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# A Portrait of a Grail Damsel

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## INTRODUCTION

*A Portrait of a Grail Damsel* is a short scenario that takes place in a small village that can be set anywhere in Bretonnia. The scenario can take place at any time during a campaign or just as a one-off adventure.

The scenario is suitable for characters in their second careers; you are free to make any adjustments to suit your gaming group. It is also designed to be non-linear and to make sure that the actions of the players do matter. If the PCs do not intervene or make the wrong move then there will be serious consequences for the unfortunate locals of Parfait.

## SYNOPSIS

Portrait of a Grail Damsel surrounds the controversy between an obsessed noble, a small group of travelling Artists, a lonely Tilean artist and a Questing Knight over an oil painting of a Grail Damsel, which is currently being displayed inside a tavern in a little village called Parfait.

Upon arrival, the player characters encounter a dead Dwarf below the sign of the village's tavern, The Plein Air. The inhabitants in the tavern bar room are unaware that a murder had just occurred.

Following this murder during the adventure will be more events that draw attention to the Grail Damsel painting where several characters are trying to get their hands on it for various reasons.

The Questing Knight, Sir Rand of Lyonesse will confiscate the painting, thinking it will provide him a clue to the whereabouts of the Grail.

Lord Michel de Grosse, the nobleman and one of the recent clients of the Artists is trying to get his hands on the Grail Maiden painting to satisfy his own obsessive behaviour.

But for all these attempts to claim the beautiful Grail Damsel portrait, there is a very sinister plot being brewed by the Travelling Artists, secretly known as the Artists of Tzeentch, led by Pablo Rousseau. The cultists have created a chaotic pigment that could make an image within a painting come alive and even step out to appear

as a fully-fleshed out individual – they refer to these animated beings as ‘Pigment Creatures’. The Artist’s plan is to replace each individual in Parfait one by one with a ‘Pigment Doppelganger’ and each Doppelganger is controlled via a ritual, summoned by the heavily mutated cult member, Drone, who is hiding below the Grail Chapel in the secret tombs.

Most of the paintings the Artist’s created are hung inside the Plein Air Tavern (the Artists even did a tavern sign). Some of the inhabitants also possess one of the Artist’s paintings in their homes, which Drone is very keen to ‘awaken’ at any time.

Soon the player characters will unfold a rather tragic tale behind the Grail Maiden’s beautiful smile when they find Viggo Crevelli, the Tilean Artist, imprisoned in a dungeon below the Grail Chapel. Viggo had sent his travelling companion, Pez, to deliver a message to Parravon to warn the knights of the whereabouts of the Grail Damsel painting. The knights have long wished to arrest Viggo because of his suspected ‘relationship’ with the real Damsel whom the portrait portrays.

## THE GRAIL DAMSEL

As mentioned above and unlike all the other paintings the Artists had made, the Portrait of a Grail Damsel wasn’t even ‘painted’ at all. The image itself was the result of a real Grail Damsel, who was pushed by Kurt and chaotically absorbed into a canvas congealed with the Artists of Tzeentch’s special pigment. Pablo Rousseau added the ‘finishing touches’ to the picture by manipulating her lips to form a smile before the mutated picture had fully dried.

The Artists discovered that Viggo Crevelli had a secret relationship with the Damsel. Viggo tried to eliminate the cult’s sinister plan, but he was thrown into the Grail tomb cells, whilst the Artists proudly allowed the Grail Damsel picture to be displayed above the fireplace at the Plein Air Tavern.

When the Questing Knight, Rand arrives and claims that the portrait had blinked at him – making him believe that she will lead him to the Grail – the Artists will then get very nervous and

will try to make plans to destroy the painting to keep their cult a secret.

It's important to note that the Grail Damsel can never become a Pigment Doppelganger because of the way the painting was formed. Some kind of powerful and mysterious energy is preventing the mutant Drone from doing so.

## THE ARTISTS OF TZEENTCH

The Artists of Tzeentch are Pablo Rousseau, Kurt 'Handsome' Entraineur, Sanfordar Goldenhair and Drone. Being in Bretonnia, none of the cult members will expose themselves as spellcasters, let alone the fact they're part of the Tzeentch cult.

During the adventure, Pablo and Kurt are offering to paint portraits of each of the villagers and will even ask the PCs if they can produce preliminary sketches of them. Then they secretly take their sketches to the Tombs below the Grail Chapel during the night to start using the pigments of Tzeentch that will allow the images to animate out of the frame once Drone performs the ritual.

At the start of the scenario, Drone controls the Pigment Doppelgangers of Viggo Crevelli and Eleanor Entendre from under the chapel and he remains there until the PCs discover him.

Sanfordar Goldenhair is being a lookout to warn the other artists of any potential threat; he prefers not to show his own artistic gifts in Parfait and being an elf gives him the advantage that no one would suspect him of accompanying group of humans. Obviously he seems keen to get rid of the dwarf, Ctangus.

## THE PIGMENT CREATURES

(See Page 18)

As mentioned in the Profiles section, there are different types of **Pigment Creature** – but the type preferred by the Artists in their efforts to 'replace' each inhabitant are referred to as the **Pigment Doppelgangers** – clones of each individual made from the chaotic pigment they've created. The real Eleanor Entendre is already dead and her corpse can be found in one of the rooms of the tombs. The real Viggo Crevelli is alive and imprisoned. Since the PCs have never met these characters before, they wouldn't really bat an eyelid when they meet those particular

Pigment Doppelgangers for the first time. The resemblances are almost uncanny; it's just that Drone needs to provide the speech and actions of each one that becomes animated.

During the adventure, the Artists next victim will be the Village Elder, Dickie, who has a painting of a Brionne seascape in his own home, which Drone is more than happy to bring to life any moment to commit another murder!

## LITTLE VILLAGE OF PARFAIT

### (Map 1)

When the characters arrive at Parfait, they will notice that it is perhaps the most backwards place in Bretonnia they might have visited. The farm gates are constantly open, letting out the occasional goat and chicken to wander the villages thick, soggy mud paths.

As well as the usual filthy hovels and stone housing (although the peasants do try their best to look a little noble-ish), there is an abandoned Grail Chapel that is in need of rebuilding. One thing about this Grail Chapel is that it doesn't even face southeast towards Athel Loren and nobody even remembers the Grail Knight's history to which this Chapel is dedicated.

Le Breton must be turning in his grave.

## STARTING THE ADVENTURE

The PCs reach Parfait at about 10 o' Clock in the evening. Their attention is naturally drawn towards the Plein Air Tavern, which at this time is the only lively and well-lit place, accompanied by the usual merry making sounds of drunken song and mindless profanity of its locals. Lying outside the tavern near the closed entrance door and under the Tavern sign that has snapped one of its hanging chains is a dwarf. At first the characters assume he is drunk until they approach the tavern. At this point they realise that the dwarf's neck has been twisted very badly and his eyes have almost bulged out of their sockets. This is very clearly a murder.

### The Black Dahlias

The Tavern sign has a picture of a gorgeous open Bretonnian landscape, sunny skies and multi-coloured Dahlias in the foreground.

If the PCs investigate the corpse, they will find that a lot of pressure has been applied around his neck, almost cutting it. The player characters could assume that the killer must have used a rope to throw over the sign and to hoist the dwarf making him hang, but clever PCs would consider that the tavern is too busy for the killer to perform such a murder at this time.

What really happened was that the dahlias in the tavern sign had animated out from its painting and entangled the dwarf's fat neck, lifting him upwards in a tight strong grip and squeezed the life out of him. One of the tavern sign's chains, snapped due to the dwarf's weight. The PC's arrived at the scene, minutes after the animated pigment dahlias released the dead dwarf.

## **THE PLEIN AIR BAR ROOM** **(Map 2)**

Redemund Entendre owns the Plein Air tavern. The bar room has filthy unpolished furniture, but bringing life and colour to the bar room are the many paintings which Redemund has hung up in exchange for bed and food for the travelling artists. Paintings of beautiful landscapes like the one on the tavern sign and also portraits of some of the village's common locals are dotted around the barroom.

Catching the PCs eye above a fireplace, a Portrait of a beautiful blonde lady in a white dress, edged with fleur de lis patterns, brings a real dominant presence to the room – Bretonnian characters will instantly recognise this lady as one of the mysterious Grail Damsels.

Redemund is very pleased that the paintings, especially the Grail Damsel portrait, have brought plenty of attention from the locals. He is even more pleased that his wife, Eleanor, has agreed to cover up the portrait of herself with a cloth, but Redemund is a bit downtrodden that he will start to lose costumers because his wife had hung two pictures of undead creatures known as 'knockers' (see *Knights of the Grail*, page 80) near the bar – he would say that "the pictures of the knockers belonging to my wife are simply distasteful for my tavern", he has never quite worked out why guests have found the remark so amusing.

There is enough accommodation available for the PCs if they require it, more likely they will stay at the tavern for the night (the events that follow will waken them). The only other characters who have accommodation at the Plein Air are Pablo, Kurt, Sanfordar and Ctangus Baitaxe.

As for beverages, Redemund regrets that he only serves cheap ale and of course their special wine – mainly consisting of squeezed lemon and thin urine – not that visitors would know any different in Bretonnia, apart from the fact that it looks overly frothy to be wine. A successful **Toughness Test** must be made to avoid throwing up the next day if anyone desires to consume the wine, costing an extortionate 12sp.

When the characters enter the tavern, they will see the following inhabitants:

- An elf sat at a table near one of the windows is admiring himself very artistically upon the reflection from a shiny dagger, taking care to perfect a single strand of hair loose from his head, he will glare at any dwarf PC for a moment before returning his gaze back to his reflection. (This is Sanfordar Goldenhair).
- A rough, dark, but brightly dressed handsome man is admiring the Grail Damsel painting. (This is the Viggo Crevelli *Portrait Doppelganger*; the real Viggo is imprisoned below the Grail Chapel).
- A bald-headed man (Pablo Rousseau) and an stern looking man ("Handsome" Kurt Entrainneur) are both sat in their stools, using charcoal onto paper, making swift sketches of three drunken farmers posing comically in front of them (Ferragus, Nik-Nik and Troie).
- The landlord behind the bar is Redemund, along with his wife Eleanor (his wife is also a *Portrait Doppelganger*).

- Two very pretty petit blonde maidservants, Mindi Bonsevere and Clarice Lefevre.
- There are six more locals in the Plein Air Tavern, feel free to invent names and characters from them.

## INVESTIGATING THE MURDER

You may run this event how you wish, the *NPC Reactions* below are basic guidelines to how they will react to the PCs questioning. Improvise any details if possible as some NPCs are either liars or that they just don't know Ctangus that well enough to give any useful information.

## CTANGUS BAITAXE

Ctangus Baitaxe came to Bretonnia after leaving Karak Norn, his home city. His reasons were to travel to Lyonesse to catch up with an old friend. Passing through Parfait on his journey back home, he had made many new friends, especially Redemund and the village elder of Parfait, Dickie. But since the arrival of the Artists, Ctangus was often suspicious of them, but worst of all he was taken to boiling point by the irritating elf, Sanfordar Goldenhair, who continuously mocked him for being a dwarf. At best, Ctangus had a very controlled attitude for a dwarf, if only not to disappoint Redemund within the tavern.

Before the PCs arrived at Parfait, Ctangus was looking forward to speaking with the Artists, Pablo and Kurt, and their wonderful paintings, but left the tavern to prevent himself from causing a bar room brawl as Sanfordar kept on hurling verbal abuse. When the dwarf slammed the front door behind him, he walked straight into the trap that was waiting, creeping from the tavern sign...

## INVESTIGATING THE CORPSE

Ctangus was clearly strangled, but if the PCs wish to search his corpse for any further clues, a **Perception** check will reveal that there seems to be faint multi-coloured markings around his neck. These are smudges of paint, which the creeping animated Dahlias had left. You don't have to reveal this to the PCs unless they

investigate the marks thoroughly. If they suspect it of being paint, then the Artists are very likely to be questioned.

## NPC REACTIONS

Below are some guidelines for different NPCs should the PCs start to interrogate them over the murder.

**The Artists Pablo and Kurt:** Although their motives are to try and wipe out the whole village by allowing the Pigment Creatures to perform the killings, Kurt and Pablo certainly did not plan the death of this dwarf, nor would they have any other reason for making him the next victim. Because of this, they will not have any useful clues to give to the PCs if questioned. If the Artists notice that the sign they had painted for Redemund outside is hanging loose, then they will definitely realise that this was Drone's action for animating the image of the dahlias to strangle the dwarf. Pablo offered Redemund the sign as a kind gesture of the village's welcome (other villages have not been so kind to the Artists due to their 'foreign art').

The PCs could question the Artists whether they know of another artist around in Parfait that could be responsible (if they judge by the colourful markings around Ctangus's neck), Pablo and Kurt may deny that they know any other artist in Parfait. If they need to, they could always rely on the Viggo Doppelganger to act as the 'culprit' of the murder to try and divert the PCs away from them.

**Sanfordar Goldenhair:** Sanfordar was the reason why this dwarf had died. Sanfordar wishes every dwarf he had ever met would just die: This is more than just simple animosity – it is his own dark psychological urge to see the mass genocide of the dwarves as he considers them to be "not perfect". As the locals are aware, Sanfordar had been insulting the dwarf, Ctangus, far too much. Ctangus at one point threatened to kill Sanfordar for his cruel remarks if he ever did it again. Luckily for Sanfordar, he could not be accused as an actual suspect as a murderer because he had been inside the tavern sitting at the table after Ctangus had left. This will not stop some of the locals to consider Sanfordar as an accessory to the murder (which he is). Sanfordar had access to

Drone through the Viggo Crevelli Pigment Doppelganger and asked to make Ctangus the next victim if he happens to walk under *that* tavern sign.

**Redemund Entendre:** Redemund will be very shocked to hear that Ctangus is dead and demands to see his corpse. When he sees Ctangus, he will fall to his knees and weep. Ctangus was one of his favourite customers who always had a tale to tell. Redemund struggles to understand why anyone would want to kill him. He has absolutely no idea who would have done this.

**The Viggo Crevelli Doppelganger:** Drone impersonates the artist quite well since he is stuck under the chapel with the real one. Through this pigment doppelganger, Drone had planned Ctangus's death with Sanfordar without Pablo and Kurt knowing.

If the Viggo Doppelganger is questioned, it will speak in a very deep Tilean accent and will claim that it knows nothing at all about Ctangus, nor would know anything about who might have committed the murder. He would certainly defend the Artists if the PCs get too close to the truth.

**The Eleanor Entendre Doppelganger:** Drone also is controlling this being (since he has extra limbs and mouths to move more than one during the ritual). Eleanor would not say much, but might repeat anything to the PCs Redemund had already said. If the PCs are getting too far to the truth, then Drone will not hesitate to use her as a decoy by making her admit that she did the killing. But even this would not convince most people since she has been inside the bar for most of the evening, serving the customers (with often the wrong drinks).

**Maidservants:** Mindi Bonsevere and Clarice Lefevre know Ctangus quite well. They will point out that the elf, Sanfordar Goldenhair, had done nothing but insult him every-time he speaks to them, which proves that Sanfordar does get jealous.

**The locals:** Some of these individuals have been good drinking partners with Ctangus, they are

far too drunk to give the PCs any decent clues, but they do have some rumours to spit out:

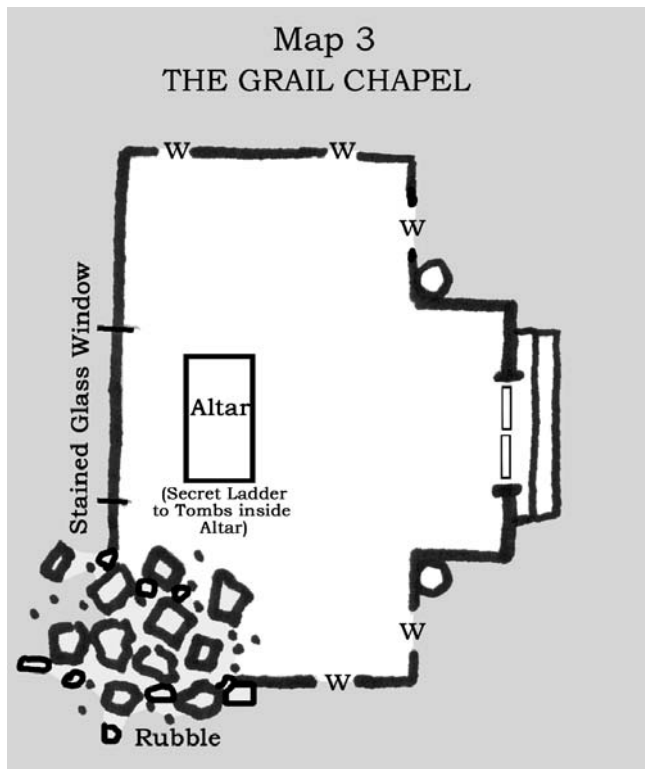
1. *"I reckon it be that elf over there! Sissy creatures the lot of them! They 'ave the power to kill at a distance them elves, without even looking at their victims".* (Partly true – but they wouldn't say this if any elf is nearby)
2. *"Ctangus once told us he had many enemies – some even followed him to Bretonnia!"* (True – but has no relevance to his murder)
3. *"Why Redemund allowed that painting of that Damsel above the fireplace is beyond me – that sort of thing is illegal in most places in Bretonnia!"* (True)
4. *"Elder Dickie, was never keen on foreigners. That's why he hasn't come out of his hovel all this time. I fear Pablo and Kurt could be the next victims of the killer as they don't belong in Parfait!"* (False)
5. *"Might have been my imagination – but weeks ago, in the middle of the night, I saw a weird looking thing with many arms and no legs, but was floating about! Several men in robes accompanied him - I did not see who they were or why they were there. I had to sleep quick!"* (True – this local witnessed the Artists arrival,

## PC POSSIBLE CONCLUSIONS

During this event, the player characters could draw out many different conclusions to Ctangus's murder. As GM, you should ensure that the PCs attention is diverted away from the Artists earlier on for more interesting events to come.

It is possible that the PCs could try to see if the assassin could be hiding anywhere or even nearby Parfait – in which case let them and improvise any details you see fit.

## GRAIL CHAPEL



Many years ago, the Grail Chapel was once commissioned by a Grail Knight called Sir Jean-Lire of Bordeleaux, to be built after he had drank from the Grail in this very spot the same year he defeated his opponent, but has now been long abandoned and its history was never known by the locals. What remains of the chapel are broken stained glass windows of the Lady of the Lake, torn down tapestries, parts of the wall have crumbled very badly and perhaps more insulting to Bretonnia herself, the chapel does not face south-east towards Athel Loren. The locals are uncertain of the safety inside the chapel, but the Artists tried to use it as a hiding place when they first arrived before they presented themselves to the inhabitants of Parfait. Drone was kept concealed inside their cart (which is now left near Farmer Waldon's home) until the time was right for him to move into the tombs. They discovered a trapdoor leading down into the old tombs of the Grail Knight.

## TOMB OF THE GRAIL KNIGHT (Map 4)

### 1. Entrance chamber

The stepladder from the Grail Chapel descends down to this place (ladder is indicated). The

chamber has six niches (marked as \* on the map) where each has a statue of a Knight clutching a broad sword by the handle with the blade at their feet. The statues curve slightly upwards where all their heads join to form a domed roof. There is nothing of value in this chamber.

### 2. Corpse Chamber

This is the chamber where the Grail Knight had buried his opponent, the 'Dark Knight' as a gesture of honour. The corpse of Eleanor has been slumped inside. Her jaw is hanging loose and thick lumps of paint drops off her mouth (the Eleanor Portrait Doppelganger had choked her by moulding her arm straight down her throat).

### 3. Resting place of Knight's Horse

A large stone coffin contains the remains of the Grail Knight's trusty steed, Caressetour, along with the armour it had once worn.

### 4. Resting place of the Grail Knight

Sir Jean-Lire himself, whom this tomb and indeed the Grail Chapel is dedicated to, has been placed in a large, decorated coffin in this chamber. The coffin cannot be opened as the bottom of the stone box is sunk under the ground. If the PCs manage to have a way of smashing it open, you may allow them to do so. Inside, as well as Jean-Lire's corpse, there is his full plated armour and Great sword still in good condition.

### 5. Mural Chamber

The legend of the Grail Knight to which his followers have keenly desired to immortalise him have produced a beautiful mosaic of the Knight's exploits and adventures, including the actual story of how the knight achieved the quest by the Lady to get the grail in which he faces a foe, which isn't the Green Knight as in the tradition of most Grail seekers – but the Dark Knight of Parravon.

When the PC's near this chamber they begin to hear a horrid grunting nearby. Drone, the heavily mutated spawn, is currently under a state of meditation as he is controlling the animated portraits. If the PC's had made any noise or if the Artists in the village spotted



them entering the dungeons, the Drone will be warned and will lay an ambush for them.

## 6. Minstrels Tomb

An honoured Grail Knight is never complete without his minstrels and servants who carry the tales of his adventures. These companions have been buried in shallow and exposed graves in this naturally made room. Bones and scraps of clothing are littered everywhere. The Artists have used this room as a store room for eleven stretched canvases over wooden frames, 54 paint brushes, 24 cloths stained with the pigment, 3 empty jars, 2 mixing boards stained with the pigment and of course, stored in powdered form inside some jars are the secret of their success: *The Pigments of Tzeentch*.

## PIGMENTS OF TZEENTCH

The first step in the process of creating Pigment Doppelgangers of specific images whether they're portraits or flowers (like in the Plein Air tavern sign for example) or anything, the pigments must be made to a standard, which can react to the ritual when performed. When the PCs find the powdered pigments, they will notice that there are three jars of each of the eight different colours: White, Blue, Yellow, Green, Brown, Red, Grey and Purple. Clever players or a successful **Intelligence Test** (+20 for spellcasters) will realise that those colours are in fact the same as the **colour of magic** - for this is colour magic in its powdered form.

The pigments are safe to touch in their powdered form until moistened by oil or water, in which case it will become a hazard as Drone had found to his cost. When Pablo, Sanfordar and Kurt use these paints, they always make sure they paint at a certain distance, with rough clothing and gloved hands to ensure that the pigments do not touch them. Unfortunately for Kurt, he has had a few spurts of the paint unknowingly and has given him a mutation that has made his own insides way too smelly, especially when he cuts himself (see Kurt's profile). Sanfordar has also been affected and has driven him insane. The pigments had taken many years to create successfully because of the different ingredients they had to obtain. One such ingredient to ensure

that they get the correct colours is the sacrificial ritual of spellcasters intoned with a particular colour of magic, this was definitely the toughest and longest part of the job. Characters with **Magical Sense** Talent will sense very powerful magic coming from the jars of powdered pigment. Characters who touch the pigments of Tzeentch in their wet form have the same effect as touching warpstone (without attracting Skaven pests). The character must make a **Toughness** with a modifier depending on how much of the pigment they've touched. If failed, then the character gains a *Chaos Mutation*.

## ANIMATE PAINTS OF TZEENTCH

**Type:** Chaos (Tzeentch).

**Arcane Language:** Daemonic

**Magic:** 2

**XP:** 200

**Ingredients:** The *Pigments of Tzeentch* (see above) must be used as the medium to produce a picture upon a canvas of the required subject.

**Conditions:** The ritual must be cast within half a mile of a painting(s) that have been produced by the Pigments of Tzeentch, to animate them.

**Consequences:** If you fail the casting roll, then the painting will not animate. If you fail it by more than 5 points, the pigments will immediately moisten and begin to drip down the canvas, ruining the image permanently.

**Casting Number:** 14

**Casting Time:** 4 hours

**Description:** For the duration of the ritual after the casting time, as long as those involved in the ritual remain chanting, the subject in the portrait will begin to step out of the frame to become a *Pigment Creature*. Only one person can control one Pigment Creature, unless you're a mutant like Drone who has plenty of limbs; landscape art requires no actual 'limbs' to control. If the ritual is interrupted at anytime, then the Pigment Creatures will fall into a heap of mucky paint, making the casters the vulnerable part of the Pigment Creatures. At anytime, the caster will allow the Pigment Creature to absorb itself back into its frame in order to maintain itself.



## **THE CELLS**

When the Grail Knight built the tombs, he imprisoned the defeated Dark Knight's servants in the cells as a punishment. However, what is left of those beings is very evident from a particular painting bought by Eleanor Entendre. The cells are the darkest areas of the tombs and require a light source or **Night Vision** to see. All the cell doors are locked and Drone has kept the keys close by to open them, although **Pick Lock** skill will work as normal.

a. When the PCs enter this cell with no light source, they will begin to notice some movement and grunting noises coming from cell b.

b. When the PCs illuminate this cell enough or with their night vision, they will see a group of eleven ghastly undead creatures. These are the Knockers (see Knights of the Grail, page 80. A profile is included in page 21 of this scenario). The cells are too well structured for any of these creatures to even think of collapsing them. However, if allowed to walk into Room 5, they may be very tempted to collapse the pillar work, causing a cave-in with a mild earthquake in the village centre above.

c. This cell contains nine more knockers.

d. Curled into the farthest bottom-left corner and keeping still to avoid attention from the undead creatures is the real Viggo Crevelli. He will be startled by the PCs when they open the door to his cell or if they make a noise nearby. When the PCs mention that they are not with the Artists, then Viggo will be calm. When the PCs start to speak to Viggo, here are some useful guidelines as to what they might say:

### ***Why have you been put inside this cell?***

"Those cursed Artist's locked me inside. My beloved lady was sucked into one of their paintings after that idiot Kurt pushed her! I tried to warn the authorities back in Parravon about their chaotic plans, but the Artist's stopped me before I got a chance. So I sent my only friend, Pez, to deliver a message to Parravon. Soon the Knights will come!

### ***You had a relationship with a Grail Damsel?***

Viggo suddenly becomes very worried by any mention of this, "Well...er... is it not common for a man such as myself to come to a Damsels rescue, no?"

### ***Rescue?***

"She had been kidnapped by the evil Artists. They wanted to burn her and grind her ashes to create those dreadful pigments that turn people into monsters!"

### ***The Knights are on their way?***

"I hope so, but this does mean that I too must give myself to the law of the land."

### ***Have you ever considered she might be a false Damsel?***

"A false Damsel? Don't you dare insult her!!!" Viggo will refuse to speak to the PC long after this.

### ***Do you know Lord Michel de Grosse?***

"Yes I do, I have done many paintings for Lord Grosse. He was the only one, apart from the evil artists, who knew of my relationship with beautiful Damsel. I knew there was envy in his eye, which made us both nervous of him. We kept our distance from Lord Grosse ever since"

### ***So what's to be done with the Damsel?***

"I cannot say, but I fear that little can be done for her. The message I wrote to the Knights of Parravon said that under no circumstances should the portrait be destroyed! If the Knight's value Bretonnia's Damsels, then they must take her to the forests where she came from... in desperate hope that the mysterious beings within can do something to help her! But for now, we must ensure that we stop those evil spellcasting Artists before they absorb the whole of Parfait, who knows what they plan to do afterwards!"

## **PARFAIT EVENTS**

As the player characters are investigating the murder of Ctangus Baitaxe, you may present these events as follows during any time at the desired pace of your gaming session.

The Artists of Tzeentch's vital weak spot is obviously Drone. Even if the Artists are found out and killed, Drone will try to continue the plan as best as he can, using the Pigment Creatures to distract or to even ambush the PCs if he realises they are getting too close to the truth. Especially when they manage to discover the secret ladder leading down into the tombs.

### **EVENT ONE: THE VILLAGE ELDER**

Because the PCs have entered the Plein Air Tavern a few minutes after Ctangus left the place, the inhabitants may accuse the PCs of committing the murder. If there is no satisfying conclusion, they will turn to their Village Elder for advice.

The locals woke up Dickie to meet the accused (most likely the PCs). Dickie will ask them for their names and then will ask for any specific evidence that might prove their innocence. He will listen very carefully to the PCs, although he is half deaf and will misinterpret almost everything that is said.

If Dickie is accused of being the murderer since he was not in the tavern at the time of the killing, then Dickie will angrily protest against this and will try to get support from the rest of the villagers. Dickie will admit that he may not have been fond of the dwarf, but he would never go as far as to kill him.

Whatever the characters may consider, Dickie will say: "sleep on it, I will come to a thorough decision on this matter in the morning", this is just an excuse for him to go back to bed.

Unfortunately, Dickie is Drone's next victim. Unlike Ctangus, the Artists have actually planned for Dickie to be killed next.

Dickie dislikes 'foreign' art and he declined the offer for a portrait (but that hasn't even stopped the Artists of Tzeentch from secretly making one, which is currently drying in the tombs below the chapel). Dickie had accepted from the Artists, just to be polite, a small picture of a beautiful seascape that reminded him of the grand cliffs in Brionne when he was a young lad. It is the only splash of colour within his old, smelly, empty hovel.

This landscape is the next Pigment Creature to be controlled by Drone and he will wait until Dickie is asleep to unleash the creature as the image of the waves starts to reach out like vines and entangle his neck with enough force to break it.

Eliminating and 'replacing' the Village Elder with a Portrait is an important step for the Artists because Dickie has good influence over the inhabitants of Parfait. Unfortunately, the Artists will not have the time to bring the Dickie Portrait Doppelganger to life as the next events, and also the PCs, will serve to make their plans all the more complicated.

It is possible for the PCs to distract Dickie in a way that would prevent him from re-entering his home, depending on what they do. In this case, Drone will miss his chance to kill him. It is also possible for the PCs to keep a close eye on Dickie should they believe that he may have been responsible for the murder – allowing them to witness the attack being made!

### **EVENT TWO: THE QUESTING KNIGHT**

Upon arrival, Sir Rand of Lyonesse is disgusted at the way the villagers had never taken steps to maintain the old Grail Chapel. He dismounts his destrier, Soleildanseur, outside the Plein Air Tavern and walks inside. Any locals will start to quieten down now that they're in the presence of such a highly decorated knight. Rand orders no drink but sits at one of the tables near the fireplace to gather his thoughts and expresses no wish to speak to anyone.

He takes a moment to admire the paintings displayed around the bar room, but the moment he sees the portrait of the Grail Maiden above the fireplace, he begins to freeze with an expression of shock and immediately stands up from his chair, almost knocking the table down. Everyone inside will start to feel nervous at the knight's reaction. Rand remains in a transfixed state for about a minute and then he kneels on one leg and prays in prayer. Afterwards he stands up and speaks: "That Damsel has given me a sign! My quest is at an end! That Chapel must be restored!"

The locals are dumbfounded by the Rand's actions, but even more so when Rand removes the Grail Damsel painting off the wall. Rand throws a small purse of coins towards Redemund.

"Many apologies, friend, but please accept this for this magnificent painting"

If the Artists are present, they will look at each other in frustration, wondering exactly what 'sign' the Damsel within the image actually had given the Questing Knight. They begin to suspect the worst in case it leads to them being exposed.

Sir Rand then immediately moves to the Grail Chapel and leaves Soleildanseur outside. Anyone inside the chapel will be told to move out. When no one else is inside, he will rest the Grail Damsel portrait upon the Chapel's Altar, unaware that there is a secret entrance inside. Rand then kneels in prayer before the altar for the next two hours, muttering words of prayer to the lady, hoping for the Damsel image to speak, or until disturbed by anyone entering the chapel, in which case Rand would try to order them out.

If Rand is spoken to, he will say:

*"I have been given a sign! The Damsel blinked and whispered to me to take her to this very chapel. She told me there was something I needed to see – perhaps the rebuilding of this chapel is what's needed for me to find the grail! Please leave, I must have solitude until she speaks again"*

## EVENT THREE: THE NOBLEMAN

Michel de Grosse used to be one of the Artist's clients and has been following the Artists ever since the beautiful image of the Grail Damsel had caught his eye. It has driven him mad because of the many sleepless nights wondering why they have never offered the picture to him. As if this man hadn't had enough illegal items at his own household back in Parravon – Michel de Grosse also possesses many firearms from The Empire and he is not afraid to use them to get to the Damsel painting!

The first place Michel enters is the Plein Air tavern. There he orders the Redemund's fine wine and enjoys it with great gusto. Michel has left a stash of illegal Empire firearms within the woods outside Parfait alongside his horse, Cric.

After consuming three whole bottles of wine, Michel then starts to admire the works of art within the bar room, a successful **Intelligence Test** will reveal to the PCs that Michel seems to be looking for something specific. Michel approaches the covered picture of Eleanor with great curiosity, thinking that it could be the Grail Damsel painting – but when he removes the rag that covers it, the canvas is entirely blank! (Blank because the Eleanor Portrait Doppelganger had already left it) He throws the rag on the floor in frustration. If Redemund discovers that the canvas is blank, he will be very puzzled, but doesn't give it a second thought. If Eleanor discovers it, she will quickly replace the rag over it, if enquired why she does not seem to be bothered about it, the Doppelganger will simply say that she destroyed the real one and didn't want to hurt anyone's feelings so she covered a blank picture instead.

Michel does his best to disguise his own motives, but eventually he will leave the tavern to look around Parfait. Michel soon enters the Grail Chapel and finds the Grail Damsel painting upon the Altar. Rand will politely tell him to leave; not willing to cause any real trouble, Michel obeys but then waits until the Plein Air tavern is closed

(about 12.00pm), when everyone is hopefully asleep and makes his way back to his horse where under a bush within the woods, the firearms are hidden. He pulls out a pair of pistols, loads them and returns to the Grail Chapel where he threatens Sir Rand to surrender the painting.

Rand curses Michel for bringing in a firearm into a Grail Chapel. Rand defends the Grail Damsel painting with true bravery, drawing his sword. But then Michel lets out the shot and wounds Rand.

Anyone asleep will be awoken by the gunshot. If the PCs look or are outside, they will see Michel running off with the portrait in one direction, leaving his rifle on the floor and an angry Rand, rushing out of the chapel shouting, *"Coward! Foe of Bretonnia! Come back with the Damsel, you hear?"*

Rand has suffered a very bad gunshot wound to the leg, incapacitating it and putting him on zero wounds, -1 Movement and cannot dodge. He desperately asks for help and appreciates any medical attention from the PCs as long as the others are willing to stop Michel.

*"That madman's got the painting! Bring it back - You do not realise its importance!"*

If the PCs immediately chase Michel, Rand will follow behind and so will the Viggo Portrait Doppelganger.

If Michel reaches his horse, he will attach the picture to the saddlebags and then ride off, through Parfait, attempting to knock anyone in his way and then make for the southern route where he hopes to lose the pursuers at the next village or town. If Michel is allowed to escape, but the PCs decide to go and find him later, then by all means, set up another village or town setting and proceed from there.

If Michel manages to get past everyone else, then the Viggo Portrait Doppelganger will try to hit Michel with it's fist – but whether he manages to knock him off his horse or if Michel continues to ride off after having been hit, the Viggo Doppelganger had managed to 'infect' him with the paint that it is made of, leaving colourful

slime on his boots that starts to creep up his leg. After an hour, Michel then starts to develop a mutation! Roll on the **Chaos Mutation** table to see what happens to him.

Any PC witnessing Viggo's attempt to hit Michel, will afterwards see Viggo running off into the woods. This is because the attack he made by trying to 'infect' Michel has left it's fist in a messy stump – the fist will then start to quickly reform after 2 rounds.

If Michel is stopped before or after he leaves Parfait, he will try his best to run off with the painting as much as possible. If given time, he will reload his pistols and use them against the PCs if they do not leave.

When the PCs manage to recover the Grail Damsel painting intact, you may then go to Event Five, whilst Event Four is taking place.

## EVENT FOUR: THE NEXT VICTIM

This event happens when Pablo orders Drone (via either of the Portrait Doppelgangers in secret) to release another assassin, this time from the portrait of Waldon, which is hung in one of the rooms of his farmhouse.

Some time during the early hours of the morning, Farmer Waldon's wife, Mathilde, screams out of the farmhouse, saying that there is an intruder trying to kill her husband. The PCs are very likely to intervene this and rush over to the farmhouse to discover that in the main bedroom of the house, there are two identical Waldons!

If the PCs enter the hallway, where the portrait of Waldon was hung, they will notice that the picture is completely blank! The decision the PCs have to make is: which Farmer Waldon is the real one? Let the PCs work out how to do this, they could decide to split the two Waldons apart and perhaps cut their finger to see what colour(s) they're bleeding. The one with the multicoloured blood is without a doubt, the Doppelganger itself. They could take their chance if they wish and attack the one who is constantly hitting the other clone; unfortunately this is unwise because the

real Waldon is fighting back. Use the Typical Parfait Villager Profile for both Waldon and Mathilde.

The PCs could even just watch what happens, which Mathilde would not approve and will constantly shout, "Please, make them stop!" If the PCs choose not to stop them, or if they wait too long, then the Pigment Doppelganger, Waldon will then push the real one aside and literally force his arm down his throat, making the paint congeal and distort into his lungs, choking him instantly – Farmer Waldon will die in 3 rounds.

If allowed to escape, the doppelganger will flee through the open window of the room (in an effort to confuse the players that he passed through the window and not from the portrait) and then, if he can, will make his way to the back door of the farmhouse and try to return to the framed canvas where he reforms as the portrait before anyone notices (A Perception check for the characters can be made to notice that someone is entering through the back entrance if they are still in the house). Otherwise if he does not have that chance, then he will continue to run into the forest if pursued. If the PCs managed to catch up and kill the Doppelganger, by judging from the very colourful gory mess that something very chaotic is at hand in Parfait.

If the Waldon Portrait Doppelganger returned to its frame, then the PCs may choose to destroy it (see profiles).

By now, the PCs will begin to suspect, if they witnessed Farmer Waldon taking his portrait from the Artists, that the travelling Artists have something to do with this. This might even lead the PCs to enter the Plein Air Tavern to destroy all the paintings to prevent any more Doppelgangers emerging. In this case, Drone will notice this and will not hesitate to unleash the Art Attack (see Event Seven).

## EVENT FIVE:

### THE DAMSEL SPEAKS

*This event shall occur when the PCs have managed to rescue the painting.*

Up until now, the Artists of Tzeentch have not been worrying at all about what happens to the Grail Damsel painting. But now that so many characters are interfering with it, especially after Sir Rand claimed it 'had given him a sign', then without s doubt, they are really nervous. The Damsel in the painting finally speaks to the PCs. Read the following passage:

*You hear a lady's whisper, although her lips don't move, you immediately know that the Grail Damsel within the painting is speaking:*

*"Do not be afraid, but I am imprisoned by the paints created by those Artists who do not serve Bretonnia. They plan to replace each inhabitant with a replica made from those paints – find their pigments and destroy them"*

The PCs might ask her what had happened to her, she will explain that she was pushed into the canvas that was covered with those evil paints and was mutated to become the picture, she will also say that the four Artists, Pablo, Kurt, Sanfordar and Drone are cultists of Tzeentch.

If the PCs ask her where the pigments could be found, she will say the following:

*"I am uncertain of their actual whereabouts, but when the handsome knight, Sir Rand of Lyonesse kept me inside the Grail Chapel, I felt that the pigments were very close as though all the nightmares of pain and suffering were mixed within them. This was why I could not speak to Rand whilst inside that damaged chapel – it has not been illuminated by the light of the Lady herself!"*

The Grail Damsel had not known about the secret Tombs below the Grail Chapel, because she was covered in a cloth amongst all the other paintings that were stored within the Artists cart, left near the farmhouse.

The PCs might also be wondering if there is any way for the Grail Damsel to be rescued from the mutated painting, in which case she will say: If you think that the Grail Damsel painting might have been aware of the coming of the Knights of Parravon, she will say that they must take her away and to let them decide what is to be done with her.

If Sir Rand of Lyonesse is accompanying the PCs during this event, he will, after the conversation, kneel down in prayer and call for the Lady's blessing of *Ward of Light* (to gain +10 to all tests to resist harmful magic), in preparation to help the PCs deal with the Artists.

## EVENT SIX: BURNING THE DAMSEL

*This event shall occur only if the portrait falls into the hands of the Artists. If not, then ignore this event.*

The Portrait Doppelganger of the village elder, Dickie, has asked the locals to make a pyre to place the damsel painting on top. The Artists witness this, knowing that their secret would remain perfectly safe now that the Damsel will be burnt. The Artists do in fact have an act to play out because they still wish for their plan to dominate Parfait to succeed – so the absolute trust of the villagers is needed. To do this, they try to show a display of respect to Bretonnian tradition. But also as a distraction to allow Drone unleash the attack of all attacks from the pigment doppelgangers! Pablo, Kurt and several village volunteers gather to collect enough wood to form a pyre. Once this is done, if the portrait of a Grail Damsel is still in their possession, they will fit the painting somewhere within the pyre. Then Pablo delivers the speech:

*“Villagers of Parfait. Kurt and I wish to express our most honest gratitude for your wonderful enthusiasm for our works and for helping us fit in within Bretonnian society. However, it has come to our attention that we have caused an uproar amongst some of you over this particular painting of a beautiful lady, not realising the importance of her role in Bretonnia – a foreigner's mistake you might say. We wish to respect your traditions within your graceful country. Kurt, you may continue to burn the beautiful Damsel”*

Sir Rand, Michel and the real Viggo will be extremely horrified if they witness this and will stop at nothing to retrieve it. If more than one of these characters try to claim it at the same time – then that will lead to a violent conflict between them unless the PCs find a way to prevent it.

## The Screaming Damsel

Once Kurt has lit the pyre, the painting will begin to taste the flames after 5 rounds in which a horrific event will happen – The Damsel in the painting begins to SCREAM!!!!

Any character within 12 yards of the painting must make a **Challenging Will Power Test (-10)** or become temporarily deafened for 2D10 rounds.

The Damsel is freed – only she is suffering a hideous death as the picture spills entrails and then four rounds later a charred skeleton crumbles out of the burnt painting as if it came from nowhere. Anyone viewing this must make a **Challenging Cool Test (-10)** or gain an insanity point.

Then Drone – if still hidden under the chapel and controlling the portrait doppelgangers – will make all the paintings in the Plein Air tavern come to life (including the landscapes!) and move or crawl to attack the villagers and PCs in the next event.

## EVENT SEVEN: ART ATTACK!!!

This scene should be as chaotic as you like. Different types of Pigment Creatures will appear depending on how nervous the Artists became during the adventure due to the PCs actions. The earlier the PCs come to knowing the truth about the Grail Damsel painting and the Artist's chaotic plan, the more the Artists will be ready to order Drone to animate all the undamaged paintings at once to attack all the inhabitants and the PCs.

The PCs and villagers will have to deal with the Viggo and Eleanor Doppelgangers, the two 'Knocker' Doppelgangers, the Portrait Doppelgangers of four locals and eight portrait



creatures of landscapes. You may vary the number depending on your desired complexity of your gaming group. Do not allow all these creatures to attack at once, each round another pigment creature will emerge from its frame, giving the PCs to destroy the actual pictures before they animate.

### **Kurt's bad mistake**

This event will occur if 'Handsome' Kurt Entraineur realises (or thinks) that the PCs have found them out. He will start to panic more than the others. He will make his way down to the tombs now that no-one else is inside. To cover up all the evidence, he will immediately grab all the jars of pigment stored in the room – and if not stopped, he will throw them all into the river. Kurt is far too cowardly to realise the horrible consequences. But if the Doppelgangers are destroyed or if Drone has been disturbed earlier, he will protest wildly against Kurt's decision to throw the pigments away, thereby giving the PCs plenty of time to stop him from rushing past Drone to throw the pigments into the water.

If the pigments are thrown into the underground stream, they will begin to mix and react very violently, and what comes out the other end of the tunnel (number 8 on Map 1) will be very ugly indeed!

Firstly, anyone viewing the river in Parfait will notice that the water is beginning to change colour, many colours in fact. After which a thick sludge will start to form out of the tunnel like an overgrown amoeba. Then bursting from the hideous sack, making a screeching noise, many horrible creatures will begin to emerge. What these creatures will look like is entirely up to you; use your imagination – make it look like 'Hell' from a Heironymus Bosch painting.

These creatures will attack any inhabitant or PC nearby, including the Artists because Drone has no control over them. Let some climb the rooftops or enter the villager's homes. Some of the creatures will excrete more of the slimy pigment to create even more horrid creatures.

How many of these creatures appear will depend on how big the adventuring party is as a guide to

vary complexity. About three pigment creatures per PC should be more than enough.

When Pablo discovers what Kurt has done, he will vent his anger by attempting to spit **Burning Blood** on him, whether he succeeds or not is no relevance, but he will order any of his Artists to find and destroy the Portrait of the Grail Damsel for good. Sanfordar Goldenhair will try to leave Parfait; he will not care what will happen to the Artists.

## **EVENT EIGHT: THE KNIGHTS OF PARRAVON**

The adventure will now draw to a close when the knights arrive at around seven o'clock the next morning. By then the PCs might have killed or restrained the Artists of Tzeentch by some desired method.

The Knight Captain, Sir Grant O'Neale has led twelve knights to Parfait, what will happen now will pretty much depend on how well the PCs have progressed.

### **Sir Grant O'Neale of Parravon**

Gesturing for the knights to stop, Sir Grant O'Neale will dismount from his destrier and asks the PC for where Viggo is, if he is not around.

If Viggo is present, he will mention the whereabouts of the painting (even if it has been damaged), the accused Artists responsible for bringing terror to Parfait and of course, the PCs heroism for saving Parfait (or perhaps their uselessness and villainy – don't go giving praise too easily!).

The knights will then take Viggo, the Artists or anyone else accused away. If Viggo is dead or missing, the PCs may explain to the Captain what has happened. Use your judgement and how the players explain the situation to come to Grant O'Neale's conclusion. Mostly the knights are after the painting and due to Viggo's letter they have received, they were given instructions not to destroy it, but to take it in some way to the mysterious Forests of Loren – this could even

lead to another adventure afterwards if you choose.

If there is no response from anyone, Sir Grant O'Neale will immediately order all his knights to search the whole village. All of the paintings created by the Artists will be taken away, Redemund's tavern will be ordered to close down along with his arrest. Anyone suspected of possessing the Grail Damsel painting will be arrested without question, this includes Michel and Rand if they happen to still be around.

If the PCs pass the Grail Damsel painting to the knights, they will be pleased if it is still in good condition. They will reward the PCs with 100gc each. In addition, if the Artists are exposed, dead or alive, add an extra 50gc for each Artist.

If the Portrait of a Grail Damsel is destroyed, then Sir Grant O'Neale and the knights will definitely not be happy. They will demand why it has been destroyed and arrest all that are responsible, even the PCs. What you do with them once the Knights of Parravon arrests them is up to you.

## CONCLUSION

What happens after these events in Parfait is entirely up to you. You may decide in the end that all was well for the Grail Damsel trapped within the painting and that she was free and that she lived happily ever after with Viggo and so on blah, blah... but that really isn't Warhammer! The Warhammer-way would be that the Damsel can never be freed due to the heavily mutated strength of the chaotic pigments and the poor Damsel is left to suffer forever.

It is perhaps for the best to show nothing to the player's what will actually happen to the Damsel painting. This scenario should maintain the Grail Damsel's air of mystery; so let the players guess for themselves...

## EXPERIENCE POINTS

**If the Grail Damsel painting is safe and given to the Knights of Parravon:**  
125 points each.

**For each Artist of Tzeentch killed or arrested:** 20 points.

**For stopping Lord Michel de Grosse:**  
20 points.

**For discovering the Tombs beneath the Grail Chapel:** 30 points.

**For destroying the Pigments in anyway other than throwing them into water:**  
50 points.

**For saving Farmer Waldon:** 10 points.

**For good roleplaying or any other heroic action within Parfait:** 5-30 points each.

## NPC PROFILES

### THE ARTISTS OF TZEENTCH

#### PABLO ROUSSEAU

*Human, male, Cult Magus of Tzeentch.*

*(Ex-Artist (Tradesman), Ex-Cult Acolyte of Tzeentch)*

**Age:** 48

**Personality and Appearance:**

Height: 5'9". Medium build and Bald headed. Pablo Rousseau is the main genius behind the pigments of Tzeentch, as well as being the cult leader of the Artists for over 15 years. He appears as a very kindly gentleman and over tends to over-act his maturity in order to gain respect from those younger than he. He speaks fluent Bretonnian easily as though it were his mother tongue, even though he is from Estalia. Pablo understands that his oil paintings might not get the same respect as anywhere else within the Old World now that he is testing his chaotic pigments to create animated painting spies in Bretonnia. Luckily for him and his group, the small village of Parfait is just perfect enough to try out this

method. He replaced the original cults leader after so many failed attempts the same year he dedicated his life to art.

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	34%	36%	48%	47%	68%	51%	42%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	2	8	0

**Skills:** Academic Knowledge (Art +20, Daemonology +10), Blather, Channelling +10, Charm, Command, Common Knowledge (Bretonnia, Estalia), Disguise, Evaluate, Gossip, Intimidate, Magical Sense, Perception, Read/Write, Speak Arcane Language (Daemonic +10, Magick), Speak Language (Classical, Bretonnia, Estalia, Reikspiel), Trade (painting and Sculpture).

**Talents:** Acute Hearing, Aethyric Attunement, Controlled Corruption, Coolheaded, Dark Lore (Chaos - Tzeentch), Dark Magic, Etiquette, Fast Hands, Inured to Chaos, Lesser Magic (Magic Lock and Silence), Linguistics, Meditation, Petty Magic (Chaos), Public Speaking, Resistant to Magic, Seasoned Traveller, Schemer, Strong Minded, Suave, Very Resilient.

**Armour:** None.

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

**Weapons:** Sword and Dagger.

**Trappings:** A small metal box containing charcoal, paper materials, Religious symbol of Tzeentch concealed under Best Quality Clothing, Cult of the Artists of Tzeentch, 26 GCs.

## SANFORDAR GOLDENHAIR

*Elf, Mutant, male, Apprentice Wizard  
(Ex-Artist (Tradesman))*

**Age:** 69

### Personality and Appearance:

Height 5' 9". Slender build. Flauntless complexion and well-kept hair shows that this elf is a little too corrupted by the affliction well known amongst the upper crusts of human society: narcissism. Even his attitude of perfectionism can get far too repetitive. Sanfordar accompanied the Artists several years ago because of their taste in what he calls 'normal art' and none of that inferior Bretonnian tapestry muck! Pablo managed to entice the gullible elf to become not only a dedicated art member but also

of his cult, and to help formulate the plan of creating animated doubles of inhabitants. Sanfordar has always been a buttress of perfection and brings that clearly to his own splendid works of oil art, making the cults plan nearly flawless.

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	43%	32%	34%	48%	46%	49%	24%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	5	1	6	0

**Skills:** Academic Knowledge (Magic), Channelling, Common Knowledge (Elves), Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Eltharin, Reikspiel, Bretonnian), Trade (painting).

**Talents:** Aethyric Attunement, Excellent Vision, Fast Hands, Night Vision, Petty Magic (Arcane), Savvy.

**Armour:** None.

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

**Weapons:** Sword.

**Trappings:** 17GCs, 19 SPs

**Mutations:** Madness

**Insanity:** Venomous Thoughts.

## “HANDSOME” KURT ENTRAINEUR

*Human, Mutant, male, Cult Acolyte of Tzeentch.  
(Ex-Artist (Tradesman))*

**Age:** 34

### Personality and Appearance:

Height: 6' 1". Medium build. Kurt is from Parravon, where he first met the Artists of Tzeentch cult after trying to form his own. Kurt became friends with Pablo the moment they met and immediately became enthusiastic about Pablo's idea to create a chaotic pigment that would allow their paintings to come to life. Kurt is much more interested in keeping the portrait of a Grail Damsel for himself, even at the expense of not helping the rest of the group. Kurt is a naturally gifted painter but he doesn't commit his life to it, he is more interested in whether Pablo's plan to consume villages and perhaps even cities, is going to work.

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
34%	27%	36%	43%	39%	45%	49%	32%

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	1	3	0

**Skills:** Academic Knowledge (Daemonology, Art), Channelling, Charm, Common Knowledge (Bretonnia), Disguise, Intimidate, Magical Sense, Perception, Read/Write, Ride, Search, Speak Arcane Language (Daemonic), Speak Language (Bretonnia).

**Talents:** Aethyric Attunement, Dark Lore (Chaos - Tzeentch), Dark Magic, Inured to Chaos, Petty Magic (Chaos), Resistant to Magic, Very Strong, Very Resilient, Warrior Born.

**Armour:** None.

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

**Weapons:** Sword and Dagger.

**Trappings:** Religious symbol of Tzeentch concealed under Best Quality Clothing.

**Mutation:** *Blood Substitution* (Excrement – If wounded, all adjacent living creatures must make a successful Toughness Test or suffer –10 to WS and BS for D10 rounds due to the stench).

**DRONE**

*Human, Mutant, male, Cult Acolyte of Tzeentch.  
(Ex-Artist (Tradesman))*

Drone is perhaps the most disturbing member of the Artists of Tzeentch. Once he was a training apprentice wizard of Pablo's; now after years of become the guinea pig of trying out Pablo's chaotic pigments as well as the over exposure, has reduced him into a levitating sphere of flesh with many limbs and eyes. When travelling, the Artists had to confine Drone inside a large make-shift 'coffin' to ensure no-one witnesses him, this was how the Artists sneaked him into the village and down the Tombs of the Grail Knight before they were eventually thrown out by Rand, who is not in the least aware that the grotesque mutant is hidden underneath the Grail Chapel. Drone is the being that performs the ritual to bring the portraits created by the pigments, to life. During which time, he is in a state of constant meditation to help maintain the animated portraits. Drone can control any number of these animated paintings with no trouble and whatever the painting can 'see', he sees. This is also a great

way for the Artists to communicate with Drone as it also adds to the illusion.

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
38%	9%	31%	58%	23%	56%	30%	17%

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
3	18	3	5	2	2	5	0

**Skills:** Academic Knowledge (Daemonology, Art), Channelling, Common Knowledge (Bretonnia), Intimidate, Magical Sense, Perception, Read/Write, Ride, Search, Speak Arcane Language (Daemonic), Speak Language (Bretonnia), Ventriloquism.

**Talents:** Aethyric Attunement, Dark Lore (Chaos - Tzeentch), Dark Magic, Frightening, Hoverer, Mimic, Night Vision, Petty Magic (Chaos), Resistant to Magic, Terrifying.

**Armour:** None.

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

**Weapons:** Bare Fists (nine of them!)

**Mutations:** Additional 18 Eyes (+90% to Perception based Tests), Multiple Arms (9 Arms), Extra 13 Mouths, Malign Sorcerer, Grossly Fat, Levitation, Massive Intellect, Short Legs, Madness.

**PIGMENT CREATURES**

A Pigment Creature is the broader term for anything animated from a painting that has been made with the Pigments of Tzeentch – but the specific type manipulated by Drone to represent the inhabitants after they have been killed are known as the 'Pigment Doppelgangers'.

When the ritual is not activated, the Pigment Creature remains within the painting, just as an innocent picture. But when activated, the Pigment Creature controlled by the caster, can step out of its frame, becoming three-dimensional, with any limbs or other body parts reshaped to create a fully formed individual, this takes 3 rounds to complete. Afterwards, the caster can control the portrait doppelganger, providing it with voices and actions by mimicking – Drone having more than one set of limbs, eyes, can control all the paintings at once if ordered to. The caster can also see through the eyes of each portrait doppelganger he controls.

Characters who know the subject of the doppelganger personally can make a **Routine Perception check (+10%)** to realise that there is something very unusual about them. The check needn't be made if the characters have never met them before. Pigment Creatures 'bleed' paint if wounded and don't feel any pain unless the caster decides to make it act out the pain, any 'splatter' results from the Critical Hit Table would result in the attacker having a 40% chance of being hit by the runny chaotic pigment, which would then have the chance of causing a mutation to the person (see Pigments of Tzeentch).

Pigment Creatures cannot wear armour and gain no Armour Points for any part of their illustrated being that resembles Armour (so a Pigment Doppelganger of a Knight does not gain any APs for its 'Plate Armour').

## PIGMENT DOPPELGANGER

### Main Profile

WS	BS	S	T	Ag	Int*	WP	Fel*
35%	25%	36%	36%	36%	32%	40%	17%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

## PIGMENT CREATURES

Use the following profile for any 'non-portrait' animated paintings such as landscapes.

### Main Profile

WS	BS	S	T	Ag	Int*	WP	Fel
35%	0%	36%	36%	15%	32%	40%	0%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	3	0	0	0

\*Use the **Int** and **Fel** of the ritual caster controlling the portrait doppelganger – the scores in brackets belong to Drone.

No Skills or Talents are provided for these creatures, although **Knowledge** skills are the same as those of its ritual caster.

## VISITORS TO PARFAIT

### SIR RAND OF LYONESSE

*Human, male, Questing Knight  
(Ex-Knight Errant, Ex-Knight of the Realm).*

**Age:** 29

**Height:** 5' 11". Medium build. Rand is very handsome, with short dark, wavy hair and looks younger for his age. Rand had decided to leave Lyonesse and go in search for the grail five months ago. His search so far has taken him to the village of Parfait, where he caused a mass uproar amongst the locals the moment he got there. First, Rand expressed his anger over the ruined Grail Chapel which none of the villagers had made any effort to rebuild, since their heads are stuck firmly up their own derrieres because of their willingness to decorate Parfait with more 'foreign' methods; secondly, Rand forced the Artists out of the ruined Grail Chapel as he did not want them to take shelter inside it. Unknown to Rand, Pablo kept the secret ladder down to the tombs covered with raw canvas. And thirdly, Rand took away the Portrait of a Grail Damsel considering it not only an offence to the sacred Damsel's form, but also at the moment he saw it – he believed it had blinked at him and was calling for his help. Rand now guards the painting inside the chapel and waits patiently for another sign from the Grail Damsel image.

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
67%	33%	52%	56%	59%	38%	48%	57%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	5	5	4	0	2	0

**Skills:** Academic Knowledge

(Genealogy/Heraldry +10%, Strategy/Tactics), Animal Care, Animal Training, Charm, Command, Common Knowledge (Bretonnia), Dodge Blow +10%, Gossip, Outdoor Survival +10%, Perception, Ride +10%, Secret Language (Battle Tongue +10%), Speak Language (Breton, Reikspiel).

**Talents:** Schemer, Seasoned Traveller, Specialist Weapon Group (Cavalry, Two-handed), Strike Mighty Blow, Strike To Injure, Strong-minded, Sturdy, Very Resilient, Very Strong, Virtue of

Chivalry, Virtue of Knighthood (Virtue of the Impetuous Knight), Virtue of the Quest.

**Armour:** Full Plate Armour

**Armour Points:** Head 5, Body 5, Arms 5, Legs 5.

**Weapons:** Sword and Shield.

**Trappings:** Icon of the Lady of the Lake, Destrier (Soleildanseur) with saddle and harness.

## MICHEL DE GROSSE

*Human, male, Pistolier.  
(Ex-Noble).*

**Age:** 42

Height: 6' 3". Medium build. Michel de Grosse lived and was born amongst the upper crusts of Parravon City. Michel is a solitary individual with a passion for Empire gunpowder weaponry and illegally possesses many of them in secret, in a cellar at his own residence in Parravon. How he managed to smuggle such cowardly weapons under the long Bretonnian noses is anyone's guess, but he has his own reasons for not actually wanting to go to The Empire itself; over there he is a wanted man. Guilty of murdering three noblemen and is destined for the noose, should the authorities there discover his whereabouts in Bretonnia. Michel met the Artists, along with Viggo and Pez, on his way back from The Empire and had bought some of their works. But soon he fell in love with the portrait of the Grail Damsel – to the point of obsession! His first attempt to steal it had failed and led to him being knocked out and left for dead by 'Handsome' Kurt. Michel woke up to find himself buried alive in a coffin; he rung the bell cord inside the coffin to warn those who found him unconscious that he wasn't dead.

A month later, Michel recognised one of the Artists, Pez, who had revisited Parravon to warn the knights of the whereabouts of the Artists and their Grail Damsel painting. Michel decided to quickly mount onto his horse, Cric, to reach Parravon to claim the painting for himself, before the knights arrive...

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
58%	52%	46%	45%	42%	36%	42%	53%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	3	0

**Skills:** Animal Care, Command, Common Knowledge (Bretonnia, The Empire), Consume Alcohol, Charm, Dodge Blow, Gossip +10, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel).

**Talents:** Hardy, Luck, Master Gunner, Quick Draw, Seasoned Traveller, Specialist Weapon Group (Fencing, Gunpowder), Schemer, Strike Mighty Blow, Sure Shot, Warrior Born.

**Armour:** Leather Jack and Leather Skullcap.

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

**Weapons:** Pair of Pistols with Ammunition and Gunpowder for 14 shots.

**Trappings:** Best Craftsmanship Clothing and Light Warhorse (Cric).

## VIGGO CREVELLI

*Human, male, Artist (Tradesman)*

**Age:** 33

Height: 5' 8", slender build. Viggo Crevelli is one of the finest oil painters in Miragliano, Tilea. His most popular works of art take in the form of extra large portraits to show the full character and heroisms of his subjects (occasionally in the nude) to help disguise the facts that they are bloodthirsty savages. Excited to expand his horizons, he decided to travel around the Old World, hoping to get to Marienburg to make use of his artistic talents; unfortunately, due to mass conflicts he could not travel through the Empire, so with the help of vagabonds, he had to divert across the Tilean sea into Estalia, where he met who he considered at the time, the finest artist in the Old World: Pablo Rousseau. Both Artists made their way to Bretonnia, where as fate would have it, Viggo met the Grail Damsel he would soon be linked to having an affair with. Viggo discovered from the Damsel that Pablo was a member of a Tzeentch Cult, planning to create a strange medium that would allow the Artists to summon creatures from paintings. When the Grail Maiden tried to run away, she was pushed into a Tzeentch-pigment drenched canvas and was absorbed to become the portrait itself. Viggo is now imprisoned in the tombs under the chapel in Parfait, where he waits for the Knight of Parravon to arrive after he had sent



his friend, Pez to deliver the message. He plans to recover the painting to Athel Loren, in the hope that the mysterious beings there might do something to release the Damsel from the chaos tainted canvas.

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
35%	29%	44%	33%	40%	46%	45%	39%

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	5	0	3	0

**Skills:** Common Knowledge (Tilea), Gossip, Drive, Haggle, Evaluate, Perception, Read/Write, Secret Language (Tilean Artist's Guild), Speak Language (Reikspiel, Tilean), Trade (Painting and Sculpture).

**Talents:** Deal Maker, Fleet Footed, Savvy, Suave.

**Armour:** None.

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

**Weapons:** None.

**Trappings:** Best Craftsmanship Clothing.

**VILLAGERS OF PARFAIT****DICKIE**

*Human, male, Village Elder.  
(Ex-Mediator)*

**Age:** 74

Height: 5' 3", Dickie has been the Village Elder since the last one passed away 13 years ago.

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
27%	32%	34%	27%	24%	55%	56%	74%

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	15	3	2	4	0	0	0

**Skills:** Animal Care, Charm +10, Common Knowledge (Bretonnia +20), Evaluate +10, Gossip +20, Haggle +10, Intimidate +10, Perception +10, Performer (Singer), Speak Language (Breton).

**Talents:** Dealmaker, Master Orator, Public Speaking, Seasoned Traveller, Suave.

**Armour:** None.

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

**Weapons:** None.

**Trappings:** Parfait Village, Walking Stick.

**TYPICAL PARFAIT VILLAGER****Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
31%	27%	33%	33%	35%	25%	30%	30%

**Secondary Profile**

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

**THE KNIGHTS OF  
PARRAVON****SIR GRANT O'NEALE**

*Human, male, Captain  
(Ex-Knight Errant, Ex-Knight of the Realm)*

**Age:** 45

Height: 6'2". Sir Grant is a heavily built man with very broad shoulders. His face is marked with three scars that indicate he once fought a deadly creature, giving him a powerful, handsome presence. Sir Grant O'Neale has orders to travel to the village of Parfait and to find where the Grail Damsel painting is so that it can be taken away for the elves of Athel Loren to pick up and deal with. Grant is also wanting to imprison Viggo for suspected courting with a Grail Damsel – which is purely beyond the Damsel's character, which would lead the knights to think whether the Damsel says she is or not.

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
65%	44%	62%	54%	49%	54%	52%	59%

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
3	18	6	5	5	0	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry, Religion, Strategy/Tactics +10), Animal Care +10, Animal Training, Command +10, Common Knowledge (Bretonnia +20), Dodge Blow +20, Fleet Footed, Gossip, Outdoor Survival, Perception, Read/Write, Ride +10, Secret Language (Battle Tongue +10), Speak Language (Breton, Reikspiel +10, Tilean).

**Talents:** Disarm, Etiquette, Lightning Parry, Seasoned Traveller, Specialist Weapon Group (Cavalry, Flail, Two-Handed), Strike Mighty Blow, Very Strong, Virtue of Chivalry, Virtue of Knighthood (Virtue of Audacity).

**Armour:** Full Plate Armour.]

**Armour Points:** Head 5, Body 5, Arms 5, Legs 5.

**Weapons:** Great Sword, Sword and shield.

**Trappings:** Icon of the Lady of the Lake, Destrier with saddle and harness.

**Weapons:** None.

**Special Rules:** *Pit Breaker* – A Klocker given three rounds to work uninterrupted can collapse any normal tunnel. Dwarf work takes six rounds.

The Knockers in this scenario cannot use the Pit Breaker affect where within the cells due to the toughness of the walls, although they can use them in the tombs where the walls are more natural.

## TYPICAL KNIGHT

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46%	29%	45%	45%	45%	33%	30%	40%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry, Strategy/Tactics), Animal Care, Animal Training, Command, Common Knowledge (Bretonnia), Dodge Blow, Outdoor Survival, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Breton, Reikspiel).

**Talents:** Etiquette, Seasoned Traveller, Specialist Weapon Group (Cavalry, Two-Handed), Strike Mighty Blow, Virtue of Chivalry.

**Armour:** Full Plate Armour.

**Armour Points:** Head 5, Body 5, Arms 5, Legs 5.

**Trappings:** Icon of the Lady of the Lake, Destrier with saddle and harness.

## IN THE TOMBS OF THE GRAIL KNIGHT

### KNOCKERS

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20%	0%	50%	35%	10%	10%	40%	5%

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	18	5	3	3	0	0	0

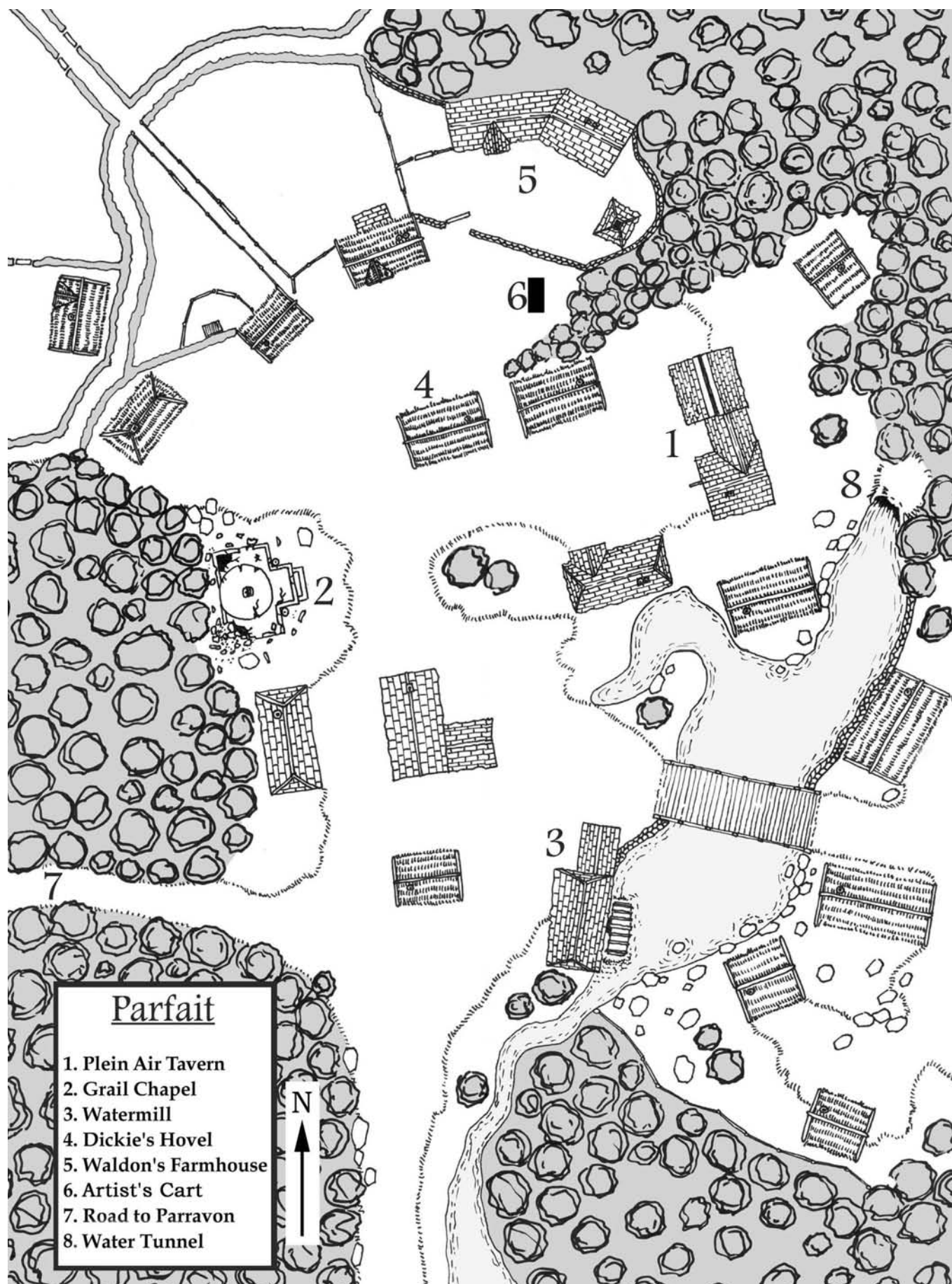
**Skills:** Concealment +20, Silent Move +20.

**Talents:** Frightening, Night Vision, Undead.

**Armour:** None.

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

## NOTES



## Map 2 THE PLEIN AIR TAVERN

