristic

Area of Effect: The caster, 100 meters

Ingredient: A Griffon's feather (+2)

Description: The astral body of the wizard separates from the physical one, barely visible like a ghost. He can project his astral body up to 100 meters with a Movement characteristic of 12, and see everything that is visible, but he can not interact

with material objects or speak. His physical body lies in a stasis state, and it is incapable of performing any action or perceiving his surroundings. The wizard can cancel the spell instantaneously.

Way of the Body

Forma Aquilae

Casting Number: 9

Casting Time: 2 full actions

Duration: 1 hour per Magic Characteristic

Area of Effect: The caster

Ingredient: an eagle's feather (+2)

Description: the wizard transforms his body (but not his clothes or other possessions) into an eagle. He gains all stats for a standard eagle but retains his Intelligence and WP. The spell can be terminated at will. If he suffers a wound, he must make a successful Hard (-20%) WP test to retain the eagle form.

Artus Ferinum

Casting Number: 8

Casting Time: Half action

Duration: 1 minute per Magic Characteristic

Area of Effect: The caster

Ingredient: A feline's claw (+1)

Description: Both arms change to resemble those of a wild beast. The hands grow long claws that cannot hold objects. These claws grant the Natural Weapons talent and count as having the Fast quality, giving a +20% bonus to WS and a SB+1 damage for the spell's duration. After that, the claws can be maintained with a successful WP test.

Brachii Flexibilis

Casting Number: 7

Casting Time: Half action

Duration: 1 minute per Magic Characteristic

Area of Effect: The caster

Ingredient: A rubber band (+1)

Description: Both arms become elastic, they can thin up to 2cm in diameter and stretch up to 1 meter per Magic Characteristic, and they can bend in all directions.

Centaurus

Casting Number: 17

Casting Time: 2 full actions

Duration: 1 hour per Magic Characteristic

Area of Effect: The caster

Ingredient: A piece of hide from a Centigor or Bull Centaur (+2)

Description: The wizard transforms his leg (but not his clothes, shoes or the other items he wears) into the body and legs of an equine, assuming the form of a centaur. He keeps his stats except for Movement which becomes the same as the chosen animal. The spell can be cancelled at will. If he suffers a wound, he must make a successful Hard (-20%) WP test to maintain this form.

Cutis Corium

Casting Number: 8

Casting Time: Half action

Duration: 1 minute per Magic Characteristic

Area of Effect: One subject (even the caster), contact

Ingredient: A piece of leather (+1)

Description: With this spell the skin becomes as hard as leather, giving 2 Armor Points in all locations, but these are not cumulative with other armour.

Corpore Sano

Casting Number: 8

Casting Time: Half action

Duration: Permanent

Area of Effect: One subject (even the caster), contact

Ingredient: A piece of gauze (+1)

Description: The wizard can heal the injured parts of a natural body; if the target is Heavily Wounded he recovers 1 Wound, otherwise he recovers a number of Wounds equal to the wizard's Magic Characteristic.

Excaecare

Casting Number: 13

Casting Time: Half action

Duration: 2 rounds per Magic Characteristic

Area of Effect: Single subject, contact

Ingredient: A fragment of smoked glass (+2)

Description: The wizard makes a touch attack versus a target, and the victim must pass a Toughness test or be blinded. A blind character has BS 0, and halves his WS and Ag (rounded down).

Figura Angelica

Casting Number: 26

Casting Time: 2 full actions

Duration: 1 hour

Area of Effect: The caster

Ingredient: A hippogriff's feather (+3)

Description: The wizard's shoulder blades erupt from his skin, and take the aspect of large bird's wings with feathers the colour of the wizard's choice. At the end of the transformation they are completely functional, allowing the wizard to fly with a Movement of 6. The spell can be terminated at will. If he suffers a wound, he must make a successful Hard (-20%) WP test to keep this form.

Liquefacio Articulis

Casting Number: 12

Casting Time: Half action

Duration: 2 rounds per Magic Characteristic

Area of Effect: Single subject, contact

Ingredient: A shard of bone from an arthritic (+2)

Description: The wizard can modify the bone structure of the joints of a touched limb, temporarily locking them into position. The victim can take a Challenging (-10%) Toughness test to resist the spell, if he fails the limb will be completely useless for the spells duration.

Mors Simulata

Casting Number: 21

Casting Time: 2 full actions

Duration: 1 day per Magic Characteristic

Area of Effect: One subject (even the caster), contact

Ingredient: A piece of cloth from a wraith (+3)

Description: With this spell the wizard makes a person appear dead. The heart barely beats, breathing is imperceptible and the body looks dead in everyway. The subject retains his ability to hear, but otherwise can do nothing. An unwilling target can resist this spell with a successful WP test. The spell can be cancelled by the caster at will.

Permutatio

Casting Number: 11

Casting Time: 2 full actions

Duration: 10 minutes per Magic Characteristic

Area of Effect: The caster

Ingredient: Mandrake root (+1)

Description: The wizard can modify the shape of his body. The aspect must be humanoid, and his mass and general characteristics are unchanged: he can't add limbs, wings or similar. Small modifications are possible, such as a non-prehensile tail, horns, and hooves or similar. However, in this case he suffers a penalty of -5% to his Agility for every addition to his body. The wizard can take the form of a specific target with +2 to the Casting Number of the spell which becomes +4 if the wizard is unfamiliar with the target (has never met him, has a poor portrait of him). He cannot modify his voice, but he can try to imitate his targets.

Recupero Sanitatem

Casting Number: 9

Casting Time: Full action

Duration: 1 minute per Magic Characteristic

Area of Effect: One subject (even the caster), contact

Ingredient: A piece of willow bark (+1)

Description: The wizard lays his hand on a subject and removes all the symptoms of diseases from him, but not the disease itself. This spell can be used only once for each disease.

Vis Corporis

Casting Number: 10

Casting Time: Full action

Duration: 1 minute per Magic Characteristic

Area of Effect: One subject (even the caster), contact

Ingredient: Iron filings (+1)

Description: The character temporarily gains +10% to his Strength and Toughness, and +2 Wounds. If during the duration of the spell the subject suffers any wound, these are first applied to the additional wounds.

Way of the Mind

Absentia Mentis

Casting Number: 13

Casting Time: Full action

Duration: 1 round per Magic Characteristic

Area of Effect: Single subject, contact

Ingredient: A piece of a madman's brain (+2)

Description: The target of this spell must pass a Willpower test or be stunned, rendered incapable of taking any action. In combat he will be considered helpless.

Fascinatio

Casting Number: 15

Casting Time: 2 full actions

Duration: Until caster out of sight (see description), up to 5 minutes per Magic Characteristic

Area of Effect: Single subject, within 24 meters

Ingredient: A drop of a madman's cerebral liquid (+2)

Description: The caster influences his target's mind. The victim can resist with a successful WP test. If he fails, as long as the wizard is within his sight he will consider him extremely attractive, trustworthy and his best friend. He will obey requests from the caster, although those that are go against his natural inclinations will allow him to make another WP test to break the spell, with a difficulty modifier dependent on the type of request. If the wizard is attacked, the subject will try to defend him.

Fortitudo Mentalis

Casting Number: 9

Casting Time: Half action

Duration: 1 round per Magic Characteristic

Area of Effect: Single subject, even the caster, contact

Ingredient: Iron powder (+1)

Description: The target of the spell is granted a bonus of +20% to his WP; at the beginning of his next turn he can also reroll any WP test he has failed within the last round, such as Fear or Terror tests, unless the failed test has already caused a permanent effect. It can also be used offensively, reducing a target's WP by -20% and forcing him to reroll any successful WP test.

Interioris Sanatio

Casting Number: 18

Casting Time: 1 minute (minimum, see description)

Duration: Permanent

Area of Effect: One subject (even the caster), contact

Ingredient: A unicorn's horn (+2)

Description: This spell soothes any mental illness, and the subject will see his mental problems with clarity. After an adequate time, determined by the GM, in which the target has to remain in contact with the caster, he can try to remove Insanity Points from his characteristics. He must take a WP test every minute, and he removes an Insanity Point for every successful test. He can continue doing so until he fails a test, until he has no more Insanity Points, or until the wizard decides to end the spell. With three or more degrees of failure, both the subject and the caster gain an IP and the spell ends. The wizard must roll to cast this spell again every 5 minutes in order to maintain it.

Perturbatio

Casting Number: 9

Casting Time: Half action

Duration: 1 round per Magic Characteristic

Area of Effect: Single subject on sight

Ingredient: Aluminium powder (+1)

Description: The target of the spell must take a WP test, if

the test fails he will become confused and suffer a -20% penalty to all actions.

Pensiero Telepatico

Casting Number: 15

Casting Time: Half action

Duration: Instantaneous

Area of Effect: Single subject, 10 kilometers

Ingredient: A wire of pure copper (+2)

Description: The caster can send his thoughts to a subject he knows. The receiver must pass an Intelligence test, modified by the degree of acquaintance with the mentalist (Very Easy if close friend, Very Hard if met only a few times), to understand the message. If the test is failed, the subject receives only fleeting and meaningless images.

Perceptio Distortam

Casting Number: 12

Casting Time: Full action

Duration: 1 round per Magic Characteristic

Area of Effect: Within 24 meters, large template

Ingredient: A dark grey piece of cloth (+2)

Description: The caster appears to merge with his surroundings, becoming for all purposes invisible to those influenced by the spell. Only a Challenging (-10%) Intelligence test allows someone to spot a shadow where the mentalist is.

Rivisitatio Tempori

Casting Number: 9

Casting Time: 2 full actions

Duration: 1 hour

Area of Effect: The caster

Ingredient: A grain of pure salt (+1)

Description: The caster searches his deepest thoughts, allowing him to recall events which occurred within the past 24 hours and analyze them further with an Intelligence test, gaining a +10% bonus for each point of the casters Magic Characteristic. Enabling him to remember minor details overlooked at the time or subtle nuances to previous conversations.

Salus Infirmorum

Casting Number: 11

Casting Time: Full action

Duration: Instantaneous

Area of Effect: The caster

Ingredient: Healing potion (+2)

Description: The caster manipulates the Aethir, focusing it on his physical ailments, allowing him to heal 1 Wound for each point of his Magic Characteristic, and preventing potential infections but not an existing infection or disease.

Scutum Aethiricus

Casting Number: 17

Casting Time: Full action

Duration: 1 round, extendable

Area of Effect: Large template centred on the caster

Ingredient: A perfect crystal sphere (+2)

Description: The caster thickens the Aethir to create a

physical, transparent barrier the diameter of the large template that forms a dome centred over the wizard. This barrier has a WP stat equal to the casters WP plus and additional 5% for each point in his Magic Characteristic and a Toughness equal to twenty times his Magic Characteristic and Wounds equal to double the wizard's maximum wounds. The sphere is immobile after casting. Physically and Magical attacks cannot go through the barrier but can target the barrier directly to damage it. Other effects such as fear, intimidate or non-damaging spells directed at targets inside the barrier use the barriers characteristics to determine the effects. After it is created, the barrier can be maintained by a half action, by passing a WP test. The remaining half action cannot be magical. If the shield is destroyed the wizard loses 1 Wound and must make a WP test or receive 1 Insanity Point.

Attacks from within the barrier to outside it are not affected and apply as normal but GM's may wish to house-rule critical failures strike the barrier and cause damage

Trasportium Aethiricus

Casting Number: 7

Casting Time: Full action

Duration: 1 Round

Area of Effect: Single object within sight

Ingredient: Bird feather (+1)

Description: The mentalist can use Aethir to move objects with his mind. The object's Encumbrance must be under 50, doubling for each point in the casters Magic Characteristic. The object can be moved 1 yard for each point of the caster's Magic Characteristic.