

Credits

Part 1

Chapters 1 - Land and its People - Michael Dowling
 Chapter 2 - People of Tilea - Michael Dowling
 Chapter 3 - History – Steven Lewis
 Chapter 4 - Religion – Jerzy Śmiałek and Rick Wolf
 Chapter 5 - Magic – Jerzy Śmiałek
 Chapter 6- Politics – Alexander Bateman

Part 2

Chapter 7 – Luccini
 Chapter 8 – Verezzo
 Chapter 9 – Remas
 Chapter 10 – Other Locations:
 Written by Alexander Bateman and Michael Dowling.

Gazetteers compiled with the aid of WFRP.it and Mad Alfred and Dwarves: Stone and Steel
 Map compiled by Antonio Baro, Based on originals by Andreas Blicher and Games Workshop

Part 3

Chapter 11 - Playing a Tilean – Michael Dowling
 Chapter 12 - Tilean Careers – Mikko Savolainen
 Chapter 13 - Diplomat Relations – Willem Ritter
 Chapter 14 - Adventuring in Tilea – Willem Ritter

Appendixes

Appendix I - Replacement Origins Table – Michael Dowling
 Appendix II - Tilean Names Table - Johannes Antonius Wiegerinck
 Appendix III - Alternate Spell Lists - Antonio Baro, Nicola Zanetti

Project Lead – Michael Dowling

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Editors and proof readers of the WFRP Tilea Project:

Alexander Bateman, Dave Graffam, Mike Congreve, Cedric Mapenburg, The Liber Fanatica team (Jude Hornborg, Henrik Grönberg, Wim van Gruisen), Jon Webb, Roy Isaac Johnson, Matthew Paisie, Mikko Savolainen

Contributions and help from:

WFRP.it (DottWatson, Daniele Castagnino), Jerzy Śmiałek, Antonio Baro, Daniel Karpinski, Jakub ‘paskud’ Redys and all of the feedback and ideas inspired by the members of the Official and Unofficial WFRP Forums both past and present.

Questions regarding this project can be directed to tilea.project@googlemail.com posted on the Official FFG forums or on www.strike-to-stun.net.

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INTRODUCTION

Welcome to the Tilea Project. This endeavour began over a year ago when Black Industries shut down and it's been quite a ride. Our brief and our intention was to collate the scanty knowledge of Tilea in the Warhammer world and to supplement that information into a book that any WFRP fan could use. I believe we've done this, but it's not been without its complications. For instance, it was particularly difficult to nail down the timeline of Tilea's history as there were only scattered references in various Warhammer publications. We've expanded somewhat on the available lore, partly because there was little consistency to it. We hope that you find our version of Tilea to be your liking. For me, this has been a major challenge and it has played a big part in my life over the last year. I have learnt more about the real Italy and the history of the area than can possibly be healthy but it has certainly been worth it.

I'd like to thank everyone who contributed to this project. It wouldn't have gone anywhere without them. Most especially I would like to thank Alexander J. Bateman for his incredible memory when it comes to Warhammer canon, Jude Hornborg for his tireless editing and hammering of the project into shape and the Liber Fanatica team as a whole for allowing us not just a place to discuss the project but access to some very useful resources.

Michael Dowling, Project Manager



The Duel

With a laugh, head was parted from shoulders and Harkon, the mad border prince, advanced through the streets of the small town. Tucked between two spurs of the Apuccini Mountains, it was sheltered from the worst of the weather and all but the most determined of raiding parties. Harkon and his men had chosen this place because of its challenges, but again they had been let down. The defenders here were weak. The plunder would have to be satisfaction enough. The prince's warriors split up into small groups to chase the town's scattering guards, and the place became a fiery playground of blood, fear and the thrill of murder.

Harkon waded alone into the armed militiamen before him, sweeping his axe left and right in a grim harvest. He cut and hacked at all that were in his path. There were children and women among them, and these he slaughtered cruelly.

He cleaved through a halberdier, the body parts landing with wet thuds on the cobbled road. A few terrified folk could be seen fleeing from him, already far down the street. Harkon bellowed, spittle flying from his lips. Suddenly he went silent and wrinkled his brow. Just below his eyeline, in the vicinity of his armoured shoulder, there was a glint of orange light. A metal object there, reflecting

a burning building at the end of the road. Looking down, he was startled to find a stiletto embedded deep in the flesh of his arm. Now where had that come from? He plucked it out and tossed it into the pile of corpses. Who had dared to throw a knife at him?

A poisoned knife, no less! His wounded arm was beginning to tingle. The numbness around the gash was giving way to burning and itching. He ignored his discomfort as he stalked around the corner of the nearest house looking for vengeance. What he found was a man in brightly coloured garb and a long cloak. He was an olive-skinned native, sneering as though he enjoyed the sport of battle as much as Harkon. They stood facing each other less than ten yards apart in the moonlit alley.

The warrior prince cursed in his own tongue. The Tilean did the same, taunting him. He held only a knife, weaving it elegantly in the air. Harkon raised his blood-spattered axe and made a rumble in his throat. In a rage, Harkon leapt forward. Before his second step he was stopped by a streak of pain. An arrow or bolt — it didn't matter which — had ripped into his back. A sneak attack! His lungs were filling with fluid and he felt himself losing strength to the poison and this new deep injury. Harkon was more disappointed than angry. He should have expected as much from these lazy people. He fell finally, the prized axe slipping from his fingers that seemed reluctant to let go, even in death.

From a shadowed door leapt another figure. She was nimble and beautiful, her diamond-quilted dress short enough to be practical and flirtatious all at once. In one hand she carried a small crossbow, a repeater fitted with a boxy magazine and a quick-loading mechanism. She stepped through the morbid scene, over rent bodies, shattered poles and halberds, until she stood over the slain brute. The man spoke to her. "What do you say, Isabella? Should we just split the valuables? We could avoid a fight." His tone was mocking, not conciliatory. It was all part of the dance. Isabella, who had waited too long for this moment, had another idea. "I'd prefer to kill you and take it all for myself, Carlo." "Whatever you desire," said the dapper man. "You know it's only customary that I offer a diplomatic solution to our prior disagreement, which was so unceremoniously interrupted." Isabella offered him a patronising smile. It was one that told him she would not be talked out of a fight.

They both made themselves comfortable in their stances, loosening the laces on their collars before drawing swords and left-hand daggers. As they prepared themselves, they prayed softly to their gods. "Ready?" Isabella asked. "Make your move." And so she advanced, her fencing blade held out before her. As they closed into fighting range, she feinted low to one side. Carlo knew she would try this. He held his ground, thrusting his dagger where he guessed she intended to go. Fabric ripped. Isabella spun, tucking her arms in close. Her opponent took one step back and held both weapons ready to parry. As Isabella completed her spin, the four blades struck. For a moment the duellists were locked together, their legs entangled. Soon they'd be grappling on the ground, where Carlo would have an advantage in strength. He kicked her legs out from beneath her, wasting no time. She gave way easier than he predicted, falling backward onto her rump. But Carlo, off-balance and with momentum pushing him toward his rival, found himself pierced in the throat and gut. His own weight pressed him down on the steel blades.

He gurgled as Isabella shoved him over onto his side, freeing herself. She withdrew her weapons and let him bleed for a moment. His eyes were bulging and he worked his mouth like a fish. Isabella raised herself and breathed in the night air. Dying Carlo was trying to say something but his mouth was full of blood. She understood anyway. End it quickly, he asked, for honour's sake. So she sought out the prince's axe to finish the duel. It seemed a fitting way to share her victory. When its work was done, she returned it to its owner. She was no thief; she'd not earned this prince's weapon.

Though she lived like a thief, stealing lives and taking advantage of those who took dangerous roads, the work had always been about something else. Her twisted sense of pride didn't stop her from adding Carlo's rather excellent sword to her own collection, however. Before daybreak, when the fires of the gutted town had died and the prince's marauding company had found his body, Isabella had moved on toward other hunting grounds. Cresting a hill, the morning light warming her, Isabella turned to see the mauve mist hanging over the town nestled in its valley.

She felt somehow attached to the place, as though she'd left something behind. There were fresh blazes in the streets, new plumes of wood smoke rising through the dawn rays. She could see that her life was not too different from those of the savage invaders and yet in her heart she would rather that the town remain Tilean. She counted the bolts in her crossbow's magazine and in the quiver she carried. She tested the draw speed of her knives and swords.

With a salute to the sun, she strode back into the valley to reclaim a part of her home.



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CHAPTER 1: THE LAND

“You Imperials think us weak, but you’re just fools who assume your nobility without question. In Tilea only the strongest and most cunning rule. Not through blood, but through skill alone is power won.” – **Lucrezia Belladonna, Ruler of Pavona**

The ancient land of Tilea lies to the south of the Empire, far from the taint of Chaos. It is a warm and hospitable land of plains and rolling hills. Ages-old villages and farms lay scattered throughout the countryside, many of them having changed little over the millennia. The nation is circled by mountain ranges, and for this reason Tilea is thought by its neighbors to be a place of safety and comfort, populated by soft and decadent people accustomed to easy living.

But they are wrong. In the depths of the Blighted Marshes the Skaven twitter and screech while plotting the downfall of the city-states. Dark Elves pounce on Tilea’s coastal communities in lightning raids launched from the seas. In the mountains and deep forests lurk Greenskin races and countless other species of evil. Of course the deadliest threat in Tilea is humanity itself. Merchants vie for the riches of trade as titled princes shout over each other for governing power. Pirates raid villages and attack galleons everywhere in this region. In the north, nobles of Bretonnia and the Empire plot to seize control of Tilea’s land and wealth for themselves.

All the while the worshippers of the many gods tempt to seduce the souls of humankind.

Despite this constant struggle, the people of Tilea are highly social. At the crossroads of the Old World, Tileans are comfortable among strangers and form fast friendships with no promise of lasting. This contributes to its reputation as a mercenary culture well aware that every person has both a price and something to trade. As a society, Tileans do not hide from the dark secrets of Chaos or deny that the Skaven lurk under the floorboards, and are willing to acknowledge any god who may aid them.

Principal Geography

Tilea e divisio e tre parte. “Tilea is divided into three parts” begins the *Bellona Myrmidia* and so it remains.

The western arc of Tilea ends at the Abasko Mountains, beyond which are the fractured Estalian Kingdoms. While the mountains continue down the flank of Estalia from here, down towards the sea, forming a rugged landscape with few places for settlement.

The coast here is choked by a vast island chain known as the Thousand Islas, a treacherous zone of uninhabited islets and sharp reefs that have never been fully charted. These rocky islands have sheltered bays and coves where vessels may seek refuge from a pursuer or bad weather.

Even taking one of the better-known lanes through these waters may test a sailor’s nerve, as they may face swirling currents, rapid shifts in wind direction, mirages and fast moving thunderstorms. The southernmost point of the Thousand

Islas is known as Fools’ Point, a craggy haven for seagulls and little else. Western Tileans are typically wary of strangers and acknowledge no prince or city-state as ruler. They are content to live simply as fishermen or keep herds of goats in green valleys high in the mountains. Many have reputations as cheats and conspirators who rob from caravans moving through the mountain trails. This has done little to improve relations with the Estalians, who view themselves as rivals with the Tileans as heirs to the ancient but short-lived Roman Empire. There is little industry, and while the Abaskos are thought to be rich in copper, most of the easily reached veins were mined out long ago. The city of Tobaro is a vital trading center in this region, being a seaport within a few days’ travel of nearly every other Tilean city-state, as well as having links to the Estalian mainland by way of the Tramoto Pass. The pass is a steep-sided canyon carved by the River Eboro, which has its source in the Irrana Mountains but cuts straight through the Abaskos on its way to the Tilean Sea. Both the Tileans and Estalians have invested in bridgeworks and walled camps for travelers along this route. However, these are as likely as not to be held by brigands and highwaymen.

To the north, the swollen delta of the Blighted Marshes juts into the Tilean Sea like a cancerous growth. This low territory collects up hundreds of streams running down the slopes of the Irrana Mountains, many of which feed into the brackish plodding waters of the River Bercelli. No human willingly visits this dismal bog, for there’s nothing of value in its stinking expanse of fetid pools and marsh weeds. The trees here are few and sickly, and creatures unmentionable writhe in the shallows, curling their limbs into the roots where they can hide and await the passage of something meaty.

Somewhere in the west of the Blighted Marshes is the mythical city of Skavenblight. The wicked rat-things that breed within its filthy tunnels are the stuff of nightmares and dark tales throughout Tilea. What the Skaven do in there isn’t well understood, but their influence stretches further than any human would dare imagine. Though usually content to work in secret, these twisted creatures sometimes pile into crude boats to conduct raids at sea, or climb up through the sewers into a city at night when they can abduct sleepers straight from their beds. The fates of these kidnap victims aren’t clear, but it’s believed that many are sold as slaves while the rest are subjected to horrifying experiments in the warrens of Skavenblight.

The broad arch of the Tilean horseshoe stretches away to the east of the Blighted Marshes, curving south into a broad peninsula. This landmass is what many foreigners equate with the whole of Tilea, being a continuous geographic feature reaching out from the Old World toward Araby across the Great Ocean.

The region hosts a variety of environments, with ragged mountains along its northern and eastern borders, wooded foothills and fertile river valleys, dry plains and sandy beaches.

Surrounding the Golfo di Miragliano and running south

along the Tilean Sea is a hilly country divided into acres of farmland and fallow fields, with pockets of cypress trees standing amongst them like great assemblies of pikemen. Groves of olive trees cling to the hills, their tenders living in mud brick houses with tiled terracotta roofs. These are in turn watched over by the fortified manors and villas of the nobility, whose private armies are sometimes called upon to defend against Orc raids launched from the Vaults. As the primary land route to Bretonnia, the Nuvolone Pass is very well policed and kept open throughout most of the year by patrols of mounted crossbowmen. The spine of the Apuccini Mountains forms a barrier between Tilea and the Border Princes. Nestled against the western slopes of the Apuccinis is the Tettoverde Wood, an alder forest filling a triangle of land formed by the rivers Cristallo and Bellagio. In the autumn, this forest turns fiery red and temporarily earns the nickname Tettorosso, a term that can easily confuse the unwary voyager. These woods are important landmark for those taking the Via Nano, a road that may be older than the Reman Empire and one that has been part of the spice and silk trade for a thousand years or more. When leaving Tilea along this stony path, travelers must ford the Bellagio near the last southern stands of the Tettoverde before twisting up the slopes of the Apuccinis on their way to the Border Princes. The Via Nano is among the most dangerous roads in all of Tilea, with countless blind turns and high cliffs giving ambushers every advantage. Mercenary companies based around Trantio offer their protective services for a high price, knowing the value of the cargoes that move through here.

Further south are the Trantine Hills, a favourite site for armed companies on mock manoeuvres and as a mutually accepted battlefield for rival city-states. The hills are covered in dry grass and are roamed by herds of wild horses and long-horn cattle. An important part of any Tilean soldier's training is learning to capture mustangs and wrangle cows, as well as avoiding the wrath of angry bulls. Reflexes are sharpened in these duels of man against beast, along with a respect for the power of nature but also a confidence in one's ability to command it.

Clusters of grey elms mark one's approach to the lower reaches of the Tilean peninsula, where sea breezes bring cool air and moisture to a land sometimes parched by long summer days. Fed by the mineral-rich waters of the rivers Remo and Riati, the central coastline and croplands yield olives, grapes, cheese and meats of good quality. Wine and olive oil are pro-

duced in such quantities that a number of merchant families in the port cities of Remas and Luccini have entire fleets dedicated to exporting them. As with other areas of Tilea, the working classes owe their lives to local princes, but here there is greater wealth and more powerful factions than found anywhere else in this land. The prosperity of this region is partly to blame for the inability of any one leader to gain strength, as there are simply too many interested parties with too great a stake in the area's politics and economy.

In southernmost Tilea the Apuccini Mountains give way to hills. These are at last swallowed by the Sussurrio Wood, the murmuring forest. Local legends maintain that the woods spread from Elven burial mounds placed there millennia ago, and that their spirits and ghosts live within the trees. Most who have explored this forest report voices and odd sensations, and very often lose their ways. Some swear that fairies and gnomes play at magic and weave dreams within the Sussurrio.

At the end of this arm of the horseshoe is the arid Plain of Luccini, a rocky waste tufted with wheat grass not worth the trouble of harvesting. Most Tileans avoid it, staying close to the shore if they must make a journey between the city of Luccini and the town of Monte Castello on the Black Gulf. The coastal settlements along this road face the waterway known as Pirate's Current, and the rogue's island haven of Sartosa across the channel. The attitude of many Tileans in this region is guarded, since they are particularly vulnerable to attacks from border princes, Dark Elves raiders and other seaborne enemies.

The Sea

"I spent my days as a child crammed with my six brothers in the filth of a Reman basement. Is it any wonder the freedom of the sea called to me?" – **Bella di Manaan, Pirate Princess**

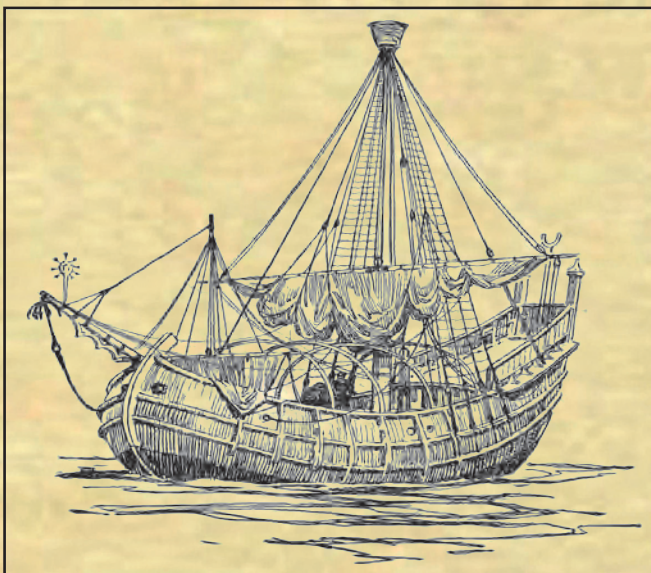
"Nothin' but fish guts and wood bits in some of those little villages. Wouldn't surprise me if they made their beer out of it, judging from the taste." – **Grimwold Thundershanks, Dwarf Mercenary**

The Tilean Sea is a wide channel of generally calm waters that divides Tilea into its three regions. This warm and shallow sea is beautiful to the eye, and the subject of much Tilean artwork and lore. Its glasslike surface is to be feared as much as admired, as this means light winds and long delays for sailors. At its worst, it requires rowing a heavy ship for hundreds of miles to shore, a slavish task certain to lower morale.

These are crowded waters. Traders from all over the known world visit Tilea, and traffic is heaviest between the city-states of Remas and Luccini. Merchant convoys and their armed escorts arrive daily, stopping at a favourite port city to quickly refit before heading back onto the open sea. Except in the most remote corners of the Tilean Sea, it is expected that another ship will be spied every few hours, day or night. All good captains employ an expert spotter who can tell the difference between an innocent trading vessel and a pirate that's only masquerading as one.

At its northern terminus, the headland of the Blighted Marshes divides the Tilean Sea into two bays. Both are important to the sea trade and present unique dangers. Tilean harbour pilots have mastered the art of extortion in these bays, sometimes intentionally grounding a fat trading vessel where raiders can easily take it.

To the west is the Golfo di Fodore, where jagged rocks hide just below the waters. It is most treacherous along the Estalian side where rough waters and sheer granite cliffs may claim



unlucky ships. The sailors of nearby Tobaró have made an art of navigating these hazards, but they form an effective barrier against pirates and help to reduce the effect of storm surges.

To the east of the Blighted Marshes is the Golfo di Miragliano, also called the Golfo di Pearls. This is a dark and muddy bay mined with sandbars that shift daily. This brackish sea often floods the port of Miragliano and its famous canals during high tide.

The coastlines of eastern Tilea are typically sandy or rocky beaches that stretch for unbroken miles to the Black Gulf. This gulf separates Tilea from the Border Princes and the Badlands, lawless regions where the fight for supremacy is waged by desperate factions loyal only to their avarice. Here the southwestern reaches of the Tilean Sea blend into the Bay of Wrecks and the Lagoon of Tears. This is the gateway to the Dwarfhold of

Barak Varr and the key to dominating trade from far Ind and mysterious Cathay.

Much of the bounty of the sea ends up on dinner plates. The harvesting of mussels, clams, crabs and shrimp forms the livelihood of many Tileans. Tuna fish, anchovies and mackerel are other important seafoods caught in this region.

The Mountains

Tilea is framed and protected by its mountains. They are roamed by red deer and long-haired goats as well as the wranglers, hunters and herders who make their livelihoods from them. As with all of the Old World's mountains, they are also plagued with Orcs, Giants, Ogres and many frightening beasts besides. Travellers through this land are warned to stay on guard.

The snow-capped peaks of the Irrana and Abasko Mountains make up much of western Tilea. This is a bleak but beautiful area peppered with lonely villages and monasteries, with few roads and mountain passes. It is much beloved by priests and other seekers of enlightenment as a place where one may commune with the gods while hiking and climbing its craggy features.

The Irranas form Tilea's northwest border. As one travels east, these mountains become increasingly jagged and uneven, their peaks seeming to lean toward one another. These are the Vaults, a jumbled and mist-shrouded region of deep valleys and impossible heights formed from the collision of three different mountain ranges. It is named for the sensation one gets while in one of the troughs, the walls on either side rising so



steeply that only a bare strip of the sky may be visible. These

mountains are the domain of the Dwarfs of Karak Grom. The only humans who live here to compete with them are the desperate, the outcast and the shunned.

The Apuccini Mountains form the eastern border of this land. Through them are several passes to the Border Princes, and most of the smaller settlements of eastern Tilea can be found along the roads. Life for these villagers has improved only because of increased settlement in the Border Princes, drawing away raiding Orc warbands while bringing additional wealth as an important trade corridor.

Separating the two most significant passes through the Apuccinis are the Trantine Hills. The villages along the fringes of these hills are renowned for their wines and the quality of their beef taken from white cattle rumoured to have been left behind by Elves in centuries past. The region sees frequent wars between Trantio and Pavona, and occasionally between the great cities of Lucchini, Remas and Verezzo. Orcs and bandits also lay claim to these hills and sometimes pour into the lowlands to take what they want and burn the rest, so when the princes' armies aren't fighting one another they're defending the Trantines from marauders.

The Plains

"I know it must sound crazy, but it's safer to travel at night. If there were trees or gullies out here we'd be able to make progress under the sun. But you've seen what it's like, and you know we're too easy to spot. Did you see those crossbows they had? If we're anywhere between them and the horizon, they'll spot us and be bearing down on us before we know it. So I don't care if it's too hot or too bright for you. If you're not going to sleep, don't complain to me. My job is to keep you alive, not keep you comfortable or well-rested." – **Pietro, Outrider Formerly with the Sun-and-Spear Mounted Company**

"Nice wide fields, could almost pretend I'm back on the steppe if it wasn't for the svolich heat." – **Boris Chzov, Kislev Horse Archer**

The eastern arm of Tilea is a broad swathe of land that is known to be exceptionally dry, where tenacious olive trees cling to life amidst fields of brown grass baking in the sun. It is good territory for training infantry and mercenaries, and there are often companies of pikemen or cavalry practicing maneuvers on this level terrain, kicking up dust. Beyond this martial function, it is hard land to subsist on at the best of times. The Tilean inland is also claimed by rogue fighting units from one of the city-states, intrepid Border Princes in a little over their heads and disorganized Goblin clans looking for easy targets.

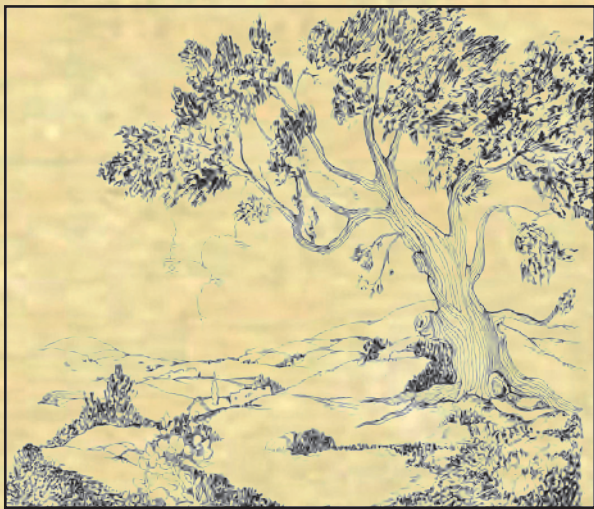
Heat lightning can spark fiery maelstroms in the arid lowlands that may burn out of control for weeks. The smoke from these fires covers southern Tilea with a pale haze through autumn, turning the sun red and washing the atmosphere in a rose light. With each wildfire a fresh layer of dust is laid down over this parched earth. In the aftermath are landscapes turned to charcoal, sometimes stretching from the sea to the mountains. It takes surprisingly little time for these blackened lands to recover, but of course there wasn't very much there to begin with.

Along the Tilean Sea's more hospitable eastern seaboard are soils supplied with rich silt from the many streams and rivers that flow down from the Trantine Hills. Most of Tilea's population lives in this patchwork of vineyards and farms yielding an abundance of cereals, fruits, cheeses, salt, garlic and native

seasonings. The southeast has less variety, being primarily wheat fields, poultry farms and goat herds.

Roads first laid down in ancient times cross the plains, and travellers along these arteries will pass marble tombs and ruined monuments to a dead culture. Some stretches of these paths are well-maintained by locals, but most have fallen into disrepair and are useful only as guides. Horses and carts are more likely to travel along the sides of the crumbling stone-work tracks, counting the carved milestones that still mark the way as they did for the Reman Empire.

For many villages of central Tilea it has become a tradition to bury the dead in cairns made of broken rocks taken from roads. This habit has resulted in graveyards that lie along unpaved trails stripped bare of their cobblestones. Indeed, it's unlucky for a Tilean graveyard to be approached by a paved



road, a superstition taken to such an extent that some villagers will clear the cobbles for miles if there is a grave anywhere within sight of it. These sudden disappearing roadways have gotten many a foreigner lost, while the natives see this as a good way to frustrate would-be raiders.

Climate

“With this warm weather and the shimmering blue sea, I’m constantly reminded of the old days. It’s truly a pleasure to visit.” – Eldrad Half-light, Dark Elf Corsair

“As the story goes, the fisherman gets trapped in a fog, going this way and that trying to find his way out, never seeing the sun and losing track of time. There’s no end to it. He starts to think he should have reached the end of the world by now. He goes insane. He decides he’s going to jump overboard and so he puts a weight round his neck. Splash! In he goes! And as he’s being dragged under, he sees the water get brighter and brighter. Then he realises the sun’s come out, and as the fog lifts he can see that the boat has drifted back into the harbour, but it’s too late. The last thing he sees are the barnacled piers of his home port and a dozen skeletons in the sand below, weights round their necks.” – Lorenzo Parma, Fisherman

Tilea has a mild but arid climate, the temperature generally warm and not varying greatly between north and south. In all seasons but summer it is usual for a heavy morning overcast along the coasts. A warm reeking mist hangs around the Blighted Marshes and thick woodsmoke drifts through the streets of every city-state. But no matter where one goes, there is a whiff of salt ocean air.

The western and northern arms of Tilea receive a fair share

of rainfall as clouds blowing in from the Tilean Sea and Great Ocean burst when they reach the mountains. The eastern plains of the region are quite dry, with brief rain showers in early spring and autumn but rarely at any other time. In the winter, fogs roll in off the sea. Some of these can be of legendary height or speed, or last for days.

During the coldest months light snow falls in the higher elevations and in some parts of the north. As the year grows warmer, the very rich will hire expeditions to bring ice down from the mountain peaks to satisfy the novel luxury of a cold drink in the city-states. At the height of summer the entire land swelters under a heat wave, affecting the far south and the plain of Luccini particularly. These dry spells have been responsible for famines lasting years, and in some parts of Tilea it seems as though the lean times only improve just before another drought.

Every few years, a high storm-wind that the Tileans call il Scirocco arrives from the south, bringing with it dust from the furthest reaches of Araby that clogs the lungs of anyone caught

in its wake. Many a Tilean carries a lifelong hacking cough as a result of breathing in the foul air of il Scirocco.

The Cities

“I’ve been to Altdorf and thought that was big. I’ve seen the size of Marienburg. But they ain’t nothing compared to Remas, not in size and certainly not in stink.” – Gunther Haarkonen, Emp ire Merchant

“It’s not that big, although the locals would certainly have you believe otherwise.” – Juan-Manuel Esteben, Estalian Caravan Leader

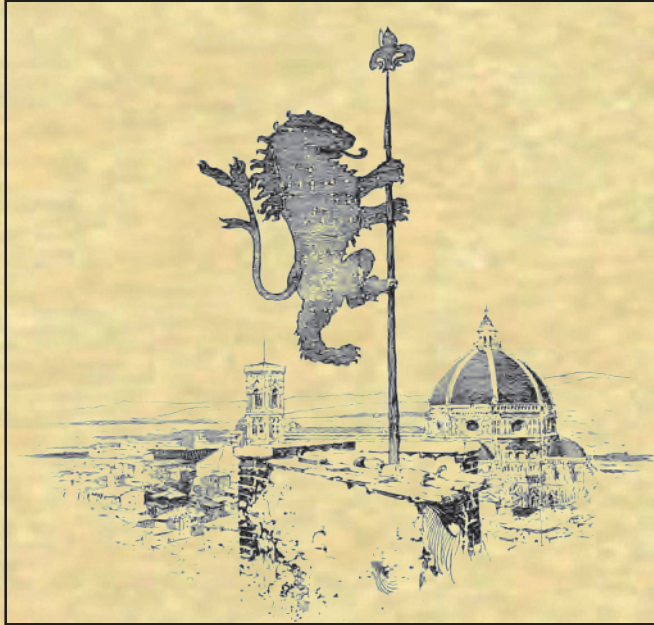
“There’s nothing so magnificent as a Tilean city. Remas is so expansive, on one will ever be able to learn its every street. Luccini has more shrines than any other city in the Old World. The odour of Miragliano is the most powerful and distinctive in all the world. Whatever we do, we do it bigger and better than anyone else. So that smell that you’re complaining about? You’ll remember it when you go back home and you will judge all other stinks by it, I promise you.” – Enrico Bassilica, Tilean Mercenary

Whether or not they are aware of it, every Tilean community large or small is governed by one of the mighty city-states. These cramped centres of commerce are where the most powerful and wealthy princes have gathered, imposing their right to collect taxes and raise armies to defend themselves from their rivals. The struggle between the city-states is an ever changing dance of influence and territorial claims, frequently settled by military engagements but just as often by posturing, bribery and ransoms.

Because of this arrangement, politics plays an enormous role in the lives of most Tileans, though most will have no voice in it. Conscription and rationing are common, but it’s accepted as a temporary sacrifice to ensure long term survival. After all, “the call of the city is the order of the state,” or so the princes assert in their courts. But things are not as despotic as one might expect, and vil lages along the borders between two states may choose to join either. It serves each prince to be agreeable as well as ambitious, as Tileans have a strong sense of pride and they will only follow those that they trust and respect.

One cannot forget that Tilea has been inhabited for more than four thousand years, existing in much the same state as it

is in today. Powers may change hand or natural disasters may empty a region of its entire populace, only later to be resettled and rebuilt using the same stone blocks hewn by bronze axes in ancient times. Thus the typical Tilean settlement is composed of buildings of various styles but with walls of a mottled grey, lichen-crusted colour. Even the roof tiles are likely to be grey, made from slate that's found all along the coast and in great deposits that rise out of the plains. Only in the larger towns and cities is there a trend to whitewash walls and furnish houses with red clay tile roofs. Still, the peculiar



of any region will give rise to unique traditions, lending to each small village a strong sense of identity, and to each city a certain character.

Remas

This city is built on the former capital of the Reman Empire that briefly united the lands of Estalia and Tilea under a single banner. Approaching Remas by water, visitors will witness one of the busiest ports in the Old World, spanned by a stunningly high bridge of Elvish construction. Across the millennia the city has grown into the hills overlooking the vast harbour, and it has so many districts that a council of 50 is required to govern it. These are kept in check by a three-member order that forms the true leadership, giving some truth to the local assertion that nothing in Remas is decided by just one person.

Luccini

In the poorer south of Tilea, the city-state of Luccini is the centre of culture. Luccini very much captures the soul of the people it governs, being a feisty folk who resent any who would look down upon them. Luccinians are proud and stubborn, believing themselves the only true Tileans and deserving of envy. This city is best known for its Elven ruins and as a meeting place for worshippers of Morr. It is home to the legendary Acropolis of the Elves, protected by the cultists of Morr who forbid any to enter its chambers and passageways at its heart. There is a darkness about Luccini, as old and holy secrets are carefully guarded lest they reveal too much about the dead.

Verezzo

Bridging the croplands between Remas and Luccini is the city of Verezzo, the lifeblood of the country, and a microcosm of Tilea itself. Verezzo's decadent nobles build towers ever

higher above the hovels of the poor, showing their superiority. They commission white marble bridges to link their towers, allowing them to forever ignore the squalid peasants beneath them.

Much entertainment is to be had at the plebs' expense as every Holy Day the starving masses are invited to chariot races encircling the city, or sometimes running straight through its central avenues. These are always sponsored by one of the "colours," the rival merchant guilds that run the city and are constantly trying to outdo each other. The excesses and corruptions of this old city are grown into its foundations at this point, and even the normally defiant commoners of Tilea accept the state of things in Verezzo because it has always been so. Besides, the baubles and trinkets thrown down from the towers of the elite almost make up for the oppression.

Classical Language – The Scholar's View

"Where did Classical originate? Most scholars agree the Classical script was taught to the early Tylians by Elves, either as a limited form of Lingua Praestantia, or as an inventory system for commerce. We can only speculate on its original purpose, for precious little survived of the Elves' legacy following the destruction of Tylos. However, the oldest Tylian prayer scrolls at Luccini University pre-date all other Classical texts."

"One must understand that the broader dissemination of Classical – the chosen script of our Lady of Justice – was inevitable. Oh, I daren't place the wisdom of Verena above the strength of Ulric, nor the courage of Sigmar. No, it was the nature of the language itself that carried it northward. Each word in Classical, each letter, is a potent signifier of an ancient, universally-shared concept. To a conscious reader these signifiers are invisible, but upon further meditation their meanings are revealed in dreams. I am confident that the Empire's greatest inventions were conceived in their creators' waking moments, after a night of fruitless study."

"Of course, I would be foolish to claim that true enlightenment can only be found in Classical script. More accurately, the lesser scripts (being intended for common use) contain universal signifiers that are emotive and practical in nature. Studying a text in Reikspiel, one might reach the same conclusion in twice the number of hours of Classical study, because Reikspiel is a clumsier conduit to the hidden truths of divine wisdom, geometry and science. But now I fear that you'll think me a linguistic elitist. Please trust that I am only telling you what I know to be true."

"I have seen evidence that scholars of impure dialects such as Teuto-Classical and Breton-Classical are disadvantaged, by comparison, to scholars reading Archaeo-Classical. In fact, my decision to leave the College of Engineers was predicated upon that institution's refusal to adopt the Archaeo-Classical dialect. In my humble opinion, human life spans aren't long enough to accrue knowledge at such a leisurely pace as the Elves can afford." - Emanuel Sudenborg, Priest of Verena in Altdorf (ex-Engineer, ex-Philosophy professor)

A Tilean Lexicon

Acropolis	The centre or citadel of an ancient Elvish ruin, often built over by Tilean settlers
Alito puzzolente	Bad breath; an offensive term for Bretonnians
Citadella	A large Tilean fortification
Battona	A lady of negotiable affection
Berlusconi	Insulting word for excessively revealing trousers. Believed to have once been the name of an unpopular ruler
Boun giorno/a sera/a notte	Good-morning/evening/night
Capo	Captain of a mercenary band or town militia; sometimes used informally referring to gang leaders
Carabinieri	A military guard or city enforcer; believed to originate either from the Bretonian word for mortician (escarabain) or from the citizens of the small town of Calabria
Condotta	A contract
Condottiero	Mercenary leader of a Condotta army; usually consisting of several regiments serving under the same condotta
Contado	Settlements (mainly villages and small towns) located near a city-state and directly responsible for its upkeep. Many city-states are within walking distance of their tributary contadi, allowing easy journey between them
Consul	One of several titles used by the more democratic city-states to indicate rulership
Ducato	A minor village or collection of farms ruled by a noble or priest; often used as bargaining chips between factions for the small tax income generated
Fancazzista:	A layabout; a man who does nothing
Fare il grande	Show off; behave like someone important
Figlio di papà	A "father's son", someone who attained his position through nepotism
Forum	Marketplace or open space within a city, usually reserved for the main square.
Furbizia	Slyness, cunning; street smarts that allow one to get away with murder, often literally
Governicchio	A small or weak government; one destined to fall
Grappa	Extremely strong brandy, similar to Dwarfen gragrunt in taste and manufacture
Kalends	Start of the Tilean month, occurs on the new moon
Ides	Half point of the Tilean month, occurs at the full moon
Leccapiedi	A sycophant
Mendicante	A beggar
Palazzo	A moderately grand-looking building or impressive piece of architecture
Piazzas	A town square surrounded by shops or important buildings
Venator	A mounted warrior who uses a lance; general term to describe Tilean heavy cavalry
Peones	Signori with very little political power and desperate to hold the position; frequently in the pay of a consul
Podestà	Term for a high official employed by a city. Podesti are usually hired from a different city to minimise corruption
Primus Pilum	"First Spear"; an archaic title referring to the head of a temple
Ratto della peste	Plague rat
Ribaltone	A radical or fickle politician who frequently tries to incite the plebs or force through ill-considered legislation
Saccente	A know-it-all; derogatory term for a prince's hired Uomo Universalis if he becomes unpopular
Il Scirocco	The harsh, hot wind that periodically blows from Araby
Signori	Formal title for the councilmen of a town (not to be confused with signor, signorina or signora, which are titles used to address a man, young woman and married woman, respectively)
Strega	A witch
Triumvir	Title of one of the three "princes" of Remas
Uomo universalis	The universal man; one exceptionally skilled in many fields
Zitellona	Old maid

Spelling tip - singular words usually end in -o (masculine) or -a (feminine) while most plural words end in -i

An excellent website to visit for Italian translations is <http://www.wordreference.com/> offering a look at grammar structure, pronunciation and alternative uses of words

CHAPTER 2: THE PEOPLE OF TILEA

A Tale of Three Peoples

Like the land the Tilean people live on, Tileans can be divided geographically into three broad categories, however demographic boundaries are not straightforward because the population is mixed and mobile. Mercenaries from all across the Old World seek employment in Tilea, and many of them settle down there eventually. Travel between city-states is commonplace, and the Tilean people treat multiple religions with familiarity and reverence. In general, Tileans are an easy-going and jovial people fond of food, drink and lovemaking.

Tileans embrace their mixed heritage with pride, for it confers them an air of worldliness. With practised nonchalance, Tileans enjoy describing sights rarely seen in the Empire. At the same time however, Tileans take great pride in their home towns' distinctive dress and cuisine. Tilean regional culture is celebrated in a flamboyant, competitive fashion with colourful festivals that reinforce old grudges between villages and towns. Visitors travelling in Tilea are often overwhelmed by the diversity of ideas, beliefs and customs.



Northern Tileans

In the far north are the workmen and people of simpler tastes. Influenced heavily by the Dwarfs and the Empire across the mountains, northern Tileans are great believers in holding others to their words and honouring oaths. Generally speaking, northern Tileans are mistrustful of strangers and see nothing wrong with cheating or robbing those who haven't proven themselves. Northerners tend to be fair-haired with blue or green eyes, and they share many characteristics with people of the southern Empire.

Vendetta

The culture of vendetta (*See Chapter VI – Politics of Tilea*) is prevalent throughout Tilea's northern mountain range. In the face of external dangers in this rugged terrain, internal quarrels

must be settled quickly and for the good of all. The vendetta tradition has also spread to several Tilean cities, where it's used to demonstrate patronage rather than ensure mutual protection. In urban centres, the vendetta is practised by nobles and criminals, who are often one and the same!

Central Tileans

In the lowlands of central Tilea are the great cultural melting pots of the cities. The plains are also home to those few nationalists who actually identify themselves as being Tilean, rather than citizens of individual city-states. Some noblemen of Tilea can trace their family lines back over a thousand years. The "plebs", as they are called by nobles, are commoners and merchants who have usurped much of the de facto ruling power from the nobility. Plebs craft the fantastic artwork and ply the mercantile trade that Tilea is so famous for. Central Tileans have a tendency to boast and talk constantly for hours. They are typically lithe and short, with black hair and dark brown or green eyes.

Southern Tileans

In the south of the country live Tileans whose ancestors came from ancient Nehekhara or were captives during the wars with Araby. Southern Tileans are the land's best sailors thanks to their natural balance, and their tradition of etiquette also makes them good diplomats. According to custom, even the worst enemy of a southern Tilean must be guaranteed safe haven in his home for three days – although any northerner who's dared to test their luck recommends leaving promptly before the grace period expires. South Tileans have dark skin and black hair.

Pride and Passion

Unlike the Empire, which is often conceived as a single political entity, most Tileans think of their land as a collection of bickering independent states vying for influence and control with one another. Citizens do not consider themselves Tilean, but instead Reman, Tobaran, Trantian, etc. Ignorant foreigners suggesting otherwise may cause arguments, leading to outright duels unless a swift and sincere apology is offered. Scholars and educated citizens refer to the people as "Tileans", but only for the sake of terminological convenience. Each citizen takes great pride in his home town and its achievements, extolling their virtues at every opportunity. Young Tileans are not expected to stay in their home towns forever, but many do anyway. Immigrant families can remain somewhat isolated for several generations before they're accepted as true residents of a community.

Tileans are said to be driven by their passion for food and art. This is quite true, but their passion is not as irrational as most foreigners believe. In the constant struggle for power between wealthy nobles, the greatest rewards are claimed by the best artisans. Becoming the best artist, the best sculptor, the best lover or the best chef is the surest way to please one's patron and rise above the obscurity of the masses. Of course,



behind every great achiever a dozen others follow nipping at his heels. The fickleness of power makes one's choice of patron a dangerous gamble, where the slightest misstep can lead to bankruptcy or even death.

Competition between rival artisans has generated many artistic and scientific wonders for the princes of Tilea. Deviant artists occasionally produce sinister masterpieces like the Puppets della Golfini or the blasphemous poetry of Dantelli, but Tilean princes are hungry for prestige so they willingly accept the risk of commissioning these controversial projects. The cult of Myrmidia, which remains Tilea's primary religion, is not concerned with controlling artistic freedom. So long as artisans do not advocate the worship of false gods, they can experiment as they wish. Conversely, Sigmar's witch hunters take great pains to block the import of blasphemous Tilean artwork into the Empire. Individual Myrmidian priests have expressed concern with the Imperial witch hunters' hostile policies, but the cult has not issued a formal statement on the matter.

The Empire's ruling class considers Imperial artists to be far superior to Tilean ones. The Empire also claims to lead the way in scientific advancement, when in fact their technological superiority is largely owed to the brilliance of inventors like Leonardo di Miragliano and the Dwarfs. Tilean artisans reject the Empire's distinction between art and science, for it was mathematics that enabled the construction of marvellous buildings like il Duomo di Trantio, and the lavishly

embellished fortifications of Monte Castello. Without geometry, they contend, painters wouldn't have discovered the intricate perspective system that gives life to the frescos and portraits in Tilean palazzos.

Uomo Universalis

The constant struggle for artistic excellence benefits truly gifted specialists who love what they do. However, the pinnacle of human achievement is to be remembered by history as an Uomo Universalis, or "universal man". Skilled in the arts, sciences and many other fields, the Uomi Universalis are supremely knowledgeable. The most famous Uomo Universalis was Leonardo di Miragliano whose work has never been equalled. Miragliano's steam tanks have left generations of his countrymen awed, and Tilean princes jealous of the Empire's powerful toys.

Language

The Tilean language has its roots in the Classical language first taught by the Elves to the Tylian tribes. Tilean is one of the oldest human languages in the Old World. Both the

Brettonnian and Estalian languages are heavily influenced by Tilean. At least a dozen dialects of Tilean are spoken within its borders and throughout the Old World. Only two branches of Tilean can be classed as "true" Tilean: Antiquo Tileano and Novo Tileano.

Antiquo Tileano

The Tilean dialect named Antiquo Tileano is spoken primarily in Luccini. Antiquo Tileano uses many archaic terms that were originally Classical phrases, and some minor words are even believed to originate from the Elven languages Elthárin and Anoqeyân. Antiquo Tileano also shares similarities with the archaic languages of the priesthood and magic users of the Empire. Adherents of the Prime Language theory believe Antiquo Tileano has closer etymology to the legendary Old Ones' lingua universalis than other modern human languages do.

Nuovo Tileano

The most commonly spoken Tilean dialect, Nuovo Tileano is heavily influenced by Reikspiel. Novo Tileano is used widely across the Tilean peninsula and indeed throughout the Old World. Many foreign lands recognise Novo Tileano as a trading tongue. Nuovo Tileano is a mixture of Antiquo Tileano, Classical, Estalian and Reikspiel. The most ardent supporters of Nuovo Tileano are agitators from the area of Remas and Trantio, who encourage the use of their shared dialect to unify the entire peninsula of Tilea.

Classes and Social Mobility

Class barriers in Tilea are easier to break than within the Empire, but they strongly influence Tilean society nevertheless. Nobles occupy the top stratum, for they rule the powerful city-states and urban mercantile leagues. The noble class also includes the "country gentry" who once ruled Tilea during the Reman Empire, and who now govern its rural princedoms. The Tilean middle class includes traders, guildsmen and mercenary captains. Finally, the large working class consists of urban and rural poor folk, who live almost as miserably as their downtrodden Brettonnian counterparts. Most Tilean peasant families have worked the same scrap of land for centuries, but young farmers with ambition sometimes migrate to the city for new opportunities.

In a land where people can rise above their station or lose everything overnight, a person's clothing reveals much about his profession and position in society.

Noble Fashions

The fashions of the Tilean nobility are constantly changing, especially for younger aristocrats. Clothing of the finest cut made from and exotic fabrics such as cotton or silk are highly sought after. Furs and cloaks are the favoured evening wear for balls and operas. In homage to the brave mercenaries who returned from the Storm of Chaos, codpieces and dashing feathers from the Empire have become the latest fashion trend.

The princes and senators of Tilean cities try to keep pace with the changing fashions of the young nobles. Styles from four years earlier are sometimes considered forgivable. In the case of women's fashion, wardrobes of young court ladies are influenced by the older, more powerful noblewomen. The elderly Lucrezia Belladonna spends a fortune buying new outfits every month, each with newer and bolder cuts than the last –



and even more daring necklines. Exotic jewels are appearing with increased frequency in Tilean women's fashion. Many a Tilean nobleman has groaned at the news that his wife has given birth to a daughter.

Middle Class Clothing

The growing Tilean middle classes wear outfits similar to the nobility, though fashions change much less frequently. Men typically wear linen hose, a woollen or linen undershirt and an exotic tunic or cloak over top. Middle-class women of Tilea wear flowing dresses with v-necked corsets, and women's clothing is usually heavily embroidered or patterned. A modest number of jewels may also be worn. Certain fabric colours or types of jewellery are identified with specific city-states. For example, few middle-class Remans wear outfits without having red as the predominant colour, while Luccinians are stubbornly unwilling to wear a piece of clothing that doesn't contain any black.

Tilean merchants wear simpler outfits than their Imperial counterparts, for they prefer not to flaunt their wealth too conspicuously. Most Tilean merchants opt for a long linen shirt over a linen undershirt, with simple hose and stout boots. What makes the merchants' clothing interesting is the symbol of office worn around their necks and displayed on their chests. This amulet is an intricate disk of gold stamped with the merchant guild's coat of arms and decorated with the finest filigree and jewels. Merchants of Tilea's largest and most prestigious guilds often find themselves becoming hunchbacked in old age from the weight of their amulets.

Peasant Dress

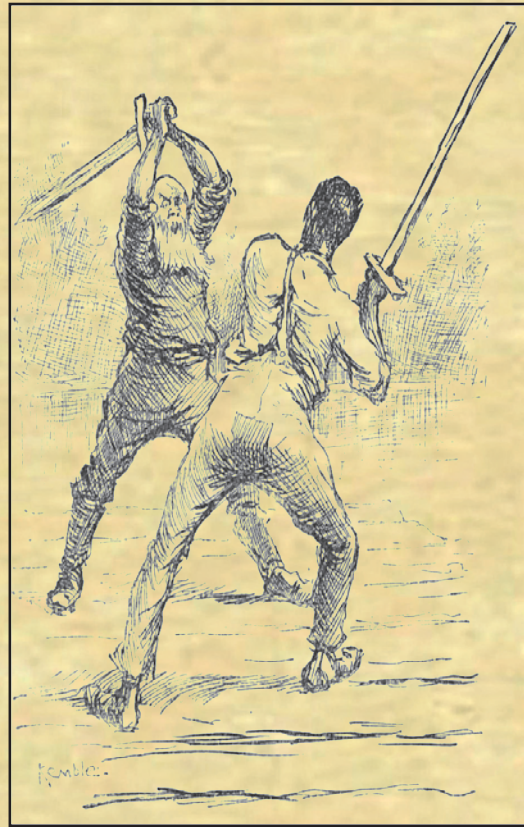
Tilean peasants wear simple outfits of brown, grey or off-white. Expensive dyes can rarely be afforded by peasants. Lowland peasants are looked down upon by wealthier Tileans for being foolish enough to stay on the dirty farms where they were born. Meanwhile, the mountain peasants of Tilea dress almost the same as farming peasants, but they are treated with respect by the urban population. Mountain peasants are proud and fierce people who guard the dangerous borders of Tilea. City fops who judge peasants by their clothes usually receive a lesson in humility if a mountain peasant is insulted by mistake.

Entertainment

Entertainment in Tilea is just another tool for keeping the plebs subdued. Nobles stage elaborate spectacles to distract the peasants from their plight, and perhaps release some of the pent-up anger that could otherwise fuel revolts. Duels are a popular form of entertainment in Tilea, attracting huge crowds to parks and piazzas. Duelling was originally invented in the city of Remas for settling scores between rival families, but today duelling is a commercial sport. A challenge may be issued by anyone, but duels cannot be fought outside the purview of the Duellists' Guild.

Tilea claims credit for one of the most famous sports in the Old World: pit fighting. Pit fighting has its origins in the ceremonial combats of Luccini that were held to honour the dead. Over time, the practice spread to other cities in the form of Gladiatori arena matches, and eventually inspired the brutal sport of pit fighting in the Empire. Tilean Gladiatori fans claim that Imperials are too stupid to understand the sportsmanship that defines their complex sport, preferring instead the mindless blood and sweat of the pit.

Food culture



Tilean food is famous throughout the Old World, and many untraveled foreigners believe Tilean peasants enjoy exotic cuisine at every meal. Historians from the Empire claim that Tilea's cooks learned to create sumptuous, innovative dishes after the Arabyan invasions introduced spices to the land. In fact, most Tileans eat the same things for breakfast and lunch as other Old Worlders; rye or barley bread with cheese or curds. However, in the evening Tileans enjoy their delicious pasta, which is in fact a legacy of the Araby wars.

Meat is eaten less often by Tilean commoners than those in the Empire, and is usually reserved for special occasions such as weddings or festivals. However, the Tilean nobles and middle classes eat more diversely than their counterparts in the Empire. Artisan chefs prepare multiple courses to complement each others' flavours. Tilean nobles enjoy soups spiced with warm cinnamon from Araby, and the strange tzeentchuan peppercorns from distant Cathay.

Pasta and Pizza

Pasta made from various types of wheat is the most common dish of Tilea. From south to north, pasta has spread to become the favourite dish of rich and poor alike. Tilean pasta is usually served with a cheese-based sauce. The secret of pasta-making was first introduced by Arabyan raiders who captured the island of Sartosa a thousand years ago. Because pasta can be stored for months, it was a staple of the siege defenders' diet before the Tileans eventually recaptured Sartosa. According to legend, an Arabyan chef named Hamad revealed the secret of pasta in exchange for his freedom. Hamad's captors granted him freedom, but took his life shortly thereafter.

The legacy of culinary innovation continues in Tilea, with everyone constantly striving to create their own unique recipes. Tilean chefs combine the staples of their land – cheese, pasta and olive oil – with spices from abroad. A new fruit from faraway Lustria called the “tomato” is reportedly being eaten in the city of Verizzo. Most recently, the tomato was served to the nobles of Verizzo in a popular dish named “Pizza” in

honour of its creator, Michelangelo Tartaruga Pizza.

Piazzas

An important aspect of Tilean society is the town square, or “piazza”, which plays an important role in both culinary and duelling culture. The piazzas scattered throughout Tilean cities are crammed with people during the day, meeting for both business and pleasure. Many piazzas remain crowded late into the night with patrons sitting at tables outside the taverns, eating pasta and sipping fine coffees and wines. Occasionally, tables must be vacated to make room for a duel, but most Tileans will cheerfully stand aside to watch a fight in the piazza.

Tilean Forks

Marco Colombo is usually credited for introducing what is now a fairly common item in the Old World. After his return to Trantio, Colombo hosted a grand feast for a High Elven prince. When the meal was served, the prince produced a fine, two-pronged utensil and proceeded to cut his meat into small pieces, which he then speared on the prongs. Colombo’s court was astonished by Elf’s grace and delicacy, and they watched with bemusement as he ate. Despite its initial strangeness, the fad soon caught on and now the fork has spread beyond Tilea to the Empire, Bretonnia and even Kislev in the distant north.

Mutation

Tileans suffer less mutation among their people than those of the north. Most theories claim that the mountains surrounding Tilea provide a natural buffer from the winds of magic, preventing Chaos magic from taking hold on the people. Tilean infants are generally checked for flaws at birth, and mutants are either taken in by a Shallyan orphanage or abandoned on the streets. As a result, mutations are quite prevalent among the Tilean underclass. Tileans who find their bodies mutating later in life have little hope, for Verenan and Myrmidian laws deny them legal protection and their possessions become forfeit.

cultural Treasures

Il Duomo di Trantio - Located in the heart of Trantio, this temple boasts the largest freestanding engineered dome in the Old World. This temple of Myrmidia is decorated with a simple green-and-white pattern, with dozens of Dwarf-carved statues set in niches.

Nahmud Against the Gorgon - An elegant statue located in Remas’ main piazza shows the dark maiden carrying the head of a defeated monster. The statue was designed and sculpted by Malvenuto Cellini.

The Birth of Myrmidia - A surprisingly detailed but entirely mythical portrayal of the goddess Myrmidia, painted by the artist Booticello. The portrait, which is currently located in Verezzo depicts Myrmidia surrounded by nymphs rising from the sea. A surprising number of replicas of this painting have found their way north to the Empire.

Il Principe - Written by an anonymous author, this book describes the politics of a small Tilean city believed to be Cittâfinestre. Il Principe outlines exactly what the prince must do for his city to remain strong. Sadly, the book’s warning went unheeded and Cittâfinestre was razed by Orcs. Copies of the portentous book are now making their way north into the Empire.

La Torre Pendente - The original leaning tower in Miragliano designed by Leonardo di Miragliano, has never been bettered. Il Torre Pendente is fifty feet tall and leans at an angle of 5 degrees, defying both gravity and logic. Many architects have tried to match Miragliano’s accomplishment, but most leaning towers end up relying on struts to support their weight.

Uffizi Galleria - A gallery of ancient Elvish and Reman art recovered from ancient ruins by a Consul of Remas in the 14th century. Studied by artists throughout the region, the Uffizi Galleria in Remas inspires everyone who visits.



CHAPTER 3: TILEAN HISTORY

The history of Tilea is shrouded in myth and legend. Raconteurs tell tales of lost cities and the rise and fall of a glorious civilisation, millennia before the time of Sigmar in the north.

The Age of Myths (Circa -2500 to -1500 IC)

The very first tribes to enter the lands of the Old World came from the south nearly five thousand years ago, forced northwards by more powerful tribes that sought to enslave them. Imperial scholars sometimes refer to these first hunter-gatherer tribes as the Barrow people or Belthani, although Tileans more often refer to them as Tylosians.

One ancient legend of this region is recounted in the epic Tilean poem known as the Thirteen Tolls of the Bells, based on an earlier Dwarf work known as Doom of Kazvar. This poem recalls a lost Tilean city where men hired Dwarf masons to create a great temple to Tylos, the patron god of the city. In both version of the poem, the legend of Tylos does not end well. A stranger who came to aid in the building of the temple brought curses from his strange god. During one night of thunder and madness, the great temple bell tolled thirteen times, whereupon the loathsome Skaven rose from their caverns and took the city. (See *Children of the Horned Rat*, "The First Wave", pg. 27).

The Archaic Age and the First Remen Empire (Circa -1499 to -1 IC)

After the Elves departed from the Old World in -1500 IC, the first Human empire in the Old World emerged. Founded by a tribe who took the name Remans after their greatest leader, the first Reman village would be built among the ruins of the abandoned Elven colony upon which the modern city of Remas stands today.

The Tilean tribes at this time were mainly shepherds who grazed their flocks near small towns around the ruins of Elven settlements. Despite their pastoral habits, the Remans were at heart a warrior tribe, depicted in art and poem as naked, muscular and bearded. The aggressive Remans expanded their influence until all the tribes of the land known as Tylia owed allegiance to the chieftains of their village. The Reman chieftains eventually declared themselves Kings of Kings and forced the neighbouring tribes to pay them tributes of women and slaves. Judging by artwork and relics found in the most ancient Reman tombs, the worship of Solkan began around this time among the kings of ancient Remas. (See *Chapter IX: Remas for more details on Solkan*).

Some historians believe the ascension of Solkan's cult forced those tribes worshipping Tylos and Myrmidia to flee the Remans into the Mountains. The refugees are believed to have sought shelter in the east, across the Apuccini Mountains in the region known today as the Border Princes. Scholars are not certain whether these fleeing tribes drew the attention of the powerful Nehekharan Empire in the south. Nevertheless, the Priest-Kings of Nehekharan did notice the empire from

which they fled. Hungry for power and slaves to build their splendid palatial tombs, the Nehekharans quickly launched an invasion to conquer the Remans.

Seven Wives for Seven Brothers

"A collection of ancient manuscripts predicted that the old Tilean tribes included too few women to survive, and therefore would fail to re-establish their strength after the fall of Tylos. Seven great houses had settled in the ancient ruins of Remas, and under the leadership of their chieftains they established trading relationships with the more savage tribes of the Old World. The ancient knowledge of the Reman tribes' lost city was exchanged with the barbarians for their womenfolk. Some so-called scholars from the Empire claim that our ancient forefathers stole their women, but those are just lies borne of jealousy." - Father Severus Lucius, cult of Morr

Popular Tilean epic poems describe waves of dark-skinned warriors crossing the ocean from far Zandri in the south and across the eastern mountains. Invading Nehekharans clashed with the Remans in a series of bloody conflicts. Although the savage Remans were superior fighters, the limitless armies of Priest-King Amenemhetum the Great eventually overcame them with sheer weight of numbers, and by the year -1200 IC when Alcadizaar the Conqueror took up the mantle of Priest-King, all of Tilea had been under the yolk of the Nehekharan Empire for several years.

Despite being subjects of the Nehekharan Empire, the subjugated Tilean tribes still traded with their conquerors quite freely, and even journeyed to Nehekharan for education and opportunity. Tilean scholars often claim that the ancient Khyprian Road running the length of Khemri is of archaic Tilean construction. Early Tileans also traded with the barbaric tribes north of the Black Mountains by way of mountain passes and the River of Echoes. Evidence shows that the subjugated Remans led raiding expeditions to sate the Nehekharan Empire's demands for slaves. These slaving raids brought the Remans to the distant lands now comprising Estalia, where they captured foreign villagers for their Nehekharan overlords in place of pure-blooded Reman warriors.

All things must end, however, and in -1151 IC when the dead began to rise across the entire known world, the Nehekharan Empire and its Tilean vassals were doomed.

The Dead Arise

Far to the east, the Great Necromancer had broken the chains of death. His great ritual awoke the dead of Khemri to serve him, and then he turned upon the Skaven who had once aided him. When the Skaven attempted to stop the Great Necromancer, a great magical duel was fought across hundreds of miles. The fallout from this cataclysmic sorcery lingers in parts of Tilea to this day.

The Nehekharan Empire collapsed and Tilea was devastated. Hordes of Orcs to the south and east that had long been

kept in check soon overran Khemri, before pillaging Border Princes settlements and marching into Tilea itself. Tilea's eastern inhabitants scattered, some hiding in the mountains and others sailing far away in their primitive ships. Tilean refugees sailed as far away as Araby and settled the islands around Estalia.

All the while, the dead rose from the ancient battlefields and cemeteries of Tilea. Every major settlement fell to the Undead, who in the first weeks pressed ever northward. Heading toward the darkness of the Blighted Marshes before finally losing impetus, the walking dead began to linger along roadsides and in the smoking ruins left behind by the Orcs. Even today, the Zombie Marshes covering the northernmost region of Tilea crawl with animated dead that are a legacy of this time.

With the Reman Empire shattered, the next few hundred years saw the lands of Tilea turn to wilderness. Vagabonds controlled the roads and passes. The abandoned cities became home to shepherds, brigands or worse, all of whom were shunned by decent folk. This was a dark time with much fighting between small settlements, some of which was secretly orchestrated by the scheming Skaven. Much of the Remans' knowledge, including great works of art and literature were lost, destroyed or stolen.

Dominion of the Southern League

As the Undead presence diminished over the next three centuries, several petty kingdoms were able to emerge. However, constant infighting between these fledgling kingdoms meant that no single king was able to attain power over the others. Slowly, newer settlements began to develop, forming leagues and alliances amongst themselves. The Southern League led by the mountain fortress of Marossa extended its powers over much of the Tilean peninsula. Northern villages were trapped between the armies of the Southern League and the tribes migrating south from the lands of the future Empire.

Displaced followers of the tribal gods began to establish shrines and temples in the new settlements springing up around Tilea. Priests traveled the land preaching the word of deities such as Morr, Verena and Shallya; old religions that had been preserved over the long years since the collapse of the Reman Empire. Chief among the faithful were the priests of Myrmidia, who moved down from their mountain exile to tell of the ancient past and of the Eagle goddess.

A new noble class emerged over time and true kingdoms began to form. Some of these nobles claimed to be descendants of the Reman kings, backing up their allegations with Reman artefacts recovered from ancient ruins. The Southern League became ever more decadent over time.

Marossa consolidated its power by forming a union with the nearby town of Teal, where hundreds of slaves captured from surrounding lands toiled their lives away carving legions of exquisite statues from bedrock. Faced with the cruelty and malice of the powerful Southern League and raiding parties from the warlike northerners, Tilea's people adopted a culture of discontent and brutality. Eventually, a leader



emerged who could unite the fragmented villages against their more powerful foes.

Myrmidia Reborn

The woman who would become First Queen of Tilea was named Macaria Medina according to the records of ancient temples. Historical texts place Medina's rise to power somewhere between -15 to 50 IC, however the precise date is uncertain, causing many arguments between various Tilean factions to this day. Conflicting accounts of Myrmidia's ascension have also created friction with branches of the cult in Estalia, where Myrmidia is revered above all other gods.

The most common stories indicate that a young Medina was sold by her family into an arranged marriage with a prince of Marossa. Estalian priests claim Medina was a slave originally born in their lands, and some even claim her marriage occurred in Estalia. Legends say that Medina was abused by her contemptible husband. So brutal was Medina's husband that the otherwise peaceful girl one day took his spear during a beating, and in an act of self-defence, she thrust the weapon deep into his gut.

According to scriptures, Medina then fled from her husband's family to the northern countryside and became a bandit. As a charismatic young woman dedicated to righting the wrongs of the world, she quickly drew people to her banner. Soon Medina led of a small but successful troop of bandits, which she committed to aiding the poor citizens of Tilea. Medina's freedom fighters repulsed attacks from the mountain passes of the north and stemmed the tide of northern barbarians causing havoc among them.

Within a few years, Medina had risen from being a bandit chief to becoming the most powerful leader in the lands. She was elected ruler of several northern towns and commanded an army that dwarfed any other in the north. In the first of Medina's twelve great battles, she destroyed a massive army from Marossa that was positioned to destroy her and restore the Southern League's dominance. Medina then fought another four great battles on Tilean soil and in the process united the disparate city-states into one empire.

The Classical Age(Circa 1 IC to 457 IC) and the Second Reman Empire

It was after the destruction of Marossa and Teal by Macaria Medina's army that historic texts began proclaiming her to be Myrmidia reborn. Medina proceeded to unite Tilea, and heralding a time of rebirth she went on to plan her next moves.

The united city-states of Tilea formed a confederacy that Medina governed with wisdom and foresight. Gone was the fear of oppression and sacrifices to Solkan that had blemished the empires of ancient Remas and the Southern League.

It is recorded that Medina headed west and conquered Estalia, while in Tilea, plans were laid for the restoration of Remas. When Myrmidia's army invaded Estalia, the sight of it crossing the Abasko Mountains with fierce Arabyan Tuskars at the forefront filled the Estalians with fear.

According to Tilean scriptures, the Estalian peninsula fell under Medina's control after ten years of campaigning to unite the lands. Then she returned to the Estalian city of Magritta at the head of her army, eager to be crowned queen of a new nation in the great temple there. However, on the day of Medina's coronation she was struck

down by an unknown assassin's blade whilst praying before the high altar. Following Medina's death, the fledging Second Reman Empire nearly crumbled before it existed. Estalia became a battleground for rampaging armies of Tileans and Estalians as the newly conquered territory tore itself apart.

Despite the queen's death, the fledging cult of Myrmidia was able to implement at least some of her plans. Remas was resettled and re-founded, and gradually a confederacy of united Tilean city-states was formed. A senate based in Remas was aided and advised by Priests of Myrmidia who also held positions of power throughout the city-states.

The only city-state to remain outside the confederacy was Luccini, where religious war erupted between the ancient cult of Morr and the rulers Lucan and Luccina. The twin nobles had proclaimed themselves to be gods in mortal form and founded a city on the sacred mountain called the Mount of Myrmidia. Lucan and Luccina were blessed by Myrmidia in gratitude for their aid during the war against the Southern League, so with Myrmidia's blessing, the city declared independence from the Reman senate.

Thus, it came to pass that almost 100 years after Sigmar's last journey the Second Reman Empire emerged. The new Reman Empire invented and perfected the use of heavy infantry around 200 IC. These disciplined, armoured warriors were armed with short swords and thick shields, and the truly elite regiments were armed with pikes. Heavy infantry were the perfect troops to fight against Orc hordes infesting the mountains, but in the shadows of the Badlands, a council of vampires had also noticed the growing empire.

An army of Strigos first invaded Tilea around 250 IC. This force of mortal soldiers led by vampires slaughtered its way through the pass of the Dark Maiden and razed many of Tilea's villages. The Reman Empire responded rapidly and was able to defeat the Strigos army with some difficulty. However, their touted heavy infantry was ineffective against the dark and evilcaptains of the army. The vampires slaughtered entire regiments and raised the dead of both sides to spread fear and panic.

The Reman senate was divided on the question of how to cope with this new threat. Some senators were filled with righteous fury and insisted upon a counter-attack, whilst others were terrified of facing a city full of these "Striga". After several years, the senate of Remas finally announced its decision and the Remans went to war. Thousands of men marched through the Border Princes intending to raze Mourkain to the ground, but they returned home before any blood was shed. Their scouts reported that Orc tribes had marched on the capital of Strigos while the Striga armies had marched to face the Remans, and the Orcs had destroyed all trace of the ancient city.

Despite numerous expeditions to Estalia and the northern lands, the Reman Empire never truly managed to establish a foothold outside of Tilea. Despite its best attempts, the cult of Myrmidia could not keep the city-states united. Corruption in the senate house caused the empire to weaken gradually. In 334, Remas declared Luccini and the Mount of Myrmidia to be a vassal state. Much of the Myrmidian

cult's power was usurped and its lands were annexed by power-hungry nobles. Several city-states seceded from the empire, and the cult of Myrmidia was disrupted by factionalism. Some priests attempted to appease the Reman senate, meanwhile others lobbied to dissolve it and take its power for themselves. Many of the cult's priests departed westward, travelling to Estalia

By playing the Myrmidian factions against one another the Reman senate emerged stronger than ever, but it also sowed the seeds of its own downfall. In 415 Remas was raided by Dark Elves, descendants of the ancients who now returned and brought only death. Though the first raid on Remas was repelled at the bridges by elite Republican Guards, the next few years saw the coasts ravaged and burnt several times by the Druchii.

When Settra the undead King of Khemri returned to claim his vassal state, the centralised Reman Empire fell, unable to cope with so many foes at once.

The Dark Ages (Circa 475 to 1240 IC)

These combined assaults upon Tilea ushered in a new era that is often referred to by scholars as the Dark Ages. It was a period that saw the Tileans constantly challenged for survival, and they lost a great deal of knowledge. From the lands to the east the Greenskins came in such numbers that it is said the golden plains of Luccini turned green. The very first wave of Greenskins caught the city-states by surprise while their forces were deployed to defend Tilea's coastlines. Many of the eastern settlements were sacked by Greenskins, forcing vast numbers of refugees towards city-states on the western coastline.

Without a strong leader to unite them, it took four hundred years for the Tileans to finally drive out the greenskins. The constant destruction wrought by the green menace meant that much of the ancient knowledge remaining from the times of the Reman Empire and the Classical Age was destroyed. The precious lore that survived from those times is remembered for the most part as myths and fables.

The Tileans were able to drive the Greenskins completely from their lands around 978 IC. However, weakened from centuries of warfare they were unable to fend off the Norse raiders that had begun threatening their coastlines. The Norse, under the leadership of Harak Bloodaxe, established a stronghold on the island of Sartosa from which they raided. With such a secure base in the southern Old World, nothing was safe from the northern raiders. After failing to drive the Norse from the island of Sartosa themselves, the desperate Tileans hired Arabyan Corsairs. They hoped that these experienced seafarers might stand a better chance of ousting the Norscans.

Era of the Araby Wars (Circa 1240 to 1492 IC)

The 13th century saw the beginning of hostilities between the Old World and Araby. After the Arabyan Corsairs had aided the Tileans in regaining Sartosa, they had decided to take control of the island for themselves. The Corsairs were taken by surprise, however, when the city-states presented



a united front against their aggression. The mainland was defended by an alliance of city-states, but because Tilea lacked any real sea power, the island of Sartosa remained in the hands of the Corsairs.

The city-states realised that Tilea needed to be represented by a strong naval force, so each city encouraged its merchants to raise money for the building of ships. The new Tilean fleets would be used both for profiteering and defence. During this time, the first Condotto guilds were formed to represent the interests of competent soldiers and their captains. Usually these freelance soldiers were employed by the city-states against one another, but having a fulltime armed presence in Tilea also helped to dissuade outside invaders. Condotto guilds gave rise to a new trade in Tilea: the hired mercenary. With civil war in the Empire worsening during this period, Tilean mercenaries headed north and a profitable stream of gold flowed south.

The reputation of the Tileans' fighting ability spread as they gained experience in the Empire's civil war. Their skill at arms became widely renowned when Tilean Knights defeated their Bretonnian counterparts at the historic tournament of Ravola. When Sultan Jaffar of Araby invaded Estalia, the kingdoms of the Old World unified temporarily to launch a crusade against the invaders. Tileans were quick to join the crusade, for they never forget a grievance against them, and the crusade was seen as perfect revenge for the Arabyans' betrayal at Sartosa.

The crusade to liberate Estalia lasted for over two hundred years, depleting much of the Condotto guilds' might. Coastal cities were left unprotected during the wars in Estalia and Araby, causing Remas to fall prey to the worst Dark Elf raid in history. Almost two-thirds of the city's population was captured or killed by slavers who arrived aboard a dreaded Black Ark.

Age of Exploration (Circa 1492 to 2000 IC)

The constant demand for Tilean mercenaries throughout the Old World became a source of pride for the Tileans after the Araby Wars. Seeing the newfound wealth of the Condotto

"We are children of a once proud civilisation that existed centuries before your Empire in the north, and many of your so-called advances have been plagiarised from our culture. It is only right that now you pay us gold for your freedom." – Umburto Bellini, Mercenary Captain

"What do I think of Imperial history? I think it would be wonderful if they had some!" – Signora Vassova, Tutor at the Academy of Remas

guilds, Tilea's nobility began to fund other ventures in the hope of reaping great rewards. The most famous expedition, led by Marco Colombo in 1492 to the distant lands of Lustria, was the first successful crossing of the Great Ocean by Old Worlders. Stories tell that Marco left as an explorer, but returned with such riches that he was able to make himself Prince of Trantio. Artefacts from Marco's historic crossing supposedly remain hung upon the walls in the palace of Trantio to this day.

In 1501, Luciano Catena finally dislodged the Arabyans from the island of Sartosa. Catena proclaimed himself prince of Sartosa and allowed the island to become a haven for wretched, untrustworthy brigands. After less than 50 years, the island was officially declared a pirate port by other city-states.

Meanwhile, the Skaven who had remained quiet in Tilea

for the past millennia surfaced in Tobaro after poisoning the ruling nobility. The city was retaken by the Tileans after three years of fighting, but at great cost to Tobaro's once fine buildings.

Continued discoveries were made, this time to the east by exploring twins Ricco and Robbio, who opened the Great Silk Road and Ivory Road. These roads enabled trade with Imperial Cathay and the Kingdoms of Ind to bypass the sea routes that were controlled by the Elves. The land routes were no less dangerous but they allowed human merchants to avoid paying tributes to the Elves during their journeys, meaning more gold entered their own coffers.

In 1812, the land of Tilea was ravaged by a plague known as the Red Pox which killed people by the thousands. The origin of the plague was a subject of many rumours, with some claiming that the opening of new trade routes was responsible, and others insisting Skaven had unleashed the plague.

The last major trade route was opened with the re-discovery of the ancient River of Echoes, allowing Miragliano's merchants greater access to trade with the Empire. Riots erupted in Miragliano over the re-opening of the River of Echoes, for people were fearful that a new plague would be carried through it. Sponsoring of further expeditions was cancelled in fear of upsetting the masses and losing control of the city-states.

Tilea in the Era of Enlightenment (Circa 2000 IC to the Present)

At the start of the new millennium, prosperity spread throughout the land of Tilea causing the arts and other areas of culture to flourish. The man who would become the greatest inventor of all time, Leonardo di Miragliano, moved to the Empire to work in the Emperor's service after several of his early inventions failed to impress the nobles of Verezzo. While Tilean mercenaries helped to defend the lands of Kislev and the Empire against the Great Chaos Incursion (for a price, of course).

Around the year 2300 IC famine struck Remas and Verezzo when recurrent infestations of mice depleted the grain stores. The starving populace turned against their princes for failing to prevent the famine, and as a result the first Republics of Tilea were formed. Poor harvests over the next fifty years meant that much of the rest of Tilea also suffered famines and rebellions during this period were near constant. The end of this period was marked by a huge Greenskin invasion which was held off at Monte Castello, the victory was seen as a great triumph for it marked a thousand years of Tilean freedom from outside aggressors. To this day, a great carnival is held in Monte Castello to honour the captain who prevailed against a far larger force.

But a dark cloud has covered Tilea within the last year, when Skaven invaded Miragliano and routed its defending army, pillaging and destroying vast areas of the city. Before the invasion, it had seemed that Miragliano might rise to become the dominant city-state of Tilea and perhaps unite the peninsula after nearly two thousand years of squabbling. It remains to be seen whether Miragliano's survivors can muster enough support from other city-states to return in force, expel the Skaven, and begin to rebuild their once great city.

A Timeline of the City-States of Tilea

The following time line uses the Imperial Calendar for its dates, the Tilean calendar's dating system varies depending where in Tilea you are, each city-state measures time from its own founding or the ascension of a particularly popular Prince. As a result Merchants tend to use the Imperial system for measuring time as it is at least consistent if not entirely accurate.

Age of Myths

- 1780 - Legend has it that the ancient city of Tylos was destroyed on this date
- 1500 - The Elves return to Ulthuan

Archaic Age

- 700 - Tilean shepherds seen grazing their flocks in ruined Elf cities

Classical Age

1 - The twins Lucan and Luccina build the city of Luccini amid the ruins of a former Elven city. Remas, Sartosa & Tobaró are built in the following centuries. Most commonly written date for the ascension of Myrmidia

451 - The coast of Tilea is ravaged by the fleets of the Dark Elves and Settra (king of the Undead in Nehekara). Sartosa is destroyed.

Dark Ages

475 - An Orc horde rampages through Tilea sacking many cities. 491-978 - Slowly the Tileans drive the Orcs back over the Apuccini Mountains

1017 - Norse raiders establish a stronghold in Sartosa.

The Era of Araby Wars

1240 - The Corsairs of Araby invade Sartosa

1366 - As the civil war ravages the Empire, Tilean mercenaries fight on both sides.

1425 - The historic tournament of Ravola in which the Bretonnians are defeated by Tilean Knights, thus Tilea became safe from Bretonnian territorial advances.

1448 - Mercenaries from Tilea help free Estalia from Sultan Jaffar's army.

1487 - Remas suffers a Dark Elf raid.

Age of Exploration

1492 - Lustria is "discovered" by Marco Colombo.

1501 - The mercenary army of Luciano Catena recaptures Sartosa from the Corsairs of Araby.

1563-1565 - Skaven capture Tobaró. Meldo Marcelli recaptures it later.

1699 - Emperor Wu of Cathay receives the Tileans Ricco and Robbio.

1757 - Sartosa becomes a lair of pirates.

1812 - Tilea is ravaged by the Red Pox.

1877 - Tobaró elects a pig as its prince. The pig retains the throne for 12 years.

1948 - The Four Tyrannies of Tilea.

Era of Enlightenment

2000 - Art, culture and prosperity spread throughout Tilea.

2012 - Leonardo da Miragliano, the inventive genius, enters the Emperor's service.

2236 - Grotto is exiled to the island of Nonucci for painting 2,000 naked nymphs on the ceiling of the Palazzo Verezzo.

2321-99 - Recurrent famines grip Tilea. They are caused by thousands of mice eating the grains. Both Remas and Verezzo are declared republics.

2401 - 500 Tilean mercenaries hold out against 10,000 Orcs at the siege of Monte Castello.

2485 - Borgio declares himself Prince of Miragliano. Over the next few years he wins battles all over Tilea to make Miragliano the foremost city-state

2503 - The mighty Borgio the 'Besieger' is killed in his bath with a toasting fork.

2513 - The Prince of Pavona is poisoned by Lucretia Belladonna. He is her 7th husband!

2522 - The Skaven rout a mercenary army defending the city of Miragliano and continue on to raze the city

CHAPTER 4: RELIGION

“When-a Morrslieb hits a-your eye like a big cannonball, that’s a morte!” - Popular Tilean Song

All Old Worlders know that Tileans worship Myrmidia. Many also know that the cult of Morr is based in Luccini, and others will smirk when a Tilean talks of his honesty, knowing how popular the worship of Ranald is there. Most know little more, but the religious life of Tilea is much more complicated than it first seems.

Tileans are religious by nature, they are willing to accept and honour most gods and saints that they encounter. Even foreign gods are often given altars of their own in major temples. A visitor from the Empire or Bretonnia might be surprised to find small alcoves dedicated to Sigmar, Ulric and the Lady of the Lake in Myrmidia’s major temples where they are free to worship. Tileans have no desire to see any of the gods offended by failing to offer them their proper degree of respect.

Tileans place great emphasis on the need for traditional forms of devotion. Tileans fear that if they alter the way in which they have always worshipped, the gods may no longer listen. At some holy sites, ceremonies so old that no-one remembers why they are preformed are still carried out, with some using such archaic language that no-one even understands the prayers that are said.

There are huge numbers of minor gods and local saints. Most of these have been subsumed by the major cults but many still retain their old local names, typically combined with the major god’s name. Nero Manann, for instance, is the name given to Manann as god of the Black Gulf, worshipped by every Tilean sailor and trader making their way to the great port of Barak Varr and shrines and altars can be found along the coast from Cappo Cinno to Monte Castello. Each of these sub-cults has its own variation of belief and form of worship that Tileans seek to follow in addition to the great cults’ main strictures.

Other minor gods that are regarded as the spirits of a certain area or household are known as Lares. Almost every Tilean household – and certainly every important household – has a small shrine to their Lares. These are the ancestors or protective spirits of the family. At these shrines Tileans will ask for the ancestors’ intervention in their day to day life. The head of a family will pray that they use their influence to ensure that the family prospers: that its business dealings are successful, that its marriage contracts will bring wealth and property, for advancement, or just that the warfare between Tilea’s mercenary bands does not damage their interests. In Northern and Eastern Tilea people might simply ask that their ancestors judge them worthy to carry on their family names and to remain peacefully in their graves. Further details of ancestor worship can be found in *Tome of Salvation (ToS)*.

Other shrines to the Lares are found by roadsides and at crossroads. Here travelers can give devotion to the spirits of

the locality and ask for their blessings; coins and coloured ribbons are common offerings. Some of these shrines are roadside altars or even beautifully detailed miniature model temples, but others are no more than cairns of piled stones. Many have been combined with shrines to Myrmidia or in the south around Luccini, Morr. The name of each set of Lares is generally combined with a name that marks their specific locality or sphere of influence.

Tileans often call their gods ‘Mother’ or ‘Father’, Mater and Pater in Tilean, as in Mater Myrmidia or Morrater. Foreigners sometimes assume that these names might reflect distinct sub-cults, examples of the Tilean tendency to combine the names of major gods and related minor ones, when these are simply examples of Tileans paying respect to those from whom they seek favours.

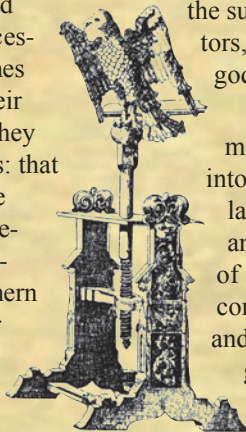
Whilst Tileans recognise the importance of appeasing all the gods, the worship of some gods is proscribed. All the main cults agree that the honouring of the Chaos gods, as well as Khaine and Stromfels, is wrong and the secular authorities have fallen into line, with the exception of the open worship of Stromfels in Sartosa.

Relations between the cults are not always harmonious. The association of certain cults with particular city-states, such as Morr with Luccini, has led to tensions between these cults and patriotic members of other cities and other cults. It is not unknown for such differences to be settled by mobs led by a knife-wielding initiate.

Myrmidia

To those living in the Empire Myrmidia is a goddess of warfare and tactics. Tileans, however, see Myrmidia’s military role as only one aspect of her greater role as protector and benefactor of the Tilean people. For Tileans, she is the patron goddess of civilisation and cities, of science and invention and of the arts and music. These are all qualities that Tileans see as particularly distinctive of their culture. They take pride in their metropolitan lifestyle, their use of technology and science and the superiority of the artistic works of their painters, sculptors, composers and musicians. It is only fitting that their goddess should take a particular interest in these areas.

Her role is not confined to these areas in the Tilean mind, however, and her worship has begun to intrude into spheres normally associated with other, less popular, cults. As the goddess of Human endeavours, skill and civilisation, she is worshipped as the patron deity of agriculture, horticulture and viticulture, sometimes completely replacing the nature cults associated with Taal and Rhya in the north. To artisans and workers, she is the goddess of handicrafts and manufactured goods. As Myrmidia Stella Maris, the goddess protects those at sea and is the special patroness of navigators, pilots and shipbuilders. As Stella Maris she is closely associated with the Morning and Evening Star in the night sky and some Verenan scholars have suggested that this is an example



of a pre-existing cult that has become absorbed within the worship of Tilea's most popular goddess.

Despite the popularity of Myrmidia and the wide range of areas in which Tileans believe the goddess influences, Myrmidia as goddess of warfare is as important in Tilea as it is in the Empire. The worship of other warrior cults, such as Ulric and Sigmar, is barely known and the constant struggles between the various cities ensure that Tilea is full of mercenaries and soldiers who pay her homage. Many of the most important mercenary companies have their own temples to her, often piled high with banners captured from defeated enemies.

Every Tilean town and city has at least one shrine or temple to the goddess and most have several. Even the smallest of villages normally has a place where the faithful can venerate the goddess. Statues to the goddess stand on most important crossroads and these often double as shrines. Temples are often colonnaded; others are fortified like military bases - these usually are military bases as well as temples. The great temple in Remas has thick outer walls that enclose the equivalent of a small town - indeed the temple complex is a separate political entity from the city itself, where the heart of the cult is based. Its central shrine is a huge building of white shining marble and the Remans boast that the tiled dome is the largest in the world, a claim often disputed by the people of Trantio.

Verena

The mother of Myrmidia and wife of Morr, Verena is unsurprisingly an important deity in Tilea. While her role as the goddess of knowledge is somewhat less than in the Empire, thanks to Myrmidia's role as patroness of invention, she remains very much in favour with academics and lawyers as their patron.

As well as being the goddess of knowledge and justice, she is seen as the patroness of marriage. To Tileans this is a natural part of her role in legal matters. Marriage in the Old World, particularly Tilea, is rarely a matter of love as much as it is a contract between two families. Marriage ceremonies are therefore conducted by Verenan priests who often spend more time detailing the inheritance rights created by the nuptials and on what terms the dowry is repayable in case of divorce than anything else.

In a land where vendettas between families can continue on for generations after those who start them have died and where the rulers are ruthless merchants, those followers of the goddess devoted to Verena as the bringer of justice have been known to despair. However, they may take comfort in the fact that the libraries of the cult, along with libraries owned by universities and secular rulers of the city states are some of the fullest and richest in the world. Given the unbroken history of civilisation in Tilea and the lack of cults with a fondness for destroying knowledge, many more documents have survived there than other parts of the world. Many libraries contain row upon row of ancient scrolls, some so fragile no-one dares read them. Tileans claim that the first modern books were created in the Tilean pioneer city of Bergamo in the Badlands, now long since lost to the Greenskins.

Morr

Often known as Morrpatar (Father Morr), Morr is worshipped in a number of different guises. Morr's aspect of god of the dead and guide to souls is still by far his most important, but in his role as god of dreams and prophecy Morr has spawned a number of minor cults. Altars to unusual aspects of the god are commonly found in his temples. One of the most

important of these, in terms of influence but not necessarily in its number of worshippers, is Morr as Sacred Father and Husband. This cult, originally based in Luccini but now spread throughout the Old World, stresses Morr as the god of seers and as the companion of Verena. Whilst Verenans are interested in knowledge, devotees of this aspect of Morr believe that the dead possess wisdom that is veiled from the living. This can be gained through the god by investigation and inspiration. Another aspect of the god, common in most of Tilea but utterly unknown outside of it, is Morr Bifrons, the two-faced god who simultaneously looks in to both of his realms (Dreams and the Land of the Dead). In this form, he is also seen as god of gateways and journeys. Small shrines to this aspect of Morr are often found in important town gateways and entrances to Tilean homes or palazzos, as well as at lynch gates to graveyards. As god of the gateway he is often associated with the Lares and it maybe that this minor cult is an example of an old god that Morr has subsumed.

As his sub-cults show, for most Tileans, Morr is far more than simply a god of the dead and of dreams. Some believe that Morr is a divine father to all of humanity and Tileans are his favoured sons. Whilst not an official part of the Morrian doctrine, many in the cult of Morr regard the folk-tales that suggest that Morr was once the mortal ruler of an early tribe in Tilea as true. According to these Morr and Verena were the first king and queen of mankind and much of humanity's knowledge comes directly from them. In these tales the gods sent their daughter Myrmidia back to Tilea to set right what had gone wrong with their divine plan for their people. Needless to say these stories are less popular outside Tilea.

Morr is particularly popular in the south of Tilea and his cult is centred at the Theatre of Ravens in Luccini. Here they hold their grand conclave every ten years and delegations from around the Old World come to the heart of the god's cult. While lesser priests debate in the Theatre of Ravens the most senior priests journey deep within the Acropolis, on which Luccini is built, to the Chamber of Dreams. In fact, the Theatre of Ravens is not the greatest of Morr's temples in the Old World, and the site is little used when it is not time for the conclave, the cult's smaller temples providing for the needs of Luccini normally. Morr's close association with the city of



Views from the Street

'They all worship that goddess of theirs, don't they? Myrmidia. Used to fight alongside one of them and he was always praying to Her and offering what-not every time we had a scrap! Can't imagine what it'd be like with a whole nation of them all doing the same. Bloody racket, it'd be. Still, he was alright with a spear, that lad.' - **Dieter Ulfredsson, Middenland mercenary**

'How can those Tileans claim to be true heirs of our Blessed Myrmidia? They'll bow and scrape before piles of rocks by the roadside and hold festivals to any god they've ever heard of. In Estalia we honour the goddess first and always.'

- **Esteban Montoya, priest of Myrmidia at the high temple in Bilbali, Estalia**

'We show respect. The capo needs respect, our princes require respect, the gods and ancestors are no different, so of course I honour the local Lares as I pass and give thanks to the gods for each journey safely made.' - **Lucio Castrado, Tilean merchant adventurer**

'An odd lot. Always shouting and gesticulating, never pausing to think and measure their words and their deeds, as they should. But they remember their forefathers, as is proper, and they remember the wrongs that others do them and pay them back in blood, as they should.' - **Oku Nain, Dwarf trader of Barak Varr**

'Those bastardo Verenans are always interfering! We know what justice is and it isn't what they tell us. Just because they side with the make-peaces who'd have us ally with the Remans – and we all know what they'd do to us if they had the chance! And as for the Morrians, useless Lucinnians, the lot of them!' - **Bella Bortelli, agitator and citizen of the Serene Republic of Verezzo**

Luccini has led to difficulties in the past for the cult. The followers of Morr were briefly forced out of Remas toward the end of the last century in an upsurge of anti-Luccinian sentiment, led largely by other cults hoping to gain influence as a result. The priests have now returned and repaired the damage to their great temple in the city. The priests of Morr try to remain unconcerned by such matters: everyone comes to their god's care in the end and the people of Tilea rarely turn away from their father for long.

Visitors to Tilea are often surprised by local graveyard customs and large numbers of shrines to Morr where he can be worshipped. Traditional burial practice from ancient times has been for tombs and graves to be built along the roads out of the cities as well as centred around town gates and important crossroads. Older tombs, graves and mausoleums line the roads and are an impressive sight, visible reminders of thousands of years of culture. A legacy of this traditional custom is that Morr is sometimes worshipped at cairns or miniature symbolic gateways erected by the roadside. Nowadays, however, Morrian necropolises and gardens are increasingly common.

Manann

The worship of the Sea King is not so much popular than seen as a necessity by many Tileans. Many of its adherents live close to the coast and rely on the sea's bounty to provide for them. Much of Tilea's wealth is tied to its trade, with the sea and oceans often providing the easiest route for transporting goods. Unlike the tempestuous seas off the coast of the Empire and the Wasteland, Tilea is relatively lucky: the Black Gulf and the Tilean Sea are generally calm, peaceful waters. Galleys, with rows of serried oars, ply the gently lapping waves. 'Mathann is happy here', is an old Tilean saying describing smooth waters far from shore. Even so, storms can blow in quickly from the open seas, whirlpools form and drag boats to the ocean floor, or the seas are suddenly becalmed for days. Anyone who voyages further afield knows that they put themselves wholly into Manann's hands and at ever increasing risk. Every mariner is aware that the sea can be a dangerous place. Seamen, pilots, fishermen and merchants with investments in trading voyages all pay regular observance to Him. Few Tileans have any particular love for the god, however. His observances are sometimes coupled with prayers to Myrmidia as Stella Maris (see the description of Myrmidia above).

Manann is also sometimes known by his traditional name, Mathann and as with the other gods of Tilea there are many associated sub-cults. Particular stretches of water often have their own name and particular rites and observances; these are seen as aspects of the great god. Other sub-cults are named after particular sea creatures. These are sometimes seen as the sons or daughters of Manann.

Stromfels

The Shark god is as much reviled by Manann's cult in Tilea as it is elsewhere. Unlike anywhere else in the Old World, however, Stromfels is openly worshipped in Sartosa. The rich seas off the coast of Tilea contain the Great Sharks that are sacred to the worship of Stromfels. The pirates of Sartosa believe in regularly sacrificing to him, attracting sharks to their ships with bloody lures before forcing prisoners to walk the plank whilst the crew chants prayers to their god. They see Stromfels as Manann the Destroyer who can produce huge swamping waves from quiet seas. Many Tileans see Stromfels as the outcast son of Manann, the voracious shark ever hungry, ever hunting.

Ranald

Of all the gods in Tilea, only Myrmidia is more popular than Ranald, or to give him his Tilean name, Ronaldo. Since Tileans see themselves as far brighter and more inventive than their dull-witted neighbours in Estalia, the Empire and the Border Princes, it is only natural that they delight in tales of the trickster god, who reflects a part of their natural character, the joker and the lover of freedom.

For the many criminal gangs that thrive in Tilea's cities, he is a patron and reminder to all that the lowliest can change their fortunes with their own wits. Even gangs that rely heavily on force and intimidation pay the god their respects. Ranald's role as protector of the oppressed has often been



popular and even respectable in the land that gave the world the word 'tyrant'. Leaders of criminal families often like to portray themselves as the protectors of the poor – even if in fact they are not – and claim to act in Ranald's name.

For Tilea's Merchant Princes, he is popular as Ranald the Dealer. Although they may publicly profess their devotion to Mercopio, Ranald is privately worshipped by almost every Tilean merchant who hopes to be able to outwit his competitors. Small shrines to the god can be found in every exchange, market and counting house in the country.

Scндуino

God of racketeers, blackmail and rustling, closely linked to



the Empire and Border Prince cult of Gunndred. Particularly popular in the north near the Vaults, his cult is slowly spreading. His followers are noted for the viciousness of their feuds and vendettas. Followers of Scндуino regard those of Ranald with disdain and the degree of brutality with which they operate make them natural enemies.

Shallya

The sister of Myrmidia and daughter of Morr and Verena is somewhat overshadowed by her more popular kin in Tilea. Disease, sickness and poverty are just as prevalent in Tilea as elsewhere, however, and the goddess still finds many in need of her comfort.

Medicine is seen as an example of the sort of invention and skill that Myrmidia is responsible for and Shallya's role is more confined to that of traditional remedies and the miraculous cure than in the North. Many physicians, however, still pray to her along with other members of her family before performing any form of medical operation: Verena for knowledge, Myrmidia for skill, Shallya for mercy should the gifts of her mother and sister be insufficient and Morr if no other deity can help.

The popularity of Ranald as god of the oppressed means that Shallya's role as carer for the poor is less pronounced than in

the Empire. But her soup kitchens and bread dispensaries are widely appreciated by the urban poor that cower in the larger city-states' streets, unable to find work or crippled by the results of patronage and vendettas. Her temples are still refuges for anyone suffering or ill and many still go to her midwives when giving birth.

Taal and Rhya

Nature tends to be of little interest to the major cults of Tilea, which are all city based. This reflects a general cultural bias in Tilea towards metropolitan and urban lifestyles and either ignores or denigrates the rural life. Whilst cultured Tileans often have manicured country villas and enjoy the thought of a pastoral lifestyle, they have no real interest in country life. As a result, Taal and Rhya are acknowledged as gods by most Tileans but their actual worship is often at a local level and frequently under different names. On occasion, their worship appears to be little more than an animistic belief in the power of certain places and the Lares.

An important exception to this is the worship of Rhya as Magna Mater or the Great Mother. The annual festival of the Mother, at the Autumn Equinox, is honoured by practically all women. Her mysteries are kept secret from men, but are said to ensure fertility for the coming year.

Taal is sometimes known as Faalus. In this role he is a god of shepherds and animal keepers. Urban Tileans often joke about Faalus's role as a fertility god, his worshippers' animal flocks and their lack of human contact. He is said to have many helpers – half-man, half-animal creatures or spirits known as fauns. These creatures are similar in appearance to Beastmen and some urban Tileans maintain that they are essentially the same. Because the rites of many fertility cults are earthy and direct in nature, it makes it all the easier to suggest that they are no more than fronts for worship of the dark gods.

Ulric

Although the Winter King is an important character in Tilean myth, the worship of the god of Wolves and Winter, apart from foreign mercenaries, is practically unknown. A possible vestige of his worship in Tilea is the ancient festival of Lupercal – a wolf festival – at the Spring Equinox. This is at the same time as the festival of Campaign Start for Ulricans and mercenaries often seek new contracts at this festival. It is generally held to be a festival of Taal, however, and it is presided over by priests of Faalus where they beg for the protection of animal flocks from wolf attacks. Most Tileans see it as nothing more than a chance to have a few drinks and dress up in sheep, goat and wolf costumes like an effete Lucinnian.

CHAPTER 5: MAGIC

“There is something dark in the Winds here, I can feel it.”
- **Magister Theodorus Kantor of the Amethyst College**

Tilea is a peculiar land without much central authority in politics, let alone in magic. The land is far from the Chaos Hordes of the North and their daemon-worshipping sorcerers so, unlike the inhabitants of the Empire, the Tileans are more tolerant and relaxed when it comes to dealing with wizards. That does not mean, however, that a summary burning of an offending wizard won't happen. His offence would just have to be graver, like casting a spell and causing damage to someone, rather than just casting it. He is also much more unlikely to be burnt alive for just existing as he would be in some more rural parts of the Empire.

Tilea was also subject to fallout from the Great Ritual of Awakening performed by Nagash, the Great Necromancer, over three and a half thousand years ago. Much like Sylvania, the furthest point north the Ritual reached, Tilea contains focus points of Dark Magic. Though these have less influence on the country than they do in dread Sylvania. The Ritual has left side effects that occur to the present day and that cause magic to work somewhat differently in Tilea than elsewhere, an effect that did not occur in Sylvania or the Border Princes for an unknown reason.

The Workings of Magic

At the time of the Great Ritual, the Skaven residing in the Blighted Marshes betrayed and attacked Nagash. The Council of Thirteen pitted their magical might against Nagash's, and shielded “their” lands from the worst effects of the magic. Still, though the living survived the great spell, the dead awoke in Tilea and scattered focal points of Dark Magic appeared. As detailed in Chapter 3: History of Tilea the Undead ignored the living for the most part, and converged on the Blighted Marshes, the largest of these dark nexuses.

Tilean Wizardry Traditions

As has been said, the lack of central political authority in Tilea contributes to the lack of a nation-wide magical organisation comparable to the Empire's Colleges of Magic. That said, however, with feuding Princes or infighting between factions within the Republics, there was never a shortage of people willing to spend funds on a “court magician”. As a result there was nothing to stop those magicians from forming an organisation of their own, whether local Hedge Wizards or Magisters who traveled from the Empire over the last 200 years, these wizards are allowed to practice their arts freely by most City-States providing they have managed to befriend the rulers.

Mutual protection, however, is an important factor for everyone in the Old World. This, and ease of sharing resources both mundane and mystique, has led to like-minded wizards forming guilds of sorts. In many cases members of such organisations all owe their knowledge to a single master who founded

it. Guarding their secrets as fiercely as only Tileans can, their reaction to another guild's member who comes seeking knowledge could be quite similar to the Imperial Magisters' reaction to one dabbling in a different College's Lore.

The following organisations have some measure of influence in Tilea:

The Alchemists' Guild of Urbino

“Much gelt, as you Imperials would say, flows through glorious Tilea. It is only right that it attracted the Golden Order here, to share the knowledge of Chamon with us.” - **Lord Magister Vito Andolini of the Gold Order**

Created at the order of the Patriarch of the Golden Order Gotthilf Puchta over a hundred years ago by Magister Auric the Transmuter, this is an official arm of the Golden Order in Tilea. The Guild is located some twelve miles northeast of Urbino, in one of the scores of castles the Tileans have built during their constant wars.

At first it was supposed to be but a haven for Gold Magisters who would travel to this land, staffed by the good Auric and a handful of his apprentices. In time, the Guild proved to be the source of fabulous income from the myriad Tilean factions who wished to hire an Imperial Magister. This attracted more members of the Golden Order.

Once their numbers grew and permitted it, the Magisters obtained permission to grant licenses and began searching for apprentices, similar to how the Colleges do in the Empire. No Magister from the Alchemists' Guild can progress beyond the level of journeyman wizard without first visiting the Gold College proper, but that has never deterred gifted Tileans from joining. After all, they say, they can always return home.

The Alchemists' Guild is governed by a council of Magisters, led by a Lord Magister appointed by the Patriarch of the Golden Order. In previous decades the unwritten rule was that the post was available only to an Imperial subject. Recently, however, in a controversial move, Balthasar Gelt appointed a Tilean, Vito Andolini, to lead the Guild.

The Shadow Academy

“This is a land of opportunity! Why should I rot in the Emperor's service?” - **Black Magister Pieter van Eckhardt, previously of the Grey Order**

Though rumours of an all-encompassing Shadowmancer conspiracy bent on preserving the Empire and hunting down wayward Magisters abound, the Marienburger-by-birth Pieter van Eckhardt proves that not all of them are as loyal as they would have people believe they are. Or at the very least he appears to prove it.

Having grown tired of the Empire's restrictions, he “left” the Grey Order some forty years ago to pursue such applications of his powers that would not have been considered legal by his peers. Shadowy Tilean politics immediately attracted him and soon he found himself at the head of a host of apprentices.

The demand for their specific skills was huge, from “innocent” information gathering to assassinations and the Shadow Academy grew. Through his own studies, van Eckhardt reached the power of a Magister Lord, and several of his earliest disciples would be a match for regular Magisters.

That said, the Black Magister evidently has something to fear, as the location of his Academy is kept in secret. Since his students go out of their way to avoid the Gold Magisters from the Alchemists’ Guild of Urbino, it’s likely that van Eckhardt fears that his former Imperial masters will learn of him. Several local parties might also hold grudges for his Shadow adepts’ actions.

Astral Magic

The stars are right... - Maestro Vincent Lambertino

Astral Magic is a school of magic that takes advantage of the blue wind of magic, the Azyr, which in Tilean is called Azur. Astral Magic is founded in the Tilean city of Padula and its origins are somewhat mysterious. What is known is that an Italian scientist named Antonio Sineva moved in to an old defensive tower built over the ruins of an ancient elven building, dating back to the Wars of the Beard around the year 1755 IC. His field of expertise was astronomy, and the tower was a perfect place to make his studies of the heavens.

Some say he came into contact with a Elven spirit inhabiting the ruins that allowed him to develop his latent sensitivity to the winds of magic. His studies were greatly boosted and he began to receive many requests for horoscopes which he made with impressive precision. He kept his magical abilities a secret and grew and refined it, until he became experienced in the rituals and spells, transcribing them into books, that told of the Azur, its manifestations and how to harness the wind. After some time, he adopted a young orphan with who’s destiny he had read in the stars.

The school began as a small and secretive academy, whose members were devoted mostly to astronomical research and the preparation of horoscopes, its use of magic is one of the more open secrets in Padula. One of the most famous students of the school is Garineo Garinei, professor of mathematics at the University of Padula, he is a prominent astrologer and has done extensive research on the planet Tigris and claims to have even observed moons orbiting this planet.

The school is located in the old original tower, deep under its foundations lies the tomb of Antonio Sineva in which some powerful magical items are kept. The original tower has been enlarged with a couple of outbuildings for living quarters, and is called the “Specula” (this means place for speculations in Padulan dialect). From here the Astral Wizards study the sky and prepare their horoscopes, but also become familiar with the use of Azur and study new forms of magic.

After Teclis formed the Celestial College, the Astral School started to send a senior wizard there in order to compare their own spells, study the theory of Azyr and broaden their knowledge. After completing their studies they return to the “Specula” and another heads to Altdorf.



The Way of Body

“We have been here for millennia, practicing the arts of Body. We do not need fanciful magic of the Elves. Our own, Human traditions are more than sufficient.” - High Shapeshifter Lorenzo da Pavona

One of the local Hedge traditions, allegedly practiced since the Age of Myths throughout the entirety of Tilea, the Way of Body is a source of pride to many Tileans. The tradition lacks much formal organisation, though there are several things all practitioners have in common. Each Hedge Wizard is considered to have finished his apprenticeship when his powers enable him to change

form, at which point he can claim the title of “Shapeshifter” and take his own apprentices. All firmly believe in improving one’s body, and their spells reflect it. Finally, all are dismissive of the Empire’s new form of magic.

The titular leader of the Way of Body is the High Shapeshifter, though the position is hereditary since the previous millennium, and he holds very little real power, apart from being able to call a grand assembly of all Shapeshifters.

The Way of Mind

“Those fools practicing the Way of Body may eschew real power, be decadent and disorganised, but they’re right about one thing. There are enough Human traditions for us to safely ignore the Elven ways.” - Warlock Giovanni the Mindbender

Unlike the Way of Body, the practitioners of the Way of Mind are organised into covens, in which all members are equal. It is as widespread as the Way of Body and as ancient, if its practitioners are to be believed. Each coven competes with others for influence and resources, though rather peacefully. Divination competitions are held by each coven to determine whether the apprentices are worthy of joining it as full members.

Members of the college are all convinced of the power held within the human mind and work tirelessly to unlock it. Their powers of foresight often make them sought-after advisors of Princes and their vassals alike.

New Talent: Hedge Lore - This is a Talent available to Witches and Warlocks following established Hedge Magic traditions that have their own spell lists, such as the Way of Body or the Way of Mind. A Witch or Warlock may take this Talent instead of the Witchcraft Talent, and may take it as many times, as they want. The first time the Talent is taken, it will grant the Witch her Intelligence Bonus (IB, first digit of Int) of spells from the list. Every subsequent time the Witch learns the Talent, it will grant her only IB/2 of spells, up to the total amount of spells in the list, of course.

You can also introduce similar Arcane Lore, Dark Lore, Divine Lore and Lesser Lore talents, where appropriate

Spell lists (and RoS page numbers.):	
Way of Mind	Way of Body
Acceptance of Fate (142)	The Beast Made Well (138)
Deathsight (143)	The Boar's Hide (138)
First portent of Amul (150)	Claws of Fury (139)
Second portent of Amul (151)	Form of the Ravening Wolf (140)
Third portent of Amul (152)	Form of the Soaring Raven (140)
Omen(151)	The Talking Beast (141)
Banish (156)	Limbwither (143)
Clarity(156)	Curse of Thorns (153)
Law of Logic (160)	Earth Blood (153)
Bewilder (162)	Fat of the Land (153)
Mindhole (164)	Healing of Hyish (157)

GMs without Realms of Sorcery are advised to use alternative spells from the Core Rule book with a casting number of less than 12 from all of the Lores of Magic

Game Mechanics for Tilean Magic

Mechanically Tilean wizards from a college are best created using the Apprentice Wizard career from the Core Rules or the Hedge Folk careers listed in Shades of Empire (SoE). Tilean wizards using the Apprentice Wizard career are unable to enter the Journeyman Wizard career without spending 200xp and are unable to enter the Master Wizard career without becoming a full member of the Colleges of Magic in Altdorf and undergoing the correct training.

Casting Number Variances

In addition to the changed miscast tables the casting value of spells varies around Tilea, anywhere in the vicinity of the Blighted Marshes casters subtract 2 from a spell's casting number and gain an additional Chaos die unless they have the Dark Magic talent. Around the rest of Tilea spells are cast as normal, except in population centres with over 100 people, where casting numbers increase by 2. As always any changes that affect the game's core rules are entirely optional and used at the GM's discretion.

These rules represent the rarity of very powerful magisters in Tilea and tie in with the reduced strength of the Winds of Magic in the area.

Additional rules

"When the traitorous Skaven freed the Nehekhara usurper, Alcadizaar, and tasked him with assassinating my Lord, the Great Necromancer retaliated in force. His spells leeched life out of several of the so-called Lords of Decay despite all the power of their horned god. Even as the usurper destroyed His physical form, His immortal will commanded the legions of local Undead to converge upon Skavenblight, the Ratmen's lair in the Blighted Marshes. Through this concentration of will upon what is now called the Zombie Marshes, Lord Nagash shaped the magical environment of Tilea for all eternity. The potency of the nexus He created there influences the entire land." - Lord Gorthuar de Veris, Highest Agent of the cult of Nagash

A lack of formal training does not mean Tilea is without wizards, but due to the dark spots scattered throughout the land magic reacts differently to their presence than the Empire. The twisted dark magics unleashed in his great ritual to control Khemri have caused the following changes to the miscast table:

While most of Tzeentch's Curse effects work as normal in Tilea, several can turn into things related to death or Necromancy. The following Manifestations have a 50% chance of being replaced with another (if the effect is completely new, the description will be given in brackets): The result replaced on the table is written in brackets at the beginning.

Minor Chaos Manifestation Result	
(01-10 WFRP Core)	Witchery with Breath of Chaos
(11-20 WFRP Core)	Rupture with Unnatural Aura
(31-40, WFRP Core)	Horripilation with Haunted
Major Chaos Manifestation Result	
(01-10, WFRP Core)	Witch Eyes with Wraith's Touch (Your entire body becomes chilling to the touch, as if frozen. It reverts to its original temperature at dawn the following day.)
(31-40, WFRP Core)	Craven Familiar with The Dead Walk! (D10/2 ancient Skeletons rise from the ground as wayward magical energy activates an echo of the Great Ritual and attack you next round. They can't attack in the round they appear, as they claw their way out of the ground, though can be attacked.)
(41-50, WFRP Core)	Chaos Foreseen with Ritual Echo (You glimpse a remnant of the Great Ritual and gain 1 Insanity Point. Any time after this event, you can spend 200xp and gain the Dark Lore (Necromancy) talent.)
Catastrophic Chaos Manifestation Result	
(41-50, WFRP Core)	Heretical Vision with Thought of Nagash (Lingering elements of the Great Necromancer's will enter your mind. You gain 1d10 Insanity Points. Any time after this event, you can spend 100xp and gain the Dark Lore (Necromancy or Nagash) talent.)
(61-70, WFRP Core)	Uninvited Company with Horde of the Dead (D10 + your magic characteristic of ancient Skeletons rise from the ground as wayward magical energy activates an echo of the Great Ritual, and attack you next round. They can't attack in the round they appear, as they claw their way out of the ground, though can be attacked.)
(71-80, WFRP Core)	Deamonic Contract with One of Us (One random limb turns permanently skeletal, you can still use the limb and feel pain but anyone seeing this must make a fear test and will probably try to burn you as a mutant.)</table>

CHAPTER 6: POLITICS

"So, it's agreed!" Luigi Barzone, Diplomat of the Court of Urbino to the Imperial Ambassador, sat back in his chair with an air of finality. "You'll support the Conte Urbino, so long as we align ourselves with you, but only if Remas is ascendant, Luccini is descendant and the Condotta companies are on strike in the campaign season. Although that will, of course, depend entirely on the outcome of our speculation in pike futures for the coming season."

The Ambassador frowned. "Erm... Yes?"

At this, the third man at the table, the Condottieri Martinez unrolled a scroll.

"I feel that it is important at this juncture to point out that clause thirty four, section five of the regiment's Condotta clearly states that the regiment is not to be sent into battle against the forces of Condottieri Rodriguez," the Mercenary Captain pronounced, pointing to the relevant section of the contract. "Hence, the company cannot be involved in this fight and we wish you good luck. Have I also mentioned that it is pay day?"

Heinrich Schmidt, Imperial Ambassador to the city of Tobaró, adopted an expression strikingly similar to someone who had just swallowed a wasp.

To the rulers of the Empire and Bretonnia, Tilea appears to be both anarchic and ungovernable, a place where petty feuds and competition for trade divide the populace. However, Tilea is also a land of opportunity, where it is possible to accumulate great wealth through talent, wits and industry, no matter how low one's birth. This is due to the fact that the rise of the burgher class in Tilea has been far more marked than in other nations, something that Tileans are fiercely proud of. As a result, ambition and desire for financial mobility motivates almost every Tilean citizen. This combination of pride and commercial competitiveness has shaped the two key facets of Tilean society: the Vendetta and the Condotta.

The Vendetta

Vendetta is the term for a long-running argument between two Tileans or, more commonly, between two Tilean families, cults or other institutions. It permeates society, from the most opulent of noble houses to the poorest of peasants. Originally, vendettae were carried out in response to the slaying of a family member and, typically, took the form of a simple and straightforward revenge killing of the murderer, normally carried out by the victim's closest male relative. However, in modern Tilea the term now encompasses acts of revenge carried out in response to any slight, real or imagined. Tilean vendettae can be complex and long-running cycles of insults, one-upmanship and violence, often spanning generations. They provide a means for each Tilean to show his independence from his fellows and no Tilean would ever be content to forgive or forget even the smallest insult. Some scholars draw parallels with the Dwarf Grudge and, indeed, the system of vendetta is markedly more formalised in the north of the peninsula than in the south.

Conducting a Vendetta

The most direct and obvious way of exacting revenge upon someone for his crimes against you is through a straightforward assault or murder, and it was along these lines that the vendetta was most often conducted in the past. However, over time, the methods by which vendettae are pursued have evolved beyond simple violence to encompass more subtle forms of rivalry, insults and one-upmanship, as families at-

tempt to discredit or outdo one another. Reputation, standing in society and commercial power play are all important facets, and the elegance by which the sanction is achieved is often as important in garnering respect for the party pursuing the vendetta as the damage done to their opponent.

One of the most popular, albeit expensive, methods of pursuing a vendetta is through the building and adornments of palazzos. Unlike other lands, these massive buildings are created by merchants, priests and politicians as well as members of the nobility.

Sport is also an increasingly popular tactic. Horse and chariot racing, pit-fighting and games such as snotball are popular entertainment whether organised formally, in the great arenas of the city states, or in the form of informal contests taking place in the tiny piazzas of Tilea's towns and cities. Achieving victory over your opponent provides a perfect way to publicly humiliate him.

The Condotta

Perhaps because of the chaos of the 1st millennium, rigid feudalism and class structures are not as dominant a part of Tilean life as they are elsewhere. Instead, the Condotta, or contract as it is known in the Empire, came to prominence as the means of defining commercial relationships at all levels of society. It has become such an intrinsic part of Tilean life that even the noblest prince or the most corrupt republican couldn't retain the most basic of servants without it.

The primary purpose of the Condotta is to define what services or duties are to be performed by the employee and what recompense they shall receive from the employer in return. In civilian life, market forces tend to keep the terms fairly simple but convention has led to the widespread use of unusual clauses, such as an allowance for sickness or time off for a grandmother's funeral.

A fundamental principle of the Condotta is that it should benefit both sides. However, the relative balance of power between the two parties plays a significant part in determining the extent to which it does so. For example, only those with influence are able to negotiate the addition of a sub-clause that would reimburse them should employment terminate suddenly

In some city-states, newborns are taken to the Verenan temples by their parents, where their handprint is added to a contract signing them over to the care and loyalty of the city or the current prince. Citizens then undergo another ceremony at eight years old to affirm their willingness to serve the city and seal the contract for life, registering them as a full citizen. In return for this, the city provides a daily or weekly ration of grain for those with a copy of the contract signed by a priest of Verena.

Patronage

In addition to the Condotta, patronage plays an important role in Tilean society and is seen as an ancient and honourable institution, enshrined in both state and cult laws. Those who require protection or assistance may petition a more powerful individual to become their Patron or Patrizio. Sometimes, these relationships are temporary, ending once the “favour” has been repaid to the Patrizio, typically in the form of political support over a given issue or, in the case of a simple loan, cash, mercenaries or other assets. However, more often, the relationships are long-term, sometimes spanning generations. Becoming a Patrizio allows the accumulation of status as it is understood in Tilea that the Patrizio is always considered to be at least as skilled, rich and powerful as those under his patronage. This often leads to rich nobles and merchant princes competing to provide patronage for mercenary captains, priests, court wizards, astrologers and artisans of all stripes.

Structures of Rulership

Although agitators in the Empire often portray Tilea as a land of democratic republican states living in harmony, the truth is that, outside of Remas and Verezzo, almost all of Tilea is still ruled, at least in theory, by its nobility.

However, the concept of nobility is much more fluidly defined in Tilea than in the Empire. Those of common birth are able to obtain noble titles through marriage, conquest or even simply by purchasing them. Additionally, anyone with a noble Patrizio is considered a noble of one rank below his Patrizio for the duration of the patronage. As a result, Tileans can gain and lose noble status with what most outsiders consider to be alarming ease and rapidity.

The Tilean Princes

Prince is the most prestigious title in Tilea and is, by custom, restricted to the rulers of the five city-states of Luccini, Miragliano, Pavona, Tobaro and Trantio. The city of Sartosa is led by a so-called Pirate Prince, but this is an elected position and is therefore not accepted by the majority of Tileans as legitimate. Foreigners can be further confused by the fact that the most powerful of Tilean traders style themselves merchant princes after the Elven style. For example, while all three members of the Triumvirate that rules Remas are currently generally accepted to be merchant princes, none of them can legitimately claim to be a Prince of Remas.

The Nobility

Tilean nobility is divided into those who serve the princes of Tilea and the increasingly rarer aristocratic bloodlines. However, both share the same hierarchy of titles.

Duce or duke is the title typically associated with a minor city-state or ducato (duchy). These are effectively of the equivalent rank as a prince, save that their domain is not as impressive as one of the Five Cities. The name of the city or ducato is most commonly attached to the name of its ruler.

For example, the Duce Marino Zeluco is the duke of the town of Zeluco, near Miragliano, while Duke Organza rules the Ducato of Organza in the Apucci-Mountains. A female duke is referred to as ducessa. The term doge is also used the republics.

The title of conte (or contessa, if female) one rank below duce, and is typically held by those who oversee small town or contea (county), or by those who have a Duce as a patron. Conti typically make up the ruling councils city-states, and many mercenary captains, court wizards and other senior advisors hold this rank.



Finally, barone (or baronessa) is the lowest rung of Tilean Nobility. A single village or fortification will typically be governed by a barone but the title is more commonly held by those who have a conte as a patron. In larger cities, it is not unusual to find that many of the most skilled burghers hold this title. This invariably leads to visiting Bretonnian and Empire nobles becoming disgusted to discover that the local butcher has styled himself a baron. In the republics, the titles of barone and conte, are often awarded for notable service to the republic.

“Si, barone!”—A common response to a request amongst Tilean friends, quoting Stiletto, a character in the famous comedy A Dangerous Mouse

The cults

Tilean cults have not escaped the culture of the vendetta or patronage, with each temple trying to outdo its rivals by providing patronage for artists, architects and musicians. This is most obvious in the cult of Myrmydia, whose temples are almost always massive palazzos, with vast domes covered with intricate mosaic work and frescos, leaning towers at impossible angles, supported only by science and numerous statues, and carvings, often gilded and encrusted with precious gems.

The various cults and high priests also hire mercenaries as elaborately-uniformed temple guards in an effort to one-up their rivals. Imperial halberdiers are particularly in vogue, with rival temples competing to hire the most prestigious regiments and dress them in the most elaborate and decorative uniforms.

As mentioned in Tome of Salvation, the cults also award their members a wide variety of titles. Again, the cult of Myrmydia leads the pack in this respect, with many obscure positions with which high priests may reward loyal supporters. Often these positions and titles are taken from secular authorities, those who defy the cult are threatened with accusations of Heresy or Mutation if the titles are not given to the cult.

The Merchant Princes

Tilea has no universal banking system and each city-state mints its own coinage. However, due to the Tilean princes' and duci's habit of pursuing vendettae beyond their financial means, Tilean coinage has developed a reputation for having little or no gold or silver content. As a result, most Tilean merchants prefer to use Imperial or Bretonnian coinage.

This state of affairs has gifted considerable power and influence to the merchants, due to the huge amount of money and resources they own or control. With the high priests and princes of Tilea often bankrupt, the merchants have been able to buy their way into power by providing patronage for those of greater station. Originally, the Elven term merchant prince was only applied to those merchants who were so wealthy that they could provide patronage to one of Tilea's five princes but, in more recent years, the term has come to describe any merchant with significant authority over an area.

The Republics and the Burghers

The largest Tilean republics are the great city-states of Remas, Verezzo and Sartosa but there are also many smaller republican cities and ducati, mostly sandwiched between the River Remo and the Plain of Luccini. The majority of these republics were founded during the seventy-eight year period of famine that wracked Tilea around 2300 IC. Agitators and demagogues spurred the populace to rise against the princes and duci, who they (quite justly) accused of hoarding grain to sell at greatly inflated price.

While no two republics are governed in exactly the same manner, most of them implement some form of democracy, with each land-owner entitled to cast a vote for a council of Signori, who elect a Signor or Podesta from amongst their number to act as de facto ruler. Some also appoint a Capo del Popolo to act as a leader for the citizens of the community not on the council of Signori. While this seems an efficient method of governing, many towns find that these councils quickly become dominated by a single family or guild. As a result, the role of Signor of some settlements is offered to a strong leader, such as a Condottiere, or to the ruler of a larger, more powerful city-state, in order to protect the settlement from its enemies.

Much of the power that vests with the hereditary nobility in the Empire, is held by the burghers in Tilea. Rulers come to power and are deposed by these middle classes on a regular basis, as they form powerful guilds and voting blocks by wielding the influence afforded them by their wealth and through the control of poorer citizens they employ. Many of these legitimate businessmen would think nothing of hiring an assassin to target a rival during a crucial negotiation, or paying an agitator to stir up trouble against a ruler should their policies be bad for business. While only the richest Imperial merchants can afford heraldry it would be a poor Tilean merchant who did not have a coat of arms above the door, though it is worth noting they may well be slightly shop-soiled.

Even in the more traditional city-states and bucolic ducati, the average Tilean

citizen feels far more empowered than his counterparts in the Empire. As a result, Tileans take great interest in politics; afternoons and evenings are typically spent sipping red wine in the piazzas and fora while passionately debating the issues of the day.

The Pirate Princes

Pirates are a constant worry for Tilean trading ports and merchants. Sartosa, the Estalian islands and the Border Princes provide many small ports from which pirates can operate and strike at Tilean merchant shipping with impunity.

To combat the Pirate menace, the merchant princes have taken to issuing letters or seals of Marque, creating privateers – essentially pirate captains who prey upon their own kind. These will often be issued in conjunction with large bounties for the capture or sinking of specific pirate vessels and recovery of lost cargoes.

The merchants of Tobaró in particular have waged many campaigns against pirates, including assembling a vast mercenary army to conquer a pirate stronghold on the isle of Cera-Scuro in 2492. As a result, Tobaró is a popular port of call for privateer captains and mercenary marine companies, giving its harbours an eclectic, cosmopolitan feel, as different cultures mix and sometimes clash.

Military Matters

Armies in Tilea are formed from mercenary companies, rather than a militia or standing force of soldiers. These armies are motivated purely by coin, rather than loyalty or honour. In contrast to the Empire or Bretonnia, this has broken the nobility's traditional monopoly on military force. Ambitious merchants and would-be tyrants are able to raise armies as large as those of the city states, as long as they can afford it.

Mercenary companies also seek employment beyond the borders of Tilea and some, such as Leopold's Leopard Company, the Marksmen of Miragliano and the Alcatani Fellowship, have become legendary throughout the Old World.

Retaining the services of a mercenary company involves assigning a Condotta to a Condittiere for a specified number of lances (a unit of soldiers that consists of between four and six men), with the length of service and amount of pay typically defined up front. Many of these Condotta are incredibly detailed, specifying, for example, what supplies are to be provided to the army when it is camped near a friendly city or which other armies the Condittiere may or may not fight alongside or against. The signed contract is always stored at a temple of Verena or at a neutral place, with both parties having a copy to hand. The Condittiere and his men carry this into battle with them in case they need to refer to the contract. Its loss can cause serious problems, especially if they don't altogether trust the client.

The Mercenary Companies

Sell-swords of all types flock to Tilea, knowing that many opportunities for profitable employment may be found there. The Tileans are renowned for the fact that they will hire almost any merce-



nary company, no matter how untrustworthy or incompetent. Indeed, as well as retaining the services of brigands, republicans and ogres, they have even been known to stoop to hiring creatures such as orcs. As with all mercenaries, these less-disciplined mercenaries often turn to banditry which, in itself, creates more work for other mercenaries. The villages of the wine-growing region on the southern slopes of the Apuccini Mountains have suffered particularly from the predations of orc mercenaries who have forgotten who hired them and seek to steal the wine or even enslave the winemakers.



Duellists and Assassins

Young, impetuous nobles often seek to settle vendettae in the most simple and direct manner, duelling amongst the cramped alleys of Tilea's city-states. Unlike their Estalian Diestro cousins, these Tilean duellists care little for the science and art of the blade. Instead, they are motivated only by vengeance, honour or money. The most successful duellists become mercenaries, selling their skill with the blade throughout the nations of the Old World. Many of them hail from the city of Pavona, whose ruler, the Princess Lucrezia Belladonna, is widely suspect to be not only a skilled assassin in her own right, but also head of the most powerful and organised guild of assassins in the Old World, whose services are often sought by feuding parties seeking a permanent end to a vendetta or, on occasion, by onlookers seeking to fan the flames of the vendetta. The most enterprising duellists have established a number of schools throughout Tilea to teach the art of the blade to aspiring swordsmen.

The Tilean Fleet

Tileans are renowned as some of the greatest sailors in the Old World. A great fleet of merchant ships ply the trade routes between Tilea and the Old World's great ports, such as Marienburg, Erengard and L'Anguille. In addition, Tilean ships frequently trade with Barak Varr, Copher and even Lothorn. The Tileans' reputation as explorers extends beyond overland routes, like the Silk Road to Ind and Cathay; Tilean captains have also opened up sea routes to Lustria and founded the town of Nuevo Luccini, on the Cactus Coast. Nuevo Luccini is a thriving Tilean trading port, complete with a temple of Luccan. Many merchants and taverns have set up

shop here, making a living from those who wish to explore and exploit the jungle.

Alongside Tilean merchants are the galleys maintained by the city states, these patrol the coastal waters off Tilea and are often crewed by criminals sentenced to the oars for their crimes.

Other Elements

The Colours

The Colours are phenomenon unique to Tilea. These organisations are common in the cities, where they act as vast social clubs, often with a sporting theme. Their membership is drawn from males of all political alignments and social levels, who partake in drunken revelry and even, on occasion, organised violence against rival Colours. In many cities, Colours have palazzi staffed with the finest entertainers and chefs, paid for by members' annual dues.

In the Republic of Verezzo, the Colours have become a significant political force, after merchants and politicians turned them into powerful voting blocks which they use as the cornerstone of their political support.

The Curse of Mordini

The city-state of Lambrusco, nestled below the Apuccini Mountains, illustrates the power of the vendetta and fickleness of the Condotta. The city was once defended by an elite mercenary company, five thousand strong, under the command of Ennio Mordini, one of the greatest Tilean mercenary captains who ever lived.

Mordini was in the employ of Duke Fabriano, a typical Tilean noble who had a long-standing vendetta against the duke of neighbouring Organza. Mordini led many successful raids on the Ducato of Organza, until Duke Organza was forced to pay off Fabriano to end the vendetta. However, Duke Organza, not wishing to suffer a complete loss of face, made it a condition of the settlement that Mordini and his Legion were disposed of, a condition the treacherous Duke Fabriano readily agreed to.

Sardo, another mercenary captain in Duke Fabriano's employ, was despatched to ambush and massacre Ennio Mordini and his company. Mordini died along with all his men during that ambush. With his last breath, he swore revenge, that someday and somehow he would settle the account for the treachery he had suffered on that dark day.

Five years later, the Doomed Legion, as it came to be known, marched again, in the form of a host of skeletons under the command of Ennio Mordini, risen from the grave as a powerful wight king. Marching upon the Ducato of Lambrusco, the Doomed Legion stormed and overran the city, cutting Duke Fabriano's mercenary defenders to ribbons and massacring its inhabitants. Of Duke Fabriano, it is whispered in the corners of Tilean taverns that his execution was preceded by seven days of torture at the hands of Mordini himself.

How Mordini and his men returned from the grave is the source of much speculation. Some whisper that a mysterious necromancer raised them for his own, unknown ambitions, while others speculate that Mordini sold his soul to the Ruinous Powers in order to fulfil his vendetta. Whatever brought about his return, Mordini now rules the Dead Court of Lambrusco, a vast haunted necropolis that serves as a warning to all men how base treachery might be repaid.

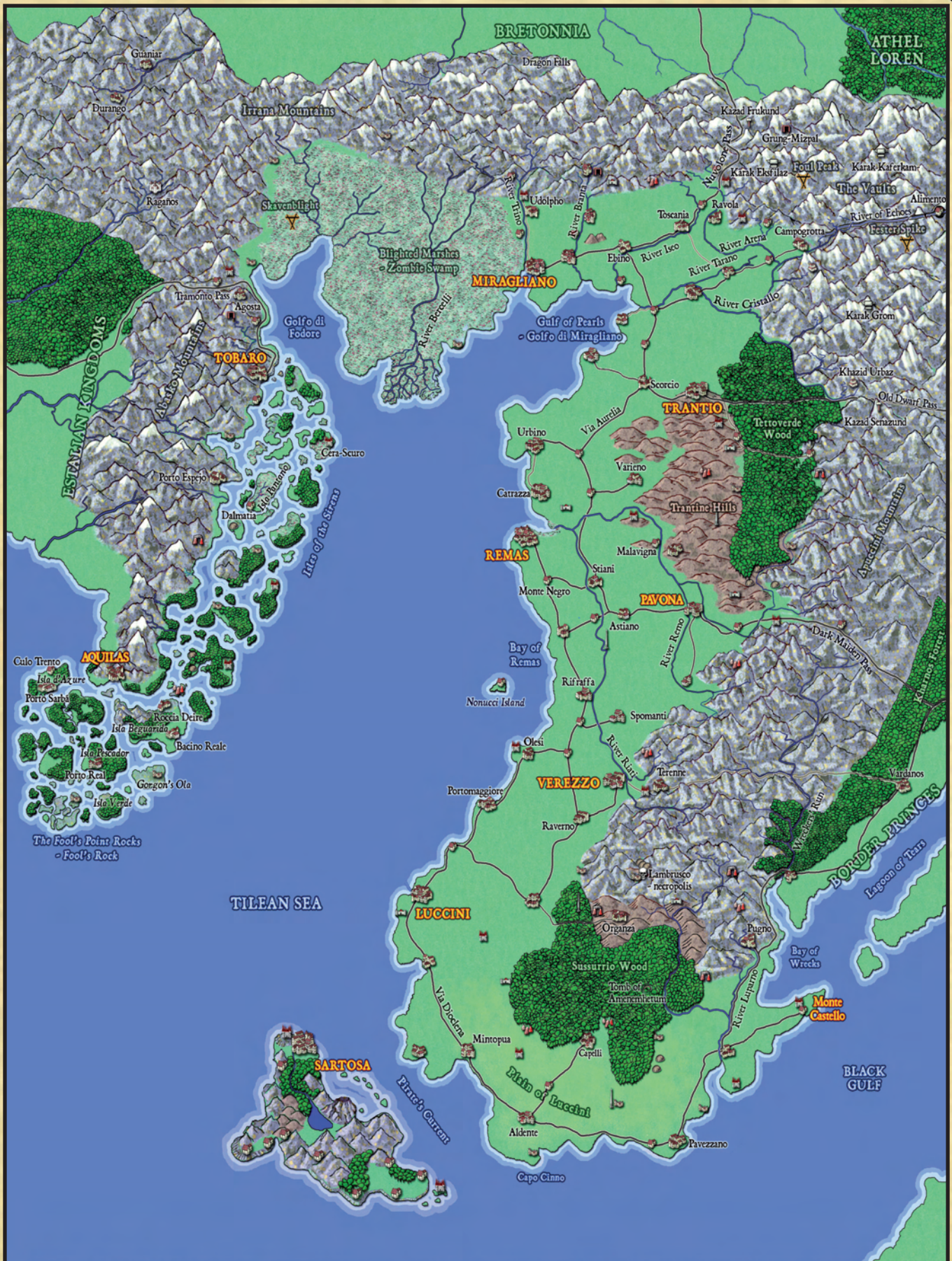
PART TWO: CITIES OF TILEA

Tilean Gazetter

Name	Size	Ruler	Pop	Garrison	Wealth		
Remas	CS	Triumvirs Poppeia, Julius, Crassus	130000	350a/500b/5000c	5	Trade, Govern- ment, Fishing, Boatbuilding	High Temples for most cults, Adminis- trative centre
Stiani	T	Triumvirs Poppeia, Julius, Crassus	6000	100b/500c	4	Trade, Agricul- ture, Wine	Remas rules directly, Capa Cuoco head of garrison
Astiano	T	Conte Girolomo Mazzuli	4000	20a/250c	3	Agriculture, Sheep, Wine	
Catrazza	T	Doge Jacoppo Lombardi	650	10a/100b/50c	2	Agriculture, Fishing	Approx 1000 refu- gees and Miragliano fleet now here
Urbino	T	Duca Giovanni Pergolesi	5200	50a/600c	5	Trade, Fishing, Agriculture	
Scorcio	ST	Conte Andrea Puccini	800	25b/60c	3	Agriculture, Olive Oil	
Varieno	T	Conte Fedrico Campi	3750	50b/350c	3	Timber, Cattle, Wine	
Nonucci	F	Primus Pilus Sabatine Mercer	100	10a/20c	2	Fishing	Island village, home to Myrmidian prison
Verezzo	CS	Signor Rossi	56000	170a/1200c	4	Trade, Agricul- ture, Industry, Wine	
Scozzese	V	Conte di Argen- tisso	3500	40b/300c	3	Wine, Agricul- ture, Olive Oil	
Rifraffa	ST	Conte Cesare Lombroso	750	25b/25c	2	Wine, Agricul- ture	
Spomanti	T	Conte Jacopo Montaperti	3800	50b/450c	4	Wine, Agricul- ture, Cattle	
Terenne	T	Conte Antonio Montecchis	4500	50b/260c	3	Ore, Trade	
Raverno	T	Conte Girolamo Sordello	4000	50b/200c	3	Agriculture, Wine, Sheep	
Olesi	T	Duca Matteo Boiardo	6400	100b/500c	3	Fishing, Agricul- ture, Trade,	
Luccini	CS	Prince Lorenzo Lupo	196000	300a/800b/3000c	5	Religion, Gov- ernment, Trade, Shipbuilding	Largest city in Tilea
Portomag- giore	T	Prince Georgio Sideri	5100	60a/400c	3	Wine, Fishing, Boatbuilding	
Minotupa	T	Prince Lorenzo Lupo	5000	75a/750c	4	Fishing, Agricul- ture, Wine	
Capelli		Duchessa Ve- ronica di Padua	5100	25a/500c	3	Timber, Sheep, Trade	
Aldente	T	Conte Marsilius Natta	2550	25b/100c	3	Wine, Agricul- ture, Olive Oil	
Pavezzano	T	Duca Baldassare Peruzzi	5600	60a/1700c	4	Trade, Fishing Agriculture	
Monte Cas- tello	F	Comandante di Meglio	2250	150a/100c	3	Fishing, Cattle	
Pugno	ST	Marchesa Luc- rezia Petrarch	850	34b/70c	2	Agriculture, Wine	

Organza	ST	Duke Guillano Organao	231	10a/23b/39c	2	Mining, Goats	
Kazad Frankund	F	King Garil Thunderclap	230	200b	2	Government	
Karak Eksfilaz	DH	King Hergar Steelclad	5000	1000b/200c	3	Trade, Ore, Metalwork	
Grung Mizpal	M	King Hergar Steelclad	57	8c	2	Ore	
Karak Sedazund	F	King Garil Thunderclap	150	120b	2	Government	
Karak Grom	DH	King Garil Thunderclap	3200	640b/120c	3	Trade, Ore, Metalwork	
Khazid Urbaz	V	King Garil Thunderclap	90	10b/6c	2	Ore, Metalwork	
K. Kaferkamaz	DH	King Skal Redbeard	2500	500b	3	Trade, Ore, Metalwork	
Toscania	CS	Duchesa Patrizia Malpighi	8700	150a/2000c	3	Trade, Wine, Ore, Goats	
Porto Real	T	Governor Emeric Gorge	1200	10b/150c	3	Sugar, Tobacco	
Porto Sarba	ST	Governor Koenraad de Graeff	320	10b/30c	2	Fishing Trade,, Piracy	
Aguilas	CS	Marquis Juan Narciso	13000	180b/1500c	4	Boatbuilding, Trade, Govern, Plantatioion	Port
Porto Espejo	ST	Marcos de Nizza	400	20b/35c	2	Fishing, Plantation	
Miragliano	CS	Duce Vincenzo Cornuti	93000	200a/400b/2600c	5	Trade, Boatbuilding, Government, Fishing	Recent reports indicate razed by Skaven
Cera-Scuro	F	Gov* Dominico Caraccioli	120	50b/10c	2	Government, Trade,Piracy	
Gorgon's Ola	V						
Bacino Reale	T	Lord Gov di Giudice	252	4b/52c	2	Trade	
Udolpho	T	Conte Guilio Uberti	4200	150a/1000c	3	Ore, Timber, Wine	
Ebino	T	Conte Galeazzo	3600	40a/200c	3	Trade, Agriculture, Cattle	
Ravola	ST	Contessa Patrizia Malpighi	850	25b/35c	2	Wine, Agriculture	
Campogrotta	T	Conte Guido Novello	3500	100a/400b	3	Trade, Goats, Ore	
Trantio	CS	Prince Giorgio da Vignola	11000	150a/200b/700c	4	Trade, Agriculture, Goats	
Pavona	CS	Prince Emanuele Orlando	12500	100a/350b/500c	4	Trade, Agriculture, Wine, Sheep	
Raganos	ST	Duquesa Tigridia Arlanza	910	35b/50c	2	Ore, Woodworking	
Durango	ST	Duque Nuno Rasura	850	32b/50c	2	Sheep, Ore	
Guanir	ST	Duque Inigo Arista	720	28b/45c	2	Timber	
Sartosa	CS	King Giovanni Barbarossa	3000	1200b/1800c	5	Piracy, Trade, Slavery, Fishing	
Tobaro	CS	Prince Tibaldus Marsarius de Vela	18000	100a/1200c	4	Trade, Ore, Gemstones, Fishing	
Alimento	V	Conte Guido Novello	90	5b/10c	2	Trade, Ore	

Settlement Size CS=City State(any size), C=City (10000+), T=Town (1000-10000), ST=Small Town (100-1000), V=Village (1-100), F=Fort (any size), M=Mine (any size) R=Ruin, DH=Dwarf Hold(any size), Wealth (1=impoverished, 5=very rich), Garrison/Militia Quality: Excellent = A, Average = B, Poor = C



Geographical

TILEA

version 2.07

by Aenthondiel

<http://wfrp.altervista.org>

& Jackdays

<http://www.treewala.com/kalevalahammer>



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MIGLIA

Liber fanatica

CHAPTER 7: LUCCINI

Tilea is defined by its great cities; vast melting pots of civilisation rivalling even Altdorf and Marienburg. Tilea's cities stand like bastions of achievement in the bright southern sun, but the real fortunes are made (and lost) in their darkened houses and alleyways. Visitors are easy prey for the greedy and unscrupulous – and sometimes those with darker designs.

This chapter details Luccini, Remas and Verezzo; three cities which currently dominate political life in Tilea.

Luccini

The city of Luccini was founded in O IC by the twins Lucan and Luccina. Following is a brief summary of the city's history according to legends and stories.

Legend holds that the temple complex at the heart of the Acropolis was first inhabited by priests of Morr and the other Classical gods millennia ago. The exact date of Luccini's founding has been questioned by scholars for centuries, but whatever the truth of the matter, Luccini was certainly a religious community by the year -100 IC when some of Luccini's priests departed to journey around Tilea at the time the Southern League rose to power and travel became safer.

The Founding of Luccini

Around -20 IC the twins Lucan and Luccina, patron gods of the city, were born to one of the many shepherd tribes inhabiting the ruins of the Elven colony surrounding the Acropolis. The twins' mother was an unmarried young girl at the time. To save herself from shame, the mother abandoned her infants in the colony's ruins, where few dared to tread for fear of waking ancient ghosts. While abandonment was fairly common in that time, healthy children such as the twins were usually spared. The popular story holds that Morr himself intervened and declared that the children were unready to leave the mortal realm. The god of Death bade Lupus (or Ulric, depending on the source) to send one of his servants and care for the children until they were grown.

For 5 years the twins dwelt in a cave near the Theatre of Ravens until they were found by a pilgrim shepherd journeying to the temple. The pilgrim's first instinct was to kill the children out of mercy. However, for some reason he took pity on the wild, underfed children; unloved and unwanted, clutching at the breast of a dying she-wolf. The pilgrim adopted Lucan and Luccina, took them to the temple to be blessed, and then returned to his tribe where he raised them.

During Tilea's unification under Myrmidia, the Southern League appointed the twins as living embodiments of the gods' blessings on the Acropolis, and by extension the entire land. At a pre-battle feast, the twins were invited to speak at the head table. Unexpectedly, the twins decried the corruption of the priesthood and declared that many had turned their backs upon the laymen. As proof, the children pointed to the caves of their childhood home, located so close to the priesthood but ignored by them for so long. The twins then criticised the Prince of

Teal who led the army, for which they were immediately clapped in irons. If not for Myrmidia's success in the next day's battle, the twins would surely have been executed.

Lucan and Luccina swore fealty to the warrior queen Myrmidia and went on to lead a regiment in her battles against the Southern League and later Estalia. A month before Myrmidia's fateful coronation, the twins appealed for the right to found a city at their birthplace. Myrmidia graciously granted them this right, and also promised support and financial aid.

It is widely known that Myrmidia died at her coronation, before she was able to provide the support that had been promised. However, Lucan and Luccina founded the city anyway, amid great controversy. The Acropolis priests opposed the new colony at every turn, organising raids to disrupt the economy and invoking ghosts from the ruins to spread fear among the settlement's nervous inhabitants. Only the lowly priests of Morr refused to engage in this spiteful campaign of sabotage.

On the fateful day of Lucan and Luccina's 30th birthday, a fire gutted the inside of the temple complex. No one is entirely sure how the fire started, but some say it was the gods' judgement on their shameful priests. Others claim the twins hired arsonists who entered the temple complex and fought their way past its defenders until they reached the tunnels of the Acropolis. Only the priests who sheltered themselves within the chamber at the heart of the Acropolis were spared from the blaze. From that day onwards, Morr's servants alone inhabited the mountain and visitors never stayed for long.

When Lucan and Luccina died on the same day at age 55, the religious people of Luccini believed the twins' lives had been a miracle. The more worldly citizens were concerned that each twin had raised nearly a dozen children who had become popular leaders in their own right. It was only hours after Lucan and Luccina's deaths that the first fights broke out, and the



fighting continues even today. Around half of the city's population believes Luccan's descendants, the Lupo clan, should be the princes of the city, while the other half is convinced that Luccina's children, the di Lucci clan, should rule. Currently Luccan's last direct descendant Lorenzo Lupo is in charge of Luccini, enforcing generally benign laws, however he has expelled many di Lucci supporters including Leonardo di Lucci's famous Leopard Company.

Power and Politics

Over its history Luccini has dominated the southern plains of Tilea militarily. The city's pikemen are ideally suited to the flat Plain of Luccini while its navy is the strongest force against the pirates of Sartosa. Military supremacy once ensured that few other city-states were able to influence the south politically, however with the increasing security of the Pass of the Dark Maiden and the Old Dwarf Pass, trade between other city-states may soon be able to bypass Luccini entirely.

Luccini's appearance makes it an appropriate location for the centre of Tilea's cult of Morr. The city is surrounded by the dark ruins of the ancient Elven city. Its buildings are made of bone white marble, with roofs of dark terracotta and black slate. Perhaps to offset the city's dour appearance, Luccini's citizens prefer their rulers to have an easy sense of humour. Rulers who are judged to be excessively surly are often overthrown by more jovial princes with a mob at their backs. Lorenzo's sense of humour so far has mainly involved banana skins and spikes, so he has become popular with the crowds. There's a saying in Luccini: "the prince is more dangerous when laughing".

Luccini is the largest port in the south of Tilea, making it a major trading hub with plenty of exports. Luccini's merchants have access to the crops of the south, olive oil from the plains, wood from the Sussurrio forest and fine goods from the other southern cities. Additionally, Luccini dominates the trade of exotic goods from far Lustria and the Thousand Isles thanks to its sizeable fleet of galleys and willingness to hire privateers. Luccini imports an enormous amount of food for the hordes of pilgrims that frequently swell its population to bursting point. When food supplies are low, tensions rise between the city's inhabitants and the visiting pilgrims. Pilgrims are especially abundant during the Grand Conclave of Morr which is held every 10 years (see ToS).

The city is also a haven for scholars. The Acropolis' vaults contain many texts supposedly written before the founding of the Reman Empire. Lost libraries housing detailed funeral writings and votive offerings are occasionally uncovered amongst the miles of catacombs beneath Luccini. The priests of the Acropolis sadly neglected the catacomb texts for many centuries, and many of the subterranean libraries have been looted and stripped of their most valuable books over the years. Others have collapsed and become inaccessible. In 1400 IC, the Conclave of Morr voted to permit priests of Verena access to the catacomb libraries so they could copy and preserve the remaining texts for future generations. The Verenans have uncovered many historical records from ancient Tilea in the process of their ongoing biblioarchaeological project prompting interest from the city of Remas.

Locations in the City

1. The Theatre of Ravens

Built on the ruins of an ancient Elven building on the Acropolis, the Theatre of Ravens dominates Luccini's skyline. The

temple marks the eastern extent of the city's Old Quarter. The Theatre of Ravens was famously not covered by the Aurelian Walls that protected the whole city when it was first founded. The Morrian priests of Luccini at the time refused to allow the Prince to block access to mourners who brought their dead to be entombed at this place.

The temple is a vast, circular building with a massive, unsupported dome constructed on a scale still unsurpassed by other cities. Some legends have even sprung up around its creation as it seems almost impossible for humans to have built such a magnificent structure, in truth it is a relic of the First Reman Empire. The building's exterior has twenty-eight entrances, each with no door but only a solid, open arch as befits the strictures of Morr's cult. Priests, monks and knights bustle through the side rooms of the temple proper and the greater temple complex. The temple complex includes two monasteries, a separate building for the female priests, and a barrack house for the Black Guards who stand on silent sentry duty.

The Theatre of Ravens is the heart of the cult of Morr, and it remains independent from the rulers of Luccini. However, no supreme leader of Morr's cult exists in Luccini (or elsewhere, for that matter). Instead, representatives from every temple in the Old World visit the Theatre and debate theological issues with their colleagues. Once each decade, the cult of Morr holds a grand convocation in Luccini to debate matters of cult policy. Decisions are reached democratically, and thesis reports are distributed to all Morrian temples in the Old World.

Burial Customs

Much like the Empire, every city in Tilea has multiple shrines to Morr and at least one temple to the god. However, Tileans practice a number of customs for disposing of corpses that are rare or non-existent in the north.

Tileans sometimes use the purifying heat of flames to cremate bodies on a pyre. The ashes are then gathered in a clay or metal pot and given to the family to dispose of as they see fit. Some noble families maintain elaborate vaults containing the ashes of long dead family members; others inter their ancestors in fine tombs or shrines. The local temple of Morr is usually willing to retain funeral urns for safekeeping. These vessels are either stowed away in alcoves or immured within the walls of the temple itself, with the deceased's name written on nearby plaques for identification. However, not even Morr's sanctuary can guarantee the deceased's safety from necromancers who seek out human ashes to fuel foul magical rituals.

Coastal and mountain regions have their own funeral customs. Burial at sea can often involve using the corpse as bait to placate sea monsters or shoals of sharks. In isolated mountain towns, bodies are left for carrion birds (or worse) to dispose of. This has caused much strife between different sects of the cult of Morr, many of them see such practices as barbaric while others see them as practical in certain conditions. Elsewhere this is just how things have always been done and woe to a wandering priest of Morr who stumbles upon such a ceremony and objects.

Regardless of specific burial methods, the cult of Morr insists on overseeing the funeral ritual where it can. Any experimentation on corpses is strictly forbidden, although the soul has moved on the body belongs to Morr as payment for its passage.

Because of its important administrative role, the Theatre of Ravens has also become a place of learning attended by litigants, scribes and scholars. Members of the cult who spend a great deal of time in the Theatre are affectionately known as Ravens, named after Morr's sacred birds that can be found nesting around the Theatre in huge numbers.

The catacombs beneath the temple are mostly of Elven manufacture, and the simple stone sarcophagi nearest the temple hold Elven remains. The rest of the complex has been used for human burials. The deceased are interred by a variety of methods ranging from simple wooden coffins, to muslin wraps, to elaborately carved sarcophagi adorned with precious metals and frescos. At the deepest level of the catacombs is the Chamber of Lileath, which contains a vast circular pool of water surrounded by sigils of apparent Elven design.

Guided by their dreams, priests and devout laymen alike come to the Chamber of Lileath to bathe. Despite there being only one entrance to the pool, over the years several bathers who were later reported missing had never actually been seen exiting the Chamber of Lileath, according to their colleagues.

2. Dock Ward

The Dock Ward of Luccini is packed with warehouses, offices and shops covering fourteen acres around the mouth of the River Trevere as it makes its way into the Sea of Tilea. The buildings are clustered around a series of great piazzas where Luccini's guildsmen trade their goods with merchants and recruit men to crew their ships. Interspersed with the other buildings are many watermills that drive Luccini's industry, powering machines that produce textiles, paper and metal goods.

Many foreigners dwell within the Dock Ward, including merchants looking for trade opportunities and mercenaries seeking employment. Exclusive inns such as the famous "Black Pearl of the Two Seas" and the "Sorcerer's Head" line the market piazzas. These dockside inns cater almost exclusively to the rich foreign merchants who come to buy and sell wares. The docks are also home to Luccini's fine fleet of



Wargalleys, which is the envy of other Tilean ports. Luccini has a long tradition of seafaring, and officers and crew of the Luccini Navy are commonly seen around the district.

The current rumour around the dockside piazzas is that Prince Lorenzo Lupo's youngest son Giordano Paolo Lupo has run away to join a band of cutthroats and mercenaries.

3. The Palazzo of Rectitude

This modestly elegant structure is home to the Laughing Prince's judiciary, interrogation chambers and law-courts. The Palazzo also contains three fighting pits used for resolving ordeals by combat. As the number of merchants in Luccini increases, so also does the army of litigants, scribes and other staff who serve the palazzo. In fact, the palazzo proper cannot contain all who work there, making the taverns and piazzas around the palazzo important places to conduct legal business. Royal litigants are commonly seen dealing with clients at a table next to scribes frantically writing reports and judicial champions having a quick drink before their next bout.

The Prince of Luccini also appoints many scholars, called 'Emendators', who are skilled in law, accounting and other specialised branches of knowledge. Emendators are empowered to inspect government departments and merchant houses within the city for irregularities such as incompetence, tax evasion or worship of forbidden powers. These shadowy figures, accompanied by ranks of black-armoured guards, are feared by people in positions of power. Emendators are also judges with the authority to sentence people found guilty of corruption to death, torture or to the benches of the galleys.

4. The Fratelli Ward, the Cittàladro

The northernmost area of the Old City, called the Fratelli Ward, is encompassed by the Aurelian Walls. The ward is a maze of small workshops, dilapidated tenement houses and bazaars packed together in a melting pot. This district has absorbed much of Luccini's immigrant population due to its cheap housing. The widely despised Strigany have settled here in great numbers and live alongside Arabyan migrants. The Strigany offer cultural curiosities such as fortune-telling, lucky charms, potions and exotic entertainment for good prices.

Crime families made up of thugs and racketeers thrive in the Fratelli Ward, and the Luccini watch is unable or unwilling to patrol its streets. Fences, forgers and a host of other illegal professions openly ply their wares in the many piazzas, as do monks and cultists of strange gods. Young nobles and merchants often visit this district to partake of its dubious attractions, although they usually wear bandanas over their faces. Visitors often wear pomanders on their belts, for the Fratelli Ward is a festering ground for diseases during all but the coldest months.

5. The de Roelef Lace Workhouse

Just outside the Aurelian Walls on the southern side of the city stands the House de Roelef compound. Although the merchants of House de Roelef dwell in the more prestigious Acropolis Ward, this forbidding building of dull red brick houses their main Luccini interest: lace production. The complex also doubles as a debtor's prison where those who owe House de Roelef money can opt for voluntary confinement in lieu of having their case heard at the Palazzo of Rectitude. Debtors know that the Prince's justice is often a sure death sentence, either by axe or chained to a galley's oar. Entire families dwell inside the small cells of the de Roelef Lace Workhouse, spending their days sewing delicate bone lace in

the traditional Luccini and Marienburg styles.

The cheap lace produced in this manner allows De Roelef merchants to undercut not only the Lace Makers' Guilds in Estalia and Bretonnia, but also the other guilds of Luccini. The city's merchant houses frequently petition Prince Lorenzo to end De Roelef's competitive advantage. However, despite House de Roelef's virtual monopoly on the trade of cloth and liquors from the Empire, there seems little chance that the prince will move against them. Some agitators have called for direct action by the populace itself to shut down the work-house, perhaps motivated by the other merchant houses.

6. Isola del san Andrea

Located at the harbour entrance, this island includes a coastal bastion that was originally constructed during the Crusades against Araby. More recently, the fortress was designated as a home to Luccini's Guild of Philosophers and Engineers, for inventors can conduct their experiments here without risking burning down the whole city. The walls of the bastion bristle with experimental cannons, rockets and other weaponry designed to prove Tilea's engineering dominance over the Dwarfs and the Empire. However, many Tilean devices are built with no regard for safety or practicality, provoking shock and outrage from their rivals in the mechanical arts.

The fortress technically falls under the rule of the crown of Luccini, but it holds a charter granting de facto independence in all matters apart from war. The fortress even mints its own currency which is considered purer than Luccini's own debased coinage. Around the bastion are markets and gardens displaying mechanical marvels such as clockwork-driven carnival rides. Nobles and merchants often come to Isola del san Andrea with their loved ones to relax. During trips to the island, visitors often hire guild engineers to maintain their estates. Luccini's engineers are renowned for designing towers that lean at absurd angles, which have been considered the crowning achievement of Tilean architecture since the time of Leonardo di Miragliano.

7. The Palazzo Fabliaux

The Acropolis Ward's Palazzo Fabliaux is by far the most prestigious of Luccini's bathhouses. Each morning, musicians announce its opening with trumpets and drums. The Palazzo Fabliaux is more than just a place to be washed by attendants; the bathhouse is also a communal meeting place where guests' class affiliations are shed along with their clothing. Noblemen and ladies mix with immigrants from Araby and initiates of Shallya.

Some pools are devoted entirely to exercise, and the Palazzo Fabliaux also includes large steam rooms for sweating out dirt and illness. Even banquets take place in the baths occasionally, with food floated out on specially-made wooden tables. Much like Luccini's other bathhouses, the Palazzo Fabliaux is a hive of covert politics, scandalous behaviour, and occasionally assassinations.

Impressive statues adorn the Palazzo Fabliaux's humid interior. The most infamous statue, carved by Grotto, allegedly represents the seduction of Shallya by her own uncle, the god of murder

Khaine. Baths are not segregated by gender, but an unwritten tradition of decency requires married women to wear veils within the baths, while men are expected to keep their hats or turbans on. Visiting merchants from the Empire and Bretonnia find this practice utterly incomprehensible.

8. The Noose and Anchor

The multi-storey Noose and Anchor is an inn, theatre and dancing hall catering to the many travellers and visitors that come to Luccini's Dock Ward. Owned by Nazario Rizzo, a retired Luccini naval captain, The Noose and Anchor is a popular spot with cheap rooms available at late hours. Nazario Rizzo hires mercenaries to maintain order and ensure his guests feel secure within the premises. Although rich merchants and nobles prefer to stay in the more expensive inns of the Acropolis ward, the Noose and Anchor is a place where up-and-coming merchants often rub shoulders with middle-ranking naval officers and itinerant adventurers.

The Noose and Anchor is a haven for criminals as well, particularly organised gangs like the infamous Cosche and

Isabella Marconi Street Vendor and Woman of Mystery

Career: Spy (Ex-Camp Follower)

Main Profile

	WS	BS	S	T	Ag	Int	WP	Fel
Start	36	31	35	30	36	30	33	43
Adv	+15	+15	+5	+10	+20	+20	+35	+20
Current	36	31	35	30	56	50	53	63

Secondary Profile

	A	W	SB	TB	M	Mag	IP	FP
Start	1	10	3	3	-	-	-	2
Adv	+1	+4	-	-	-	-	-	-
Current	1	12	3	3			3	2

Skills: Common Knowledge (Tilea, Araby, Estalia), Concealment, Disguise, Drive, Evaluate, Gossip +20, Haggle, Lip Reading, Perception, Performer (Actor), Pick Lock, Search, Secret Language (Thief), Shadowing, Silent Move, Sleight of Hand, Speak Language (Estalian, Tilean, Breton), Trade (Cook)

Talents: Dealmaker, Flee!, Hardy, Linguistics, Resistance to Disease, Schemer, Seasoned Traveller, Suave

Armour: Light Armour (Leather Jack, Thick Leather boots)

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

Weapons: Hand Weapon, Poison Darts, Rapier Wit

Trappings: Disguise Kit, Homing Pigeons, Small cookery cart, Contacts throughout Remas

Background: Talk around the houses of the nobility says that if somethings worth finding out then its worth finding out from Il Diva. By night Isabella is Il Diva, a spy for the Prince himself and there is little that she cannot find out about a mark.

Born on the streets of Remas before running away to follow a mercenary regiment in an attempt to strike it lucky Isabella has led a hard yet varied life. After one to many of the regiments officers died after a defeat or due to low pay the culprit was narrowed down to Isabella and her tasty pies, naturally Isabella left the regiment in some hurry.

Returning to Luccini for refuge she now spends her days selling cheap food on the steps of the Palazzo of Rectitude and her nights indulging her tastes for adventure and intrigue, hiring her services out to the highest bidder.

Omertà gangs. Luigi Sauro, a dealer in curios and a noted fence, operates from one of the inn's guest rooms. Luigi once served as Nazario Rizzo's quartermaster and actually owns a share in the business. Meanwhile the leader of the Omertà gang, Paolo Omertà, is applying increasing pressure on Luigi to gain a cut of his considerable profits. It might only be a matter of time before Nazario Rizzo takes matters into his own hands and declares a vendetta that will set the entire Dock Ward alight.

9. The Twin Temple

Second in size only to the Theatre of Ravens, Luccini's Twin temple stands at the very centre of the Acropolis, over the very cave where the twin gods Luccina and Lucan once sheltered as mortal children. Attendance at the Twin Temple and the many other small shrines that dot the city is very popular, in part due to the crippling fines that are levied on any citizen of Luccini who dares to miss the weekly service.

Adorning this massive building are many golden images of Holy Leopards, cryptic astrological symbols and statues of the Divine Twins. White-robed priests perform services to both deities here. Lucan's services traditionally take place at mid-day while his sister's observances are held during the night. Initiates perform services throughout the day, sacrificing meat and wine to placate the mythical two-headed leopard with three tails that still dwells deep in the cave complex below the Acropolis, according to legend.

In 2505, the head of the Leopard Company of temple Guardians, Leopoldo de Lucci, attempted to claim the throne of Luccini with the backing of the Twin Temple. However, the priests betrayed de Lucci at a vital moment, handing the crown to Lorenzo Lupo instead. In his anger, Leopoldo disavowed the sacred oaths, led his Leopard Company to break down the temple's golden doors, and cast the treacherous priests into the sea below. Leopoldo and his company then fled Luccini, roaming Tilea as swords for hire to this day.

A little known fact outside of the Plains of Luccini is that the Twin Temple plays a major part in funding Luccini's settlement of the Cactus Coast in Lustria. In the colony of Nuevo Luccini, residents' taxes are used to supplement the Twin Temple's funding for a local temple of Lucan that was recently

established by the Twin cult. The Lucanite temple in Nuevo Luccini is run by another exiled candidate for Luccini's throne, Father Brannardi.

10. The Palazzo of the Sea

The Breezefinders of Luccini are among the best navigators in the Old World. Aspiring navigators are required to plot the crossing to the Lustrian colony of Nuevo Luccini three times before receiving official status. The Palazzo of Breezefinders is a veritable fortress that dominates the docks and conspicuously demonstrates the extortionate prices charged by the guild. The Palazzo of the Sea incorporates the harbour's lighthouse and an ornate temple to Manann.

Inside the tower, navigators raise their families and hand down the secret arts of navigation from generation to generation. Children who prove to be ungifted in the navigator's arts are employed in other nautical roles such as pearl diving, fishing or marine duty.

Many Breezefinders study the science of naval warfare. One of the guild's most prized secrets is the art of brewing Fell Fire, a formula that is keenly desired by the engineers of Isola del san Andrea. The dreaded Fell Fire is a pitch-like substance that sticks to anything and burns fiercely, remaining ablaze even when doused with water. Centuries ago, the Breezefinders stole the formula for Fell Fire from the alchemists of Araby who were rumoured to combine heathen science with the magic of flame Daemons.

11. The Spiral Minaret

This inn is a popular meeting place for merchants and nobility, located in the heart of the Acropolis ward. The Spiral Minaret has been owned by the Elf Legolam Silverspear for over a hundred years. The inn is a quality establishment that caters to small volume, high profile clients. The Spiral Minaret's beds are the softest in town and its wines are of the oldest vintages. Guests are attended by dedicated young valets of both genders that cater to their every whim. Minor services performed by valets are discretely charged to the client's bill, which is collected in full at checkout.

The cult of Morr would pay handsomely for Legolam's knowledge of the Elven ruins in Luccini, but thus far the Elf has resisted their modest offers. It's rumoured that several people have approached Legolam with promises of vast wealth, but the Elf seems impervious to persuasion. Many believe that Legolam's silence is largely a consequence of his close friendship with Prince Lorenzo Lupo's current champion, the exiled High Elf Asarnil the Dragonlord.

12. The Blackstone Passages

Luccini stands on the foundations of an Elven metropolis that once covered an area several times larger than the present city's expanse. During the fierce fighting of the War of the Beard, the Elven metropolis was levelled by Dwarfs from Karak Grom. Today, the only remnants of this vast city are small clusters of black-stoned ruins jutting from the surrounding plains.

The aboveground ruins are merely shattered remnants of their former glory, but many of these sites provide entry to an extensive series of subterranean passageways connected to the city's sewers and catacombs. Smugglers and brigands from the Cittàladro use the Elven tunnels to bypass the guards patrolling the Aurelian Walls. Meanwhile, archaeologists and tomb robbers explore the passageways for their own sake, seeking abandoned artefacts and other riches. The tunnels are also in-



habited by the usual Goblin and Skaven clans that plague the residents of Tilean cities.

Wizards and priests avoid the Blackstone Passages, for they can see the pools of stagnant dark magic that formed in places where ancient Dwarf runes of vengeance long ago disrupted the pure streams of High Elf magic. The Undead flock to these tainted passages like moths to a flame. Haunting screams and laughter echo through sections of the tunnels when Morrslieb waxes, scaring all right-minded folk away. However, during these auspicious times necromancers and warlocks roam the tunnels seeking powerful servants suffused by the potent magic of Dhar.

13. The City of Stone

Over time, graves and crypts and have been constructed aboveground to preserve the dead from dark magic permeating the catacombs. These funerary structures are now so plentiful that they surround the entire city, having become integrated with the districts outside the walls. In the sprawling City of Stone, the dead rest alongside the living. Crypts are built mainly by devotees of Morr who are unable to afford places in the catacombs beneath the Theatre of Ravens and the Acropolis. Many pilgrims of Morr visit the City of Stone, and some of the older plundered crypts have been converted into shrines and way stations for the faithful. Others are occupied by paupers who can't afford housing in the city.

Occasionally, necromancers and vampires have been known to take up residence in the City of Stone. Regular patrols are organised by the cult of Morr to flush out undesirables and ensure the city's safety. Several hidden entrances to the Blackstone passages are located among the crypts, but anyone who discusses them publicly is silenced by the cult of Morr and the Prince's agents. Bounties are offered for turning in criminals caught digging into sanctified soil, or expanding crypts without a building permit.

14. The Lazaretto di Shallya

This small estate, owned by the Sisterhood of Shallya, is located on the western edge of the city just outside the Aurelian Walls. Here, priestesses tend to victims of the many plagues that ravage Luccini. The grounds of the Lazaretto are



devoid of other buildings, for no one wishes to live near this renowned house of disease. Instead, the hospice is surrounded by open meadows and flowerbeds maintained by initiates and patients.

Within the confines of the estate, the Sisters enforce a regimen of healthy exercise and regular baths in the nearby sea. Plague doctors wearing distinctive carrion-crow masks of Morr attend the Lazaretto regularly. Morr's doctors are actually undertakers who consign patients that slip beyond the Sisters' care into the house of Shallya's father instead.

Traditionally, the princes of Luccini have bestowed their blessing upon the Lazaretto. Luccini's nobles often speed along the hospice parkways in ornate gilded carriages, laughing at the poverty and deformities of the city's most unfortunate citizens. Many a court jester has been recruited from among the patients declared cured by the priestesses of Shallya.

15. Piazza della Danarosi

This luxurious square near the docks welcomes the city's infrequent Elvish visitors. Its elegant houses are inhabited by several families of Sea Elves that serve as guides to the Breezefinders during sea voyages or as labour for Elven ships visiting the city. All of Luccini's Elves appear to be of the same clan, called the Elthermodrians. Elthermodrian lineage is organised along feudal lines with one ruling family handling trade and negotiations, while the others are assigned to roles as guards, tutors or stevedores. The Elthermodrians serve as guides and envoys for visitors from Ulthuan.

Other Items of Note

Portomaggiore

Situated to the north of Luccini, this small town boasts an exceptionally large palazzo called the Palace of Peace located at the town's edge. The palace was once home to a priest of Myrmydia who kept the shutters barred and locked at all times. The priest remained in his great chamber hosting an eternal feast during which captured enemies were forced to dance at spear point until they collapsed their feet bloody ruins and lungs bursting for air.

The prince hired many courtesans from around Tilea, and they received a similar treatment. Courtesans unfortunate enough to suffer injuries or disfigurements to their faces were thrown from the upper stories of the Palace of Peace. Castoffs who survived the fall were left to crawl away from the eternal revelry through Portomaggiore's dark streets. The terrified citizens huddled behind closed doors, sure that the priest's black garbed men-at-arms would come fetch them at the slightest sound.

After standing abandoned for many years, the Palace of Peace has now been re-occupied by Georgio Sideri, a young man from Raverno with money to spend and friends to entertain. The palace once again hosts great feasts throughout the night.

Marconi's Firstborn

This Condotta regiment has been camped around the Plain of Luccini for almost three years now. Marconi's Firstborn is a mixed regiment of horse and foot that has become more of a brotherhood than a true mercenary company. The Firstborn are fiercely loyal, both to each other the also to the legacy of their brave commander Marconi who led his men from the front in countless battles across Tilea. Marconi was killed in the battle

of Lupano River when his regiment's flank collapsed suddenly and Marconi's position was overrun by the enemy, even as he negotiated better terms with his employers.

After the battle, Marconi's sub-commanders found his body still clutching the Condotta document, pen in hand and arm outstretched. Proclaiming their leader's death a miracle, they carefully embalmed his body in its final, defiant position. Marconi's mummified corpse remains in his luxurious command pavilion to this day, negotiating eternally. The leaderless mercenaries now insist that they can only accept the command of a captain who's able to secure even better terms than Marconi's final contract. Until that day comes, Marconi's Firstborn will decide all matters by drawing lots and debating their course amongst themselves.

Leopards of Luccini

Luccini's heraldic symbol is the leopard. These beasts were originally imported by immigrants from the Southlands during the reign of the Nehekharan empire. Since the time of the twins, leopards have supplanted the wolf population around Luccini. The leopards of Luccini are frequently hunted for sport by parties of nobles clad in togas and animal skins. Hunters arm themselves only with primitive javelins in order to emulate the ancient sister deity, Luccina.

Capelli

This logging town on the fringes of the Sussurio forest exports quality poplar wood for use in decorative panelling and votive boxes. Capelli is ruled by Duke Alfonso Lupo, cousin of Lorenzo of Luccini. Duke Alfonso can most often be found at the Piazza Vecchio in the centre of the town, lounging in the sun and surrounded by bodyguards and petitioners. The duke does occasionally grant an audience to petitioners who aren't sort of funny-looking as long as they are from around the area.

A small sight-seeing business operates in the forest near Capelli. Parties of nobles pay good money to visit the deeper parts of the woods, where they hope to see the legendary, savage half-man-half-beast creatures called Fauns. Locals tell of more expensive trips undertaken annually on the Night of Mystery, when tourists can celebrate dark rites with the beasts. According to rumour, not everyone returns from these Geheimnisnacht excursions.

Aldente

At the time of the Crusades, the town now called Aldente was used to house servants and slaves of the defeated Arabyans and pirates. After the Crusades, the prisoners became an important part of the town's population and it became known as Al Gore. Over the years, the town became famous across Tilea for the quality of its physicians, particularly its dentists. Modern Tileans call the town Aldente, or "city of the teeth".

Ventimiglia

The forbidding basalt walls of the Bastion of Ventimiglia overshadow the town and harbour that nestle in the cliffs below. Situated on the southern coast, this fortress was built as one of many bulwarks against roving fleets sailing across the Pirate's Current from Sartosa.

Although the cannons and ballista of the fortress make a forbidding sight, the town has historically created more pirates than it's prevented. The most notable Ventimiglian pirate was

the 'Black Corsair', a notorious gentleman-pirate who savaged Tilean shipping for many years before eventually being revealed as the Conte of Ventimiglia himself.

Even today, the twisting cobbled alleyways of Ventimiglia harbour many smugglers and pirates, earning the town a reputation as a hive of villainy and scum. The current Count Ignacio Finetti, although not predisposed to piracy himself, does little to impose law on the populace. As long as exotic goods continue flowing through his port, he takes little interest in how and where they were acquired.

Contado of Luccini

	Size	Ruler	Pop	Garrison	Wealth	Source	
Luccini	CS	Prince Lorenzo Lupo	196000	300a/5000c	5	Government, Trade, Shipbuilding, Fishing	
Iraklia	V	Signor Stephanos Pantheras	34	5c	1	Subsistence	
Mirmathi	V	Barone Bino Costa	78	20c	2	Agriculture	Farming settlement, most farmers live in Luccini
Costco	V	Debora di Coppola	56	5c	1	Subsistence	
Vlacherna	V	Signor Fabrizio Grasseli	39	1a/2b	1	Subsistence	
Avrippio	ST	Conte Greta Yanni	358	20b/70c	2	Wine, Cattle, Fishing	
Roccaforte del Mar	F	Capo Giuliano Adorno	200	30a/30b/100c	2	Raiding, Timber	Nearest Luccinan fort to Cappeli
Sanatorio	V	Barone Verena Gucci	93	20c	2	Agriculture	Produces large quantity of Olive Oil
Ariano Irpino	V	Barone Gabriella Esposito	45	5c	2	Cattle	Farming settlement, most farmers live in Luccini
Di Palma	ST	Doge Haline Fiorentino	657	10b/100c	4	Wine, Trade, Tolls	Sits on the road from Monte Castello to Luccini
Vene Spazi	F	Duca Dastardli	330	90b/140c	2	Tolls, Raiding	Guards the strait between Tilea and Sartosa
Aldi	V	Barone Niccola Pazzi	76	5c	2	Agriculture, Sheep	
Paramythia	V	Signor Omar Muzzeti	83	10c	2	Furs, Agriculture	
Minervino	V	Barone Zetico Vitorio	60	5c	1	Subsistence	Farming settlement, most farmers live in Luccini
Ven. dei Chiaro	F	Barone Tonni Testori	300	50a/100b/40c	2		Garrison in the middle of the Plain of Luccini
Nuova Luccini	ST	Comte Nikolas Alfresco	967	20a/80b/100c	2	Timber, Trade, Spices, Gold	Colony located in Lustria

*Ven. = Venerato/singular, Venerati/plural, i.e Venerati dei Chiaro, Venerato Lorenzo – Reikspeil: Venerated/Sacred of the Plains, Venerated Lorenzo

CHAPTER 8: VEREZZO

The city of Verizzo clings to the top of one of the foothills of the Appucini Mountains. Bordered by a steep drop to the river Riatti on the north and east, Verizzo sprawls across the top of the hill like a mushroom. Steep walls increase Verizzo's height and keep the city's sprawl in check, so the only solution for those seeking protection is to build their houses ever upwards. Verizzo's famous white-washed walls and the towers of the rich can be seen from miles around, becoming a shining beacon in the scorching heat of the Tilean summer. The slopes around the city are worked by farmers trying to earn a living from the rocky terrain.

Originally one of the many small villages dotting the Appucini Mountains, Verizzo became an important staging post for armies around 500IC as the Orcs in the surrounding mountains were slowly driven southwards. Around 1000 IC Verizzo had grown enough to become the most important town in the area, exerting its influence over the smaller villages and farmsteads for miles around thanks to its veteran Condottieri and mercenaries. For the next hundred years or more Verizzo continued to grow, rapidly covering the entire hilltop until laws were eventually passed to restrict the city's sprawl and keep it defensible. Ever since, Verizzo's walls and buildings have grown ever taller as the city became more crowded, and ironically harder to defend.

Early in the 15th century the city's fortunes were rapidly reversed. Clashes with Luccini over the grain supply from the plains and the rebellious towns along the River Riati led to a series of disastrous defeats. Verizzo's armies were outdated and inexperienced, for the majority of the Orcs had been driven out long ago. The fifty-year war, as it came to be known, was characterised by the smaller towns changing sides repeatedly between Luccini and Verizzo, until the Alliance of Olesi saw them turn on both cities. Mass famine followed as a result, forcing both Luccini and Verizzo to capitulate and sign the humiliating treaty of 1505. A long, drawn out economic and political recession followed.

Around 1900, the city passed into the hands of the princes of the Lotta dynasty who slowly expanded its influence to cover much of the territory it had lost since the fifty years war. The Lotta princes also founded the Guild of Inventive Artificers and Engineers and many of the other guilds were formed under their rule. While the Lotta family held onto power for nearly 200 years, around 2250 they were replaced by a string of unpopular dukes and princes who aggravated the population by increasing taxes, letting marauding Condottiere pillage the surrounding villages and even banning races around the city, until the last prince of Verizzo, Jacopo della Lunigana came to power in 2321. When Jacopo attempted to profit from the poor harvests sweeping Tilea by charging almost ten times the previous price for bread with the help of the Orange Colours (mainly the bakers and allied trades guilds) the people rebelled. An orgy of destruction followed for nearly a week until a confederation of guilds finally restored order with the aid of newly hired mercenaries.

Drafting up a charter in the aftermath of the riots, the guilds publicly declared that Verizzo would become a free city run by the people and the guilds. Elections would be determined by votes from each city ward's Colours. These would form the basis for the political parties that now dominate the city and host the sporting events that the city is so famous for. The citywide ball games and horse or chariot races are a Colour's measure of popularity, the more residents dressed in a particular colour during the event, the more popular support that Colour has. However some individuals' political affiliations are changed mid-match with the aid of a rival with a bucket of paint. Somehow though, the population manages to maintain control of the ballot, often electing the sponsors of the most daring or entertaining teams in the annual races, instead of the most costly team. Nowhere was this more evident than in 2502 when they elected the Greens over the Reds after the Greens chariot team chose to race on the treacherous sky bridges of the city rather than through the traditional piazzas of the city bottom. Sadly none of the Green team managed to return the next year. This year the Blue faction led by Signor Rossi are in a clear majority and have taken out numerous loans to ensure it remains this way when this year's race and festival season start.

Locations in the City

1. The Viasotto

While the broad main streets that cut through the lowest level of Verizzo are hives of industry and commerce, it does not take long to wander into the realms of the underprivileged. Locals know these areas as the Viasotto, comprised of a maze of back streets with so many bridges built over them that they stand in perpetual shadows. Typically, only the desperate and insane stray into this level of the city, and even the city watch gives the Viasotto a wide berth. Criminal fraternities, forbidden cults and lepers all stalk these twilight streets, with rumours of Ghouls, Vampires and worse dwelling in the shadows.

Most of the buildings were once granaries, left over from the days when grain would be stored for year after year. Long ago left to fall into disrepair, some enterprising landlords have converted these buildings into tenements by erecting walls of wood or even simply carpets reinforced with matted layers of mud. Others stand derelict, occupied by squatters or vermin. Nevertheless, a few businesses are located here, chiefly lotus houses, pawnshops, taverns and cheap hostels catering to



the Viasotto's citizens and rich bored young nobles who travel here to experience the exotic taste of poverty.

Verezzo's Colour Palazzi

In most Tilean cities, the associations of guilds known as Colours each maintain a large Palazzo, which is used as a social club where the more important members can gather. In Verezzo these Palazzos are even more pronounced, with the Colours being the dominant forces in the republics political processes. Most of these Colour-houses are nestled among the pinnacles of the city, each competing to be the tallest, grandest and most opulent.

Some of these Palazzos were custom built while other Colours have taken over existing structures. For example, the Greens make their home in the old palace of the Lotta family, once home to the Duces that ruled over the City-State, while the Reds recently moved to a new and expansive building at the very top of Verezzo's towers. Each Palazzo is home to extravagant parties thrown by the city's elite, and competition for the best of Verezzo's entertainers, chiefs and artisans is heated, often leading to bouts of rioting and assassination.

While theoretically all Colours are equal, the Yellows, Reds, Greens and Blues dominate the city, while the Whites, Purples and Oranges are effectively marginalised. At no time is this more evident than the "Festa della Republica" when the elaborate voting system of the city swings into gear to elect which party will dominate the senate next year. This day is known for both its drunken celebration and rioting, as many brightly dressed supporters clash around the ballet boxes

2. The Temple of Ranald

Within the twisting alleyways of the Viasotto District lies the Verezzo temple of Ranald which dates back to before the classical age – an imposing structure decorated with many black marble statues of cats. Here the clergy of Tilea's second most prominent god dwell and pray, performing benedictions for the masses.

The temple is lavishly decorated in an eclectic mix of styles and artworks, the highest regarded of these works is located within the temple's central chamber. Grotto's "Apostolo Sinistina" series of four frescos brings many visitors to the temple. The first of the frescos tell of the birth of Ranald, product of the union of Shallya with her uncle Khaine. The second shows Khaine using the Grieve (See ToS, page 250) to murder his brother Morr, and the third Taal banishing Shallya for her crimes. The final fresco is prophesying, and shows an adult Ranald striking his father with the Grieve. Needless to say, many members of the cults of Shallya, Morr and Khaine find these frescos blasphemous, as do many cultists of Ranald from other cities.

3. The Grain Exchange

Once Verezzo's centre for trading in grain, the merchants have long since abandoned this impressive building, standing almost midway between ground level and the tower tops inhabited by Verezzo's richer citizens. Instead the Exchange now functions as a vast indoor marketplace, with tiny stalls crammed into the offices and lining the bronze lattice balconies. As the owners refuse to allow permits for the sale of foodstuffs, the Grain Exchange has become the place to buy

many other strange commodities. Stalls offering bright clothing are nestled between bookstalls, jewellers and fortune-tellers, while cult initiates stalk the balconies looking to preach and collect donations for charity. All the while small traders offering hot savouries and sweet foodstuffs scamper through the lines of stalls trying to avoid being spotted by anyone too official.

Rents here are expensive, although the whole layout is so chaotic and ever-changing that many stallholders simply fail to pay in the hope that the landlord's enforcers never notice them. Many stallholders are engaged in other illegal activity, with charlatans, pickpockets and fences finding the Grain Exchange an ideal place to practice their trades.

4. The Verezzo Guild of Accepted Magi

Located in the highest level of an impressive twelve-story tower, the Verezzo Mages Guild is one of the few institutions openly teaching magic outside of the Empire. Membership is open to all citizens of Verezzo that have a vote, essentially any male with no criminal record and his own lodgings. Being able to master the winds of magic is not actually a requirement of joining, and indeed the majority of members are merchants, politicians and other leaders of society rather than actual mages. This has led to most outsiders viewing the Guild as a political social club rather than a serious place of magical learning, and its ties to other magical orders are weak at best.

The guild's goals focus upon benefiting the city by restricting magical research and casting without written permission from the Exalted Master. In practice, this requirement for permission limits the Guild's mages to spells and rituals dealing with masonry and other techniques of magical construction, as the city continues in its relentless quest to expand ever upwards.

5. Cinque-scogliere

Jutting out over the city walls and over the sheer cliff face that drops down to the River Riatti, the Cinque-scogliere is a strange building of modern engineering that acts as Verezzo's only docks. Here the people of Verezzo pay to have cargo and water lifted up from the River Riatti by a system of counter-weighted pulleys. Haulage fees are expensive but paying them is preferable to driving downhill and out of the city to the river so there are long queues and plenty of heated shouting and disagreement over whose turn it is at the docks.

Close to the city floor, teamsters and stevedores constantly drag cargo from here to the many warehouses that line the streets below, predominantly consisting of the grain that is the lifeblood of the city. Boatmen often come up with their cargo, and many taverns, theatres and cafés surround the Cinque-scogliere to cater to them. Queuing servants, bored merchants and adventurous housewives often frequent these places as well, giving this area of the city a distinctly cosmopolitan atmosphere.

6. Due Torri

These two towers were originally granaries but have since been claimed and expanded by the Dwarfs of the city. Secretive and apart, the Due Torri are among the few towers to remain unlinked to the rest of the city's network of bridges. Craftsmen instead journey by one of the tower's several Gyrocopters. The tallest tower is nicknamed "la Provvista" and is home to most of the Dwarf population and its supplies, while the smaller tower remains nameless. It is here that the

Grothmir Clan produce metalwork for half of Tilea, including the elaborately crafted Galloper guns used in many of Tilea's mercenary regiments. A three year waiting list buys the rich of Tilea some of the most advanced armour in the Old World, inscribed with delicately crafted runes and litanies of devotion and protection.

7. The Verezzo Guild of Inventive Artificers and Engineers

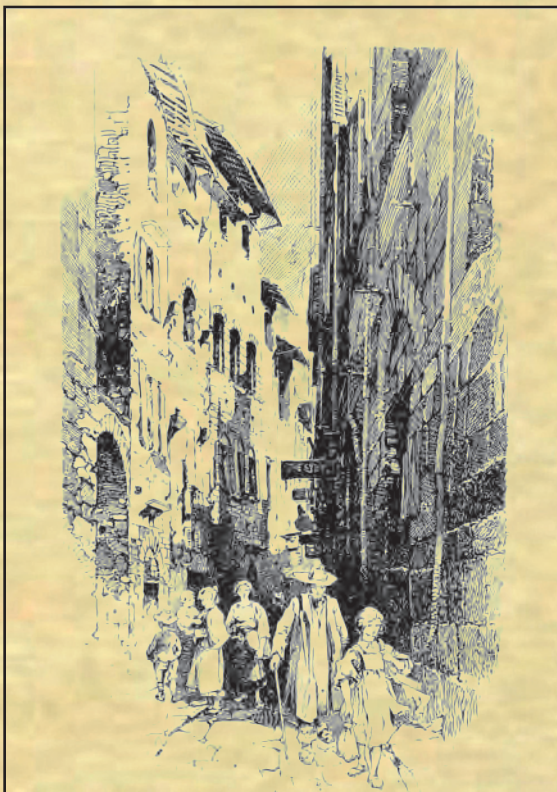
Verezzo is known for its inventive spirit, and the tower-tops of Verezzo are festooned with windmills and other devices, many of which were designed and built by Daddallo, one of the city's most famous and inventive sons.

The Verezzo Guild of Inventive Artificers and Engineers is located within the top level of the city, where it bustles with specialists who flock to the Guild from as far away as the Empire, Estalia and even the Dwarf Holds. The guild specialises in the pursuit of technology that makes living in the vertical city easier, including vast screws to raise water from the river and devices for harnessing wind power to drive mill-wheels.

In addition to civil engineering, Daddallo has started a trend in working on aerial transport, such as balloons, zeppelins, parachutes and gliders. The most advanced inventions are Daddallo's design of pedal-powered Ornithopters and theoretical studies of Dwarf Gyrocopters. Many of these devices have resulted in catastrophic accidents within the city resulting in the engineers being imprisoned or exiled, including Daddallo himself. Especially as the Dwarfs still refuse to reveal exactly how Gyrocopters are powered.

8. The Arena

Even more so than the other cities and towns of Tilea, Verezzo is renowned for the various team games such as football that occur informally in its piazzas and streets. With the politics of the city dominated by the Colours, sport is a vital means of gaining political dominance and each of the Colours spends a small fortune each year in sponsoring athletes and hiring assassins to thwart rival teams.



At the entrance to the city's main arena stands Grotio's huge sculpture 'The Five Graces' carved from exotic pink-veined Trantine marble. Inside, ball games, pit fights and chariot races are staged, watched by crowds of fevered supporters. As is common in the vertical city, the buildings around the arena tower over it, and many have balconies from which their owners can watch the games without paying. Some enterprising citizens even operate restaurants upon the balconies and bridges where one can eat as the games are played below.

9. The Sewers

While most of the city passes above the lower levels and few people venture amongst the twisting streets and winding alleyways of Viasotto, there are levels of Verezzo that lie deeper still below the ground. The vast storm sewer of Verezzo is a winding network of passages allowing drainage for the city above and housing man-made underground canals to carry storm water and effluent.

Sewerjacks patrol here, watching for smugglers and other criminals who use the sewers for transport and storage. The sewers often connect to hidden areas of the city, including many cellars, ancient catacombs and other underground chambers. Sewerjacks tell many stories about the horrors that lurk beneath the city, including Ratmen, Ghouls and strange one-eyed things sporting tentacles.

The sewerjacks have their own barracks located within the Viasotto. The sewerjack barrack is a grim place where hardened veterans gather to swap tall tales and drink bottles of Grappa extorted from the gangs of smugglers in exchange for turning a blind eye to their trade.

10. The Black Guild

Often obliquely referred to only as the "Eighth Colour", the Black Guild is Verezzo's most prominent guild of bodyguards and assassins. Stabbio the Bad, an exiled Prince of Luccini, founded the guild where he trained his henchmen in the arts of duelling and the fencing styles of the Estalian Diestro. Merchant princes hire the guild's bodyguards to protect them from assassins while they move around the bridge-streets of Verezzo, and also to assassinate their rivals.

Guild members dress in long black cloaks worn over clothing designed in the latest Tilean styles. They wear their hair long, held back with a jewelled circlet or tied back into a long tapering ponytail. Under their cloaks, they conceal long-swords or rapiers along with sword breakers, stiletos and throwing knives. Black Guildsmen are experts at fighting amongst the bridges and alleyways that make up Verezzo, and the guild's services are in high demand, rivalling the infamous assassins of Pavona.

The most notorious modern son of the Guild is Vespero, a young and self-indulgent nobleman of Luccini who is known for his string of romantic affairs which often end in life or death chases through one of Tilea's cities. Vespero has worked as a henchman for some of Tilea's most important men, including Borgio the Besieger when he ruled the city of Miragliano.

11. The Rossi Frecci

Perched atop the Schillaci Gate on the eastern wall of the city is a squat landing pad belonging to a battalion of mercenaries from the town of Catrazza, led by Signora Elissa Tancredi. Known to have a stomach for heights, these were

the first people to test the daring contraptions of the Engineers guild and take to the skies in pedal powered wooden gliders. The aerial mercenaries form an important scouting force for the armies of Verezzo in the field, skilfully peppering the enemy with crossbows while staying well out of the way of return fire. The birdmen are a regular sight flying around the city performing daring tricks with the utmost skill, all the while remaining in perfect formation.

12. Palazzo Francesca

Located on the north side of Verezzo this building looks like a non-descript tower from the street, but spreads out as it rises until its upper stories spill out over the sky bridges of Verezzo like some strange mushroom. This is Verezzo's oldest and most important university, and although it pales in size compared with the likes of Remas' or Pavona's, the Palazzo Francesca has a reputation as one of Tilea's most advanced. Here studies of Medicine and Anatomy take place, the streets of Verezzo providing a fertile source of volunteers for experiments in the mechanical method of anatomy first formulated by Vesalius. Run by the venerable Dottore Vergognosi, the Palazzo's administration is rumoured to spend most of its budget persuading the cult of Morr and city-watch to look the other way. While the poor of the Viasotto know all too well to steer clear of the bands of inquisitive students that emerge from the Palazzo after dark, eager to run their own experiments.

13 Temple della Girogucci Fiore

Verezzo's main temple of Myrmidia stands proudly in the centre of the city; buildings huddled around it as if for warmth. The temple is named after a venerated soul who perished in an unfortunate incident in the Appucini Mountains near the start of the city's history, and is run by High Priest Augusto Spazzi and his clergy. The towers' method of service is unusual – the inside is crammed with benches arranged vertically around the hollow centre while the priest gives mass from a gallery near the top. The more pious or wealthy the visitor, the closer he sits to the top of the shaft and the attendant priest. Services are held daily with the High Priest himself holding mass once a month, usually on the Kalends, this service in particular can get so crowded it's been known for some worshippers to fall from the balconies.

Other Items of Note

Olesi

The dukedom governed from Olesi is perfectly positioned to interfere with trade between Remas and Luccini, being situated on the coast halfway between them and extending almost to the walls of Verezzo. As a result, Olesi is an important town for any of the major cities to control. Olesi has been thoroughly infiltrated by agents from each city, manoeuvring to gain the ear of the current duke. Taking the lead in the 50 years war, Olesi formed a defensive league with the smaller settlements of the Verezzan Plain against the forces of Verezzo, Luccini and Remas. The league inflicted several unlikely defeats against larger forces and established a federation of small Republican states overseen by the city-states of Olesi, Raverno and Terenne. The league's mandate

was to protect the vulnerable towns and villages, but sadly, the league collapsed over time. Centuries of subterfuge by the mayors of Olesi had seen it slowly crush the councils of its surrounding towns and install its own rulers. In 1948 IC the government of Olesi itself collapsed when a brutal dictator seized power. The coup is remembered now as one of the Four Tyrannies of Tilea.

These days, Olesi exerts little influence and has few resources to call upon. Its court is home to a weak duke and a horde of double-dealing sycophants and courtiers. Occasionally Olesi's ruler will hire a Condottiere to suppress a settlement that it judges to have fallen out of line, or to gain some plunder for Duke Boiardo's treasury. Most of the inland villages now depend on the troops of Verezzo for protection from bandits or soldiers in the pay of Olesi. Neither Remas nor Luccini can allow Verezzo to grow too powerful from gorging on the carcass of the Olesi dukedom.

Ugrim Grimlock, Dwarf Merchant

Career: Merchant (ex-Tradesman)

Main Profile								
	WS	BS	S	T	Ag	Int	WP	Fel
Start	43	32	26	46	21	33	40	19
Adv	+10	+10	+5	+5	+10	+25	+20	+20
Current	48	32	31	51	31	43	55	39
Secondary Profile								
	A	W	SB	TB	M	Mag	IP	FP
Start	1	12	2	4	-	-	-	1
Adv	-	+4	-	-	-	-	-	-
Current	1	16	5				4	

Skills: Skills: Charm. Common Knowledge (Dwarfs, Tilea, Empire), Drive +10, Evaluate, Evaluate, Gossip +10, Haggle +10, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel, Khazlid, Tilean), Trade (Merchant +10%, Carpenter, Smith)

Talents: Dealmaker, Grudge Born Fury, Night Vision, Resistance to Magic, Stout-hearted, Streetwise, Sturdy, Super Numerate

Armour: Light Armour (Leather Cap and Leather Jerkin)

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

Weapons: Hand Weapon (Ceremonial Axe), Dagger

Trappings: Rich Quarters in the "Due Torrie", Empty Warehouse in Luccini and Olesi, Extensive loan to the Captain of the Beowulf, Grimlock Guild Badge worth 10 GC, Scales worth 1 GC, Bitter Grudges

Background: Born in Karaz-a-Karak, Ugrim moved to Verezzo with his family at the age of 13 after the establishment of the Grothmir holdings at the "Due Torri". Naturally surly, Ugrim seemed ideally suited to life as a craftsman until chance led him to secure a vital deal with the Voreni guild of Remas. Soon Ugrim's natural talent for mathematics and calculus led him to become a fully bonded merchant of the Grimlock family, bringing honour to his family and rising through the ranks of Clan Grothmir.

The young Dwarf has recently fallen on hard times. Piracy on the high seas has destroyed a client's expensive cargo which was bought with a loan from Ugrim's family, and an ongoing audit of the family's finances will soon reveal the loss. Despite the oath of the manling to repay him with interest or to take his payment in flesh, Ugrim is starting to grow increasingly nervous as he knows how fickle Humans can be. He may well have to take the Slayer Oath if he cannot return the funds to the vaults within the next month.

Raverno

This small town lies to the south of Verezzo, standing watch over the Via Diocletia and the fertile plains leading to Luccini. The city is ruled by the heads of the town's guilds, and has recently declared its allegiance to Verezzo. This is mainly because of Luccini's repeated attempts to capture the city by force. On one occasion in the last year attempting to infiltrate the town with an army of mercenaries disguised as sheep. The council ruled that as long as Verezzo pays a fee to station Condottiere in the city, it would be far more sensible to side with Verezzo while Luccini continues its campaign of conquest and plunder.

Strangely, the majority of town council members disappeared in the night last spring and haven't been seen since. This has left the town's fate firmly in the hands of the venerable Doge Alfredo Sideri and several young members of the merchants' guild. Meanwhile Georgio Sideri, the young son of the Doge, has won himself quite a reputation as a drunken lout. Despite complaints of his behaviour to the Doge, Georgio's antics have gotten worse if anything.

Terenne

The last town before the River Riatti's headwater, Terenne is famous for its falconers and the quality metal ore mined nearby. Terenne is also the protector of the small villages and monasteries that lie deeper within the mountains, at least according to the self-styled Duke of the town. The Duke is an ex-Condottiere named Antonio Monlecchis who served nearby Verezzo for years. After his contract was terminated, Antonio led his soldiers to capture the town in a bloody three-day fight against supporters of the resident mayor, before settling down to enjoy his retirement. Antonio makes a point of keeping the surrounding villages happy, otherwise they would soon starve him out. He also makes a point of publicly humiliating and killing residents of Terenne who oppose him. Despite Verezzo's best attempts, its soldiers have yet to kill Antonio or intercept the caravans of ore that are sent down to Spomanti or across the rough mountain trails to Pugno. Antonio Monlecchi and his men are all veteran hill fighters, and they keep their eyes open whenever they're near Verezzo.

Shallya's Heart

At the source of the River Palmero, this small temple of Shallya sits high in the mountains and is an important pilgrimage destination for the sick and the poor. Though Shallya's Heart is open to all disease-stricken visitors, it is most often associated with sicknesses of the chest, fevers, asthma and the like. Staffed entirely by women under guidance of High Priestess Lisetta Pampinea, the temple is also known for its elaborate beacon to guide lost travellers at night. Strangely, many sufferers return fit and well but with an embarrassing rash. The high temple in Bretonnia is said to be investigating the Tilean rash, but has so far had more important things to deal with. Solerno's Passage

Threading between the bare faces of the Appucini Mountains, this passage links Terrene to Pugno. Though long since purged of most Greenskins, there is still considerable danger from several tribes of Goblins that manage to lurk hidden under the mountains. Hippogriffs can also be found occasionally, searching for food or nesting sites in the area. On rare occasions, a tribe of Orcs can be found here uniting the Goblin tribes before launching a minor Waagh! against the human villages of the area. This is unusual, as most Orcs prefer a

straight fight against the settlements of the Border Princes instead and only stumble on the pass by accident in their travels. Considerable numbers of Nehekharan and Reman ruins can be found along the trails up to the Appucini Mountains from Solerno's Passage, most of which little more than a few patches of rubble. Ancient legends suggest that the tomb of Amenemhetum the Great lies somewhere in this area, but the few parties who return from treasure hunting have done so empty-handed.

Contado of Verezzo

	Size	Ruler	Pop	Garrison	Wealth	Source	Notes
Verezzo	CS	Signor Rossi	56000	170a/1200c	4	Trade, Agriculture, Industry, Wine	
Spomanti	T	Conte Jacopo Montaperti	3800	50b/450c	4	Wine, Agriculture, Cattle	
Terenne	T	Conte Antonio Montecchis	4500	50b/260c	3	Ore, Trade	
Raverno	T	Conte Girolamo Sordello	4000	50b/280c	3	Agriculture, Wine, Sheep	
Milfi	V	Podesta Diniz dei Bibali	78	20c	2	Agriculture	
Della Monte	M	Condottiere Herman Mann	65	5a/20c	3	Silver	
Noochi	V	Signor Roger De Courcey	67	20c	3	Wine	
Lizzano	V	Primus Pilus Verena Vazzi	34	5c	1	Subsistence	
Raggebonna	V	Sanford Sonni	20	1b	1	Subsistence	Farming settlement, most farmers live in Verezzo
Agrippa	V	Marcello Mosca	78	5c	2	Agriculture	
Cittafinistre	R	Umberto Eco (deceased?)					Razed by Orcs, previously a centre of Tilean patriotism
Argithea	V	Jonas Esposito	65	15c	2	Cattle, Sheep	Farming settlement, most farmers live in Verezzo
Garibaldi	V	Doge Victor Emmanuel	89	10c	2	Naval Supplies, Agriculture	Produces the finest Biscotti in Tilea
Alitlea	M	Podesta Tia Carrara	235	10a/35c	3	Silver, Coal	
Ven.* Lorenzo	ST	Conte Quintino Neri	1350	20b/50c	3	Cattle, Sheep, Wine	
Monte Verde	M	Signor Lazzaro Capri	96	1a/20c	2	Gold, Granite	

*Ven. = Venerato/singular, Venerati/plural, i.e Venerati dei Chiaro, Venerato Lorenzo – Reikspeil: Venerated/Sacred of the Plains, Venerated Lorenzo

CHAPTER 9: REMAS

Known affectionately as the Old Mother by its inhabitants, the city of Remas has the most chequered history of all Tilean cities. The original Elven colony upon which Remas is built was razed by an army of vengeful Dwarfs as its populace fled via the city's elaborate harbour. The tribes of Tilea would later use Remas as the capital of the first Reman Empire, naming both the city and the empire itself after the greatest of their princes. The city was then razed for a second time during the conquest of Tilea by the Nehekharan Empire.

Re-founded by the cult of Myrmidia after Macaria Medina's apotheosis, the city would form the capital of the second Reman Empire which would go on to last for nearly four hundred years. Originally planned as two great fortresses; one housing the cult of Myrmidia and the second containing the political apparatus of the empire, Remas was wracked by civil war when the Senate accused the priests of hampering the rule of the Empire and the fortresses went their separate ways.

The city of Remas has always been a martial city and its appearance reflects this. The high temple of Myrmidia is a fortress in its own right while the walls that surround the city proper are some of the finest in the Old World. The city's houses reflect the cultures of the mercenary hordes that have been hired from throughout the Old World. Onion-domed temples and squat yurts from Kislev are mingled amongst the elegant wood and lacquer constructions of the Nipponese. Simple, practical architecture from the Empire contrasts with the ornate style of the Baroque and Gothic stonework of Tilea.

Ships of every type dot the city's harbour and many pirate captains find it easy to sail in and visit the city unnoticed. When native Reman sailors turn to piracy, they tend to be even more vicious than Sartosans. Nearly every nation in the Old World is represented by a quarter in the city. Even the Elves have a few immaculate streets to call home, and Elven engineers have made small fortunes helping to preserve the structure of the Elven harbour over the years.

Like the sea itself, the city undergoes ebbs and tides of activity. During spring and summer months, the city is practically empty as the Reman Senate and Myrmidian temples dispatch mercenaries for campaigns around the Old World, and ships sail out for the trading season. In the autumn months, Remas' harbour overflows with ships preparing for one last leg of travel to their home ports or docking for the winter months. During the winter months Remas is filled to near bursting by off-duty regiments and camp followers.

Fluctuations in the city's population have occurred throughout Tilea's history. The cult of Myrmidia has nearly bankrupted itself hiring mercenaries to fight various wars abroad, as it did during the Araby wars, or chosen to consolidate its political strength through bribery and patronage, secure in its fortress-temple. Currently the city lies half empty as vast numbers of mercenaries have been paid to head north to fight in the Storm

of Chaos and few have returned.

The city's political situation has remained surprisingly stable since the famines of 2321 drove out the princes, because the merchants immediately formed a council to replace them. On the Council of Fifty, five members are elected from the cult of Myrmidia to represent the views of the Mount. The remainder are chosen from various guilds according to their political standing. A random lottery of Council members is held each year to name three Triumvir's who act as leaders of Remas and determine foreign, domestic and trade policy. Despite occasional outbreaks of fighting among the Triumvir's, mediation by the Council of Fifty has kept the peace within Remas for 200 years.

Ever since Consul Uffizi discovered a trove of Ancient Reman artefacts in the 14th century, the city has encouraged research into the history of both of the Reman Empires, directly leading to many aspects of the city's culture being modelled on the titles and terms of this ancient empire. As Luccini contains a large number of Reman artefacts and documents a number of conflicts and thefts have been sponsored by Remas over the years.

Locations in the City

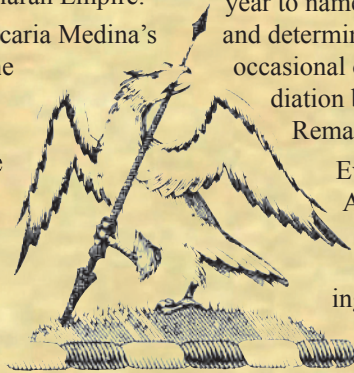
1. The Mount of Myrmidia

Known locally as the Mount, the largest temple in Remas is the grand temple of Myrmidia. The Mount of Myrmidia is massive walled citadel that is effectively a state-within-a-state. The Mount is a many-tiered fortification, with elegant but formidable walls and towers bristling with ballistae. The Mount is patrolled by white-cloaked, halberd-wielding guards who are traditionally recruited from the Black Mountain regions of Averland, Wissenland and the Border Princes.

Several Myrmidian templar orders maintain chapter houses within the Mount, including the Knights of the Merciless Titan, the Knights of the Sword of Glory and the Knights of the Righteous Spear. These knights are responsible for keeping the routes between the Mount and the surrounding Tilean settlements safe for pilgrimages to the great temple. Merchant caravans often travel alongside patrolling bands of Myrmidian templars to take advantage of their protection. The priests and initiates of the Order of the Eagle serving in the Mount consider it to be the foremost temple of Myrmidia, for it is the historic monument marking the ascension of Myrmidia from mortal to goddess. Both are claims that the high temple in the Estalian City of Magritta disputes and as the overall head of the Myrmidian cult currently resides in Magritta it is the Estalian temple that is winning the dispute at the moment, much to the annoyance of the priests of Remas.

2. University of Remas

Many scholars acknowledge the University of Remas as the



oldest institution of learning in the Old World, where subjects such as logic, reasoning, rhetoric, mechanics and advanced agriculture were pioneered. Also home to the city's high temple of Verena the many buildings of the University surround the Tower of the Heavens, a massive tower that seems to defy gravity with its many delicate flying buttresses.

The University temple is home to the "Summarium Sapien-tarum Vulgarium Fabularumque de Gentibus Mundi Antiqui," more commonly known as the Book of Myths. This massive volume is an ongoing record of history, although critical scholars argue that some of the earliest references are clearly fanciful. Nevertheless, scribes at Verenan temples around the Old World journey here to copy pages from this mighty tome. The great Verenan temples in Marienburg and Nuln both have near complete copies of the Book of Myths.

The most recent scandal at the University occurred in 2499, when due to an upsurge of religious fervour incited by the Knights of the Holy Order of Saint Rembrand the Faithful several of the Universities staff fled the city after citizens discovered that they had links with the pirates of Sartosa. These exiles set up a rival institution in the City of Tobaró funded by the sale of treasures looted from the university, including the fabled Cornetto of Remas.

Attached to one wing of the University is an entire gallery of artefacts and statues recovered from a building site near the Black Ruins nearly a thousand years ago. Several smaller items such as the Cornetto of Remas were found intact in near perfect condition but many of the artefacts were found shattered and broken. It took nearly three hundred years for dedicated teams of archaeologists to restore just half of the recovered objects. Now the artefacts stand on display, proud remnants of the Elven city and the Reman Empire from over 3000 years ago. This myriad assortment of statues and columns has inspired generations of Tileans.

3. The Black Ruins

These ruins were once a mighty temple to an unknown sun god. The rubble is interspersed with massive statues of winged figures wielding flaming greatswords, seemingly untouched by whatever tragedy occurred here. Occasionally mutilated corpses appear, crucified, at the Black Ruins, clutching signed confessions of their research into magic, anatomy or the worship of forbidden gods. The largest building still has its domed roof intact, decorated with an impressive fresco entitled the 'Dawn of Doom' by renowned artist Michele Mastrangeli. This apocalyptic painting portrays a mirror image of Remas,



but with the temple complex portrayed as the only standing structures in a ruined, daemon-infested cityscape.

Tavern tales tell of people who have visited the Black Ruins in the dead of night, only to find grim figures clad in black and silver engaged in acts of worship or torturing their victims, because of this the ruins are avoided by most Remans. Recently black clad worshippers from the ruins emerged to battle the fearsome skeletal daemon that was unleashed upon the city by decadent cultists, although since then the inhabitants of the ruins have returned to their secrecy.

Solkan

The forbidden god Solkan has many names, Sol-Khaine, Sol-Khan (Literally Sun-King) or even Solden, but always he is associated with the sun and the purity of fire. Solkan was once the principal god of Remas, first worshipped by a small group of devotees who travelled with the survivors of Tylos. Amidst the chaos of their escape from the doomed city the believers were promised that Solkan wanted only order and loyalty from his followers. The Solkanites gradually drove the cults of other gods underground and expelled the sole priestess of Myrmidia who travelled with the refugees into the mountains. The followers then rallied the surviving settlers and expanded their cult through a doctrine of strength through unity. In the aftermath of the Nehehkan invasion, the cult became increasingly insular and devoted to revenge. Today the cult of Solkan is believed to have adopted the rituals of murder embraced by worshippers of Khaine. Students of the cult's original tenets still exist, but worship of Solkan is frowned upon by priests of other cults.

4. The Senate

While the head of state is effectively the Triumvirate, Remas is also home to a senate of fifty powerful councillors who preside over the complex business of ruling the city. The Senate holds responsibility for debating the major political issues of the day and passing laws created by the Triumvirate. Located in a many-windowed building in the heart of the merchant district that overlooks the Bay of Remas, the senate represents the most powerful merchant houses in the city.

The senate was most recently shocked to the core when a captain of the city guard discovered prominent senator Maria Sarsosa draining the blood from a patrolling city watchman. Revealed as a Lahmian vampire, Maria fled north of the River Remo where she raised a powerful army of Undead to raze the city to the ground. Although the Senate of Remas successfully defeated the renegade senator's army with a hired Condotteire and publicly executed her this scandal has caused the senate to lose much of the average citizens' trust.

In theory the state still has authority over the rest of the Tilean city states as the captial of the Reman Empire. As a result several times in Tileas history the Senatus Consultum Ultimium or Ultimate Decree has been passed by Remas to provide an excuse for a war or reinforce its claims upon territory. This has had mixed results at best so its use is seen as antiquated.

5. The Great Bridge

The bay of Remas is too shallow for even the nimble Elven catamarans to dock near the city proper. To compensate, a

nuge circular harbour was excavated in the bay so the great trading ships could dock. The harbour itself is in a poor state of repair because the ancient Elven stonework has resisted Tilean mortar. Colossal slabs of masonry lie scattered in the bay of Remas posing a navigation hazard to shipping. The mighty galleys of Remas' fleet use these obstacles to tactical advantage, training in defence techniques that would force hostile ships onto the submersed masonry.

Connecting the harbour to the city itself is the Great Bridge, an ancient and titanic Elven construction so wide that the citizens of Remas have lined it with soaring towers, fine houses and palaces. Integrating human structures with the existing Elven stonework posed the challenge of ensuring that building foundations were stable. Many of the residences lining the Great Bridge are four or five stories high and lean at precarious angles.

The Great Bridge is one of the liveliest parts of Remas. The lower stories of its buildings are often taken up with shops or cafés serving fine wine or exotic Arabyan coffee. Market stalls and wandering peddlers take up every inch of available roadside space. Several private clubs are home to consortiums of likeminded individuals such as rich students, merchants and members of minor or forbidden cults.

6. The Hellenic Merchant House

Many politicians regard Luccini as the most powerful of the Tilean city-states, but Remas glorifies the ancient past when it was the jewel of Tilea and capitol of the Eternal Empire. Tileans regard the merchants of Remas as typically aggressive and arrogant, and this perception is reinforced by the members of the Hellenic, merchant house. Many powerful Reman merchants of once noble bloodlines are affiliated with Hellenic House, as well as agitators, scholars and assassins.

On the surface the Hellenic House is no different from the many other merchant families and consortiums throughout Tilea, but it is actually the focal point of anti-Republican sentiment in Remas and is situated just a stone's throw away from the Senate building. The current mistress of the house is Duchessa Pulcrezzia Colonna, first daughter of the aged and deposed Duke of Remas and wife of Earl d'Bloiz of Vieux-sávoir of Carcassonne and she plots constantly to restore an Emperor to the throne of Remas.

The Duchess is a dark ravishing beauty, and notoriously temperamental. In particular, Pulcrezzia is critical of her courtly entertainment and whispered rumours suggest that she frequently sends unsatisfactory performers to her personal torture chambers.

7. The Academy di Grassi

Master Giacomo di Grassi was one of Tilea's finest duellists and he opened a fencing school in the summer of 1969. The academy specialises in training young officers and merchants in the art of fighting with the Reman gladius, a short sword patterned upon those created by Estalian tribesmen before the rise of Myrmidia. Unlike the lighter, more precise foils and rapiers used by most nobles, the gladius can cause considerable damage with a thrust. Di Grassi's techniques revolve around using the gladius with modern fencing techniques, using the short,

heavy blade to control opponents swords before finishing them off with daggers or bucklers

A pleasant cobbled piazza lined with citrus trees serves as the schoolyard where strapping, bare-chested young men thrust at each other with padded training blades. Around the central square are located many terraced buildings housing small cafés where eligible young women, merchants and senators often congregate to drink wine, gossip and watch the duellists in training. Built on the foundations of patronage and vendetta, the Academy is at the heart of Remas' politics, one-upmanship and its elaborate and scandalous romances.

8. The Triumvirate Walls

The Triumvirate Walls consist of three interconnected city walls. The crumbling Old Wall encircles the Lagoon of Remas itself. The Old Wall encompasses the run-down settlements of fishermen and ramshackle tenements that house the city's poorest citizens. The buildings, thickly coated in cheap flaking paint, run along steep streets leading from the partially embanked lagoon shore towards more prestigious houses that are sandwiched between the Old and Middle Walls.

The Middle Wall, although newer than the Old Wall, is still ancient by most people's standards. It encompasses what once was a prestigious area of Remas before the Great Bridge became a fashionable district for Remas' most powerful merchants to live in. The noble families that shun trade dealings, and who are often involved in plots and schemes to dispose the Triumvirate and return the city to royal rule live in this area

The Outer Wall is the most modern and formidable. It reaches up to a hundred feet high in places and is fortified with ornate towers that bristle with gun-batteries and ballistae. Three mighty trade gates provide the main entry points to the city itself, although several small postern gatehouses are also inset into the Outer Wall.

9. The Old Palazzo

Standing between the Old and Middle Walls is the Old Palazzo, the former seat of government before the rise of the Republic. The building is now a shell of clashing architectural styles and all the interior grandeur was looted long ago. Omilio Mondo the Pretender most recently fortified the Old Palazzo, but upon his death construction ceased and most of his improvements have been reduced to rubble.

Most recently, citizens have reported seeing activity around the grounds of the Palazzo; black cloaked figures moving amidst the ruins. Speculation abounds as to whether the cloaked figures are anarchists, cultists or even necromancers. The governing Triumvirate is offering a substantial reward to any citizen who provides useful tips leading to an arrest. Of course, the district watch house has been flooded by dubious offers of 'proof' followed by demands for reward money.

10. The Temple of Morr

Standing upon the white cliffs nestled within the city's Old Wall, this ancient temple has survived riots, plagues and even abandonment on several occasions when rival cults ousted all the priests of



Morr from the city. Unlike in Luccini, Morr has never been a popular god in Remas, for his priests are seen as practitioners of necromancy. Morr's traditions are associated with the Mortuary cult that dominated the Nehekharan Empire, and it was the Nehekharans who long ago overthrew the Classical Empire of Remas.

During its current period of ostracism from Remas, the militant Morrian sect called the Fellowship of the Shroud has made its headquarters in the nearby town of Monte Negro. Many members of the priests from Luccini despise the Fellowship. As a result, the Reman priests of Morr are often commanded by their southern neighbours to act against the Fellowship.

Another major reason for the cult's unpopularity is its practice of disposing of the dead by throwing them from the cliff-top temple into the lagoon below. Many of the city's merchants regard the practice as barbaric; however Remas' fishermen are grateful, for they believe the sunken dead are restless and act as shepherds, guiding fish into their nets.

11. The Republican Guard

The true military might of Remas lies in the Republican Guard. While the city's merchant princes hire independent mercenaries to guard their exquisitely carved palazzos, the Republican Guards have acted as guardians and soldiers of the Senate since the rise of the Republic. The Republican Guard is funded by taxes levied upon each merchant of the city, resulting in critics describing the Guard as little more than a state-sanctioned protection racket.

The Guard's barracks are located within the twin Elven fortresses that adorn each end of the Great Bridge overlooking the harbour and the city proper. These granite fortresses are eighty feet high, supported by massive buttresses and constructed with massive gates made of some ancient Elvish iron recovered from the ruins of ancient Remas.

The Republican Guards are extraordinarily wealthy. Each guardsman is clad in plate armour embellished with gems and gold plating, and is armed with a fine sword, rapier and traditional pike. Traditionally each guardsman also wears a scarf of the finest red silk to represent the bloodied bandages of his comrades who were injured or lost in battle. It has become fashionable for guardsmen to wear scarves donated by the adoring ladies of Remas.

Sometimes individual Republic Guard officers lose favour with the Senate. Most recently, Captain 'Ragged' Ricco was instrumental in the storming of the Old Palazzo and subsequent execution of Omilio Mondo the Pretender. After this incident Captain Ricco became a popular figure in the city, so the Senate regarded the young upstart as a threat and exiled him along with his company. The former Guard captain has worked as a mercenary throughout Tilea for the last twenty years.

12. The Bracceschi Condotta Guild

The Bracceschi guild is the largest in Tilea, boasting half the land's Condottiere on its books and operating branch offices in other cities. The guild acts much like other Condotta guilds by serving the

Condottiere as their negotiator with the city-states. The guild safehouse is also where the original copies of the Condotta are stored, countersigned by all parties with triplicate copies issued to both employer and Condottiere for reference.

The guild has branched out into several related fields such as providing administration and logistics for the sizeable mercenary armies and acting as a handler for the pay provided by their employers. All of which has led to some suspicion that guild is not quite as neutral as claims, both the cult of Myrmidia and the cult of Verena are said to be conducting investigations into the guilds conduct over the last several years. Of particular concern recently are the guilds contracts with the forces defeated at Miragliano.

The guild's day-to-day operation is overseen by an appointed guild master in each city. Bracceschi's guild masters super-

Benito Valente, Broadsheet Writer and Public Menace

Career: Demagogue (Ex-Agitator)

Main Profile

	WS	BS	S	T	Ag	Int	WP	Fel
Start	32	24	31	31	38	31	37	42
Adv	+10	+10		+10	+15	+20	+15	+30
Current	37	29	31	31	53	46	42	67

Secondary Profile

	A	W	SB	TB	M	Mag	IP	FP
Start	1	11	3	3	-	-	-	2
Adv	+1	+4	-	-	-	-	-	-
Current	1	13	3				6	2

Skills: Academic Knowledge (Law, History +10), Blather, Charm, Common Knowledge (Tilea +10), Concealment, Disguise, Dodge Blow, Gossip, Intimidate, Perception, Read/Write, Speak Language (Breton, Tilean +10), Suave, Super-Numerate

Talents: Etiquette, Flee!, Master Orator, Public Speaking, Street Fighting

Armour: Medium Armour (Chainmail Jack, Leather Cap)

Armour Points: Head 1, Arms 0, Body 2, Legs 0

Weapons: Hand Weapon

Trappings: Small office rented from the Hellenic House, Best Craftsmanship Clothes, Own Soapbox, Writing Kit

Background: A spirited but slightly naive agitator, Benito has spent his life extolling just about every cause that has run through Reman society. He is renowned in many circles as the measure of how well any particular trend is doing. Should he support it then its almost certainly either successful or about to run its course, as soon as he adopted the trend for double stitched hose the sales of the garment flatlined and the single stitched variety came back into vogue again.

Despite this he's popular among the common citizens for the angry rants he fills his speeches and his paper with. So full of the most outrageous lies and slanders that his audience can almost taste the spittle flying from his mouth.

Benito's latests cause is that of the Rematore, the Rowers, those who believe that Remas must focus its attention on controlling the seas of Tilea with a strong and powerful navy instead of concentrating on the mercenary forces that are Remas traditional strength. Regardless of his reputation this small minority group accept him gratefully as the most famous face that the cause has and hope that just this once Benito will be right and the Rematori gain control of the Senate and its policies

wise contract negotiations and affairs relating to other guilds and cults of the area. Guild masters send reports and copies of all contracts back to Remas, where they are compiled by the council of twelve who write monthly reports for Lorenzo il Moro. Lorenzo is the guild's head representative and face on Remas' council of fifty. Until the contracts sent to Remas have been stamped with Lorenzo's seal and returned to the issuing guild, no new contracts can be taken on by that branch.

The guild's facilities include both front offices and strong offices. Front offices are elegantly decorated quarters located in a townhouse or villa, intended to impress clients and allow for negotiations to be conducted in an atmosphere of civilisation and comfort. Strong offices are veritable fortresses guarded by highly paid veteran mercenaries. At the heart of the strong offices are the Condotta vaults which are opened only on the order of the local guild master. Opening the Condotta vaults requires three separate keys that are held by employees who've served the guild for more than three years.

13. Elf Quarter

Contained within the Middle Wall along the main route towards the docks is the Elven quarter. The Elves' white marble houses are separated from the rest of the city by an exquisite inner wall, making their district almost unnaturally quiet. The Elves have enjoyed an open contract to supply the trading houses of Remas with goods from Ulthuan and Lustria since 2400, and there are usually several Elven trading ships either departing or arriving at the docks every week. Several Elven ships have permanent berths at the docks.

Some of Remas' more radical citizens are suspicious of what the Elves are doing inside their walls. Most citizens are content to spread gossip of the goings-on in the Elven quarter, but stranger folk are known to crowd around the Elven gates for days, hoping to see just a brief glimpse of an Elf. It's considered a mark of Ranald's favour to rob an Elven house and return in one piece, let alone with anything of value. Consequently, Reman Elves employ very few humans.

14. The Field of Myrmidia

This flat and muddy field is located outside the city walls to the south of the city. The Field of Myrmidia is where mercenaries and their leaders pitch tents for the winter, though some manage to secure housing in the city proper as long as their heavy arms are left behind. Mercenary captains spend the greater portion of their winters in the Field of Myrmidia, overseeing their soldiers and negotiating contracts with clients until the next campaign season starts.

When the new campaign season begins, the fields become a recruiting ground. During this time, thousands of prospective mercenaries crowd the field to sign on with mercenary companies and Condotta guilds. Trestle tables and tents crowd the area while merchants and thieves (who according to some are essentially the same) trawl through the crowd looking to part recruits and mercenaries from their money.

In the summer months when mercenaries are abroad, the Field of Myrmidia is dotted with native Remans looking to cool down and escape the humidity of the city. While in the winter the field almost becomes a marsh, its dank and muddy waters adding to the fog of the city.

15. Piazza della Popolo

This vast square is the first sight that visitors see as they enter the east trade-gate. Nearly half a mile across, the Piazza della Popolo is a sea of activity most days. Market stalls that are unable to set-up on the Great Bridge sell hot coffee and exotic snacks on the western side of the Piazza della Popolo instead. On the east side, visitors and wagons entering the city go through the long process of inspection by the city militia and occasionally the Republican Guard. Surrounding the Piazza are temples and shrines dedicated to each of the major deities and several minor ones including the merchants' god Mercopio.

In the centre of the Piazza della Popolo is an ornate wooden platform upon which the city's stocks and gallows are perched. In addition to the ten stocks on the platform, another thirty are scattered around the piazza for punishing minor crimes such as drunkenness. Arranged around the central platform are dozens of stone benches for the crowds to rest or stand upon for a better view. Conveniently, the stone slabs are too heavy to serve as weapons in the event an execution turns ugly. Executions occur once a week, and are conducted either by hanging or beheading depending on the crime. On feast days, the crowd may appeal for prisoners sentenced to death to be pardoned by the cult of Verena.

16. The Montecchi and Cappofero Families

These two family lineages extend deeply into Reman society. Members of each family can be found in prominent positions among both merchant and criminal circles. Most of Remas' citizens tend to sympathise predominantly with one faction or the other.

Crime in the city tends to be run by one of these families, with much smaller criminal groups having to pay tribute and treat the head of one of the families as its patron or be wiped out. Criminals operating independently of them tend to have a short life span but this doesn't stop the more daring entrepreneurs trying. Raids and reprisals are commonplace, particularly in the poorer quarters of the city. More than one riot has started as the result of violent intrusions by rival crime gangs onto another faction's territory.

The heads of these powerful families, Edoardo Montecchi and Sabino Cappofero, are watched closely by the head of the temple of Verena in Remas, Marcel Macaroni. High Priest Macaroni would dearly love to have both men executed, but his hands are tied by the same laws that he's required to enforce. So far, both men have proved more than capable of ensuring that evidence never links them directly to prosecutable crimes.

Other Items of Note

Urbino

Urbino is a prosperous fishing town and waypoint for caravans heading towards Bretonnia and the Empire. Urbino is also a free city, administered by the town's guilds with no obligations to Remas. As a result, the town has become a fierce political battleground between the Reman and Miragliano city-states, each of which has infiltrated the town council in an attempt to control local trade and anchorage rights. Most councillors in Urbino are involved in the bickering and any



measures put before the council are usually used to increase the influence of one city state or the other.

At the moment Urbino is home to the Miragliano naval fleet which managed to escape the destruction of its city relatively intact. Around a thousand refugees from Miragliano are currently sheltered in temporary quarters outside the city under the guidance of Signor Alonzo Allbergo – a prominent member of the city's Signori.

Catrazza

Perched on cliffs overlooking the Tilean Sea, this small village is barely noticeable from afar, except for the ruins of several high towers. From these towers the inventor Daddallo charted the flight of birds and dreamt of one day flying himself. Shortly after his first attempt at creating a flying machine, Daddallo was promptly run out of town when his contraption plummeted into the rocky sea, taking with it the Baron's son. Daddallo would spend years roaming Tilea, inventing dozens of contraptions for the princes of city-states. However, it wasn't until Daddallo reached Verezzo that he finally achieved his dream. Using volunteers and a goodly amount of funding supplied by the city, Daddallo founded his famous Birdmen. He recruited the captains of the Birdmen from his boyhood friends in Catrazza. Daddallo now roams the Old World as an adventurer, but his Birdmen still feature prominently in the armies of Verezzo and other city-states.

Nonucci

The village of Nonucci is located on a small island in the Tilean Sea along with the Fortezza di Penitente. The Fortezza is a tall tower with a deep dungeon housing Myrmidian heretics sentenced to life imprisonment. Heretics are given the chance to atone for their sins by a strict regime of fasting and prayer. Guards chosen to look after the inmates usually consider a term of service at the Fortezza di Penitente little better than punishment, so conditions vary from strict and unpleasant to corrupt and barely tolerable. The prison usually holds around thirty to a hundred criminals in its cells while around twenty templars and priests of the Order of the Raptor's Gaze are stationed here to watch over them.

Currently the prison's longest serving inmates are Catarina Farsa and Linda Verner, a Tilean and Imperial respectively. The pair has shared the same cell for nearly twenty years, and nowadays nobody can remember what they were originally sentenced for. Catarina and Linda have recently launched an appeal proclaiming their innocence, but since nobody can quite remember what they were charged with (the women were never actually told themselves) it's anybody's guess what will happen next.

Varieno

Duke Manin has become increasingly oppressive in his rule of this small town. First he introduced a system of passports and taxes designed to control citizenship, meanwhile visitors were forced to register at the city gates and have their weapons held until they departed. Duke Manin told indignant travelling nobles that his laws were purely intended to protect the town from bandits and vagabonds plying the trade road from Trantio and the Trantine Hills. However, Duke Manin's methods have become excessive of late. A curfew is now in effect, and several months ago the duke sent a letter to recruit the elf Menghil Manflayer, a renowned torturer and mercenary for hire.

A little over a month ago, a group of mercenaries arrived in Varieno by night and swiftly slew the gate guards before marching to the Duke's tower. The next night, half a dozen tall men clad in black and purple apprehended many of Varieno's residents on charges of treason. At dawn, Duke Manin tried and prosecuted nearly a dozen residents as subversive agents and subjected them to tortures so extreme that several women in the audience fainted outright, and Old Geraldo keeled over dead from shock. Duke Manin's torture spree has continued since then. People are seized from their homes late at night, tortured into confession and found dead in the morning tied to posts. Caravans are beginning to avoid the Varieno route as a result of the ongoing atrocity.

Contado of Remas

Settlement	Size	Ruler	Pop	Garrison	Wealth	Source	Notes
Remas	CS	Triumvir Poppeia, Julia, Crassus	130000	350a/500b/5000c	5	Trade, Government, Religion, Fishing	High Temples for most cults, Administrative centre
Stiani	T	Triumvir Poppeia, Julia, Crassus	6000	100b/500c	4	Trade, Agriculture, Wine	Remas rules directly, Capa Cuoco head of garrison
Bargia	V	Doge Tia Carrara	90	10c	2	Agriculture, Cattle	
Certainlio	V	Podesta Theo Certamente	23	5c	1	Subsistence	
Poggi-bonsi	V	Azzone Visconte	53	5c	2	Agriculture	Farming settlement, most farmers live in Remas
Bibblena	ST	Conte Fazio di Gaddo	530	20b/30c	3	Agriculture, Tolls on traffic, Goldsmithing	Situated where the Rivers Remo and Riatti meet
Ammer-time	V	Lucchino Savanrolla	25	1b	1	Subsistence	Farming settlement, most farmers live in Remas
Settefrati	F	Condottiere Luca Savoie	137	10a/30b/50c	2	Tolls	Located near the Trantine Hills
Biterbit	F	Capo Heinz Zimmer	230	50b/100c	2	Tolls	Guards stretch of coast leading up to Urbimo
Alatri	V	Armand Gucci	34	3c	2	Agriculture	Farming settlement, most farmers live in Remas
Ven. Marco*	V	Podesta Enzo Leoni	67	10c	2	Agriculture, Fishing, Sheep	
Celano	V	Hector Endizzi	40	5c	2	Cattle, Tanning	Farming settlement, most farmers live in Stiani
Nanci	V	Doge Bonifazio Donoratico	78	5b/15c	2	Smuggling, Agriculture	Located near Biterbit
Benetizio	V	Barone Ignacio Leonidas	45	5c	1	Subsistence	
Acqua Marina	F	Capo Frano Visconte	90	20b/40c	2	Tolls	Guards the northern tip of Remas lagoon

*Ven.= Venerato/singular, Venerati/plural, i.e Venerati dei Chiaro, Venerato Lorenzo – Reikspeil: Venerated/Sacred Souls of the Plains, Venerated/Sacred Lorenzo

CHAPTER 10: OTHER AREAS

Miragliano

The once-mighty city of Miragliano was the most powerful Tilean city, but its fate is now uncertain since it was overwhelmed by an army of Skaven in 2522. Many Tileans believe Miragliano will be rebuilt in a few years; meanwhile others claim it will take decades, or will never happen. Much like the regions of the Empire devastated by the Storm of Chaos, the ruined city of Miragliano would make an ideal starting place for adventurers thrown together by fate.

Further details of Miragliano can be found online at <http://user.cs.tu-berlin.de/~rossi/Wfrp/miragl.html>

Raganos

Raganos is a small mining community high in the Irrana Mountains, famous for its lifelike warrior statues. The town is perpetually caught in a tug-of-war between the Tilean city states and Estalian Kingdoms, but thus far it has managed to play one side off against the other and remain functionally independent. Currently Raganos claims to be nominally Tilean, but following the recent devastation of Miragliano the town faces an uncertain future.

Tobaro and Sartosa

Tobaro and Sartosa are major cities of Tilea, and details of both cities can be in the WFRP Companion.

Trantio and Pavona

Trantio and Pavona have been trade rivals for millennia, competing for trade imports from the eastern Dwarf realms and Border Princes. The Trantine hills that separate the cities have seen countless battles between the mercenaries of enterprising merchant princes. Despite the perpetual conflict, other city-states have never been able to take advantage. Every time a foreign mercenary army appears in the region, merchants from Trantio and Pavona band together to drive off the interloper before they resume fighting between themselves.

In between periods of heavy fighting, there have been many attempts at reconciliation between the rival cities. Princely families on both sides have become intertwined through a long succession of marriage alliances. These pacts can be short-lived as marriages are often ended in assassination by poisoning or other forms of foul play if the bride or groom is particularly obnoxious.

Some Tileans speculate that if Trantio's frequent skirmishes with Pavona ever ceased, and the two cities managed to work together, the region would become a major continental power centre. More pragmatic Tileans are certain this alliance will never happen.

Trantio

Trantio was one of the first cities in Tilea to become a Republic in 1400 IC. The city was home to the famous explorer Marco Colombo who claimed to have discovered Lustria. Upon his return to Tilea, Colombo promptly overthrew the

Republicans at the head of a mercenary army, seized power, and led Trantio into a golden age of expansion and growth. The city has remained a Principality ever since.

Trantio was the last of the Tilean cities to be devastated by the Red Pox, a blight from which the city has never fully recovered. Some districts are still rumoured to be home to lurking Skaven. The city is widely renowned for its stylish clothes and large domed temple of Myrmidia, but otherwise it exercises little political power in the area.

Prince Bologna di Grassi currently rules the city with the help of a small council of merchants.

Pavona

The city of Pavona rose quickly to become a serious trade rival to Trantio, but still it remains small in comparison to other Tilean cities. Pavona is noted for the high quality of its alchemy and brewing industries but is now more famous for a more sinister export. The city is ruled by Lucrezia Beladonna who has both founded an academy of assassins and encouraged the alchemists to experiment with ever more potent potions.

Malavigna

The picturesque village of Malavigna is situated in the Trantine hills overlooking the broad sweeping River Remo. Most villagers live simple lives that chiefly depend upon the quarrying of marble and the tending of vineyards. Even for Tilea the village is renowned for its pragmatism. Trapped between Trantio and Pavona the village's population spend much of its time switching their loyalty between the two larger cities. Occasionally a battle is fought nearby and somehow villagers caught up in the struggle somehow manage not only to survive but to hold onto the greater part of the loot.

According to legend, Malavigna was originally founded by a disinherited Bretonnian knight. Tales claim that the knight brought only the shirt on his back, a handful of plundered grape seeds and his mother's recipe for distilling brandy. Whatever the truth, Malavignan brandy is renowned throughout Tilea today. The drink is made from triple-distilled Trantine grapes, using the finest equipment that can be fashioned with the help of the Dwarf artificers who flock there.

Malavigna's success in both quarrying and brewing has attracted interest from the Republic of Remas. Currently there is much talk among Remas' Council of Fifty about the possibility of 'liberating' the village from the 'oppression' of Trantine nobility. These imperialistic overtures have concerned Baroni Dante Malavigna, who now seeks allies in Remas to discredit the overambitious councillors.

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: Ornithoptrist*, 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: Ornithoptrist**

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	-	-	-	-	-	-

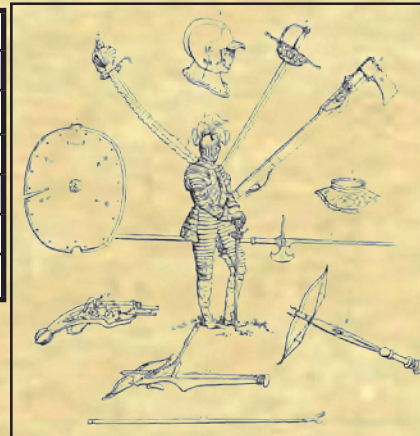
Skills: Academic Knowledge (Strategy/Tactics), Charm, Dodge Blow, Gamble or Search, Perception, Secret Language (Battle Tongue), Speak Language (Any One), Speak Language (Tilean)

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 to 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 Myrmidia 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 Myrmidia 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 Myrmidia 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 Myrmidia 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 Myrmidian 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.

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.

The Elves

Elves have a history of monopolizing the seaborne trade and their preferred trading partner is Marienburg while Elf-ish "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 inhabit-

ants 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.

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 Naggarothe'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.

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 Appuccinis. 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 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 Appuccinis 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 Appuccinis foothills and the Trantine hills have become popular as a location for villas, exposing the Appuccini 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 Appuccinis 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 Appuccinis.

The Vaults are nearly twice as high as the Appuccinis and are capped by snow and glaciers through even the hottest summers, while the Appuccini 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 cap-



ture 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 Roman 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 city 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 defense 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

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



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 experiencing 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.

Adventure Themes and Plot Hooks

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

APPENDIX III: NEW SPELLS

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 to keep this form.

Liquefacio Articulus

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.

Fascinationis**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 caster's Magic Characteristic. The object can be moved 1 yard for each point of the caster's Magic Characteristic.