

## THE HERETIC JOB

**Doña Ana Myrmidia Margarita Díaz's** pet goat, Don Rodrigo, shat on sacred land and has been tried and convicted of heresy. With the auto da fe only a few days away and trapped between the Inquisition on the one hand and his beloved daughter on the other, **Don Bernardo** hires the PCs to retrieve the goat in whatever way they want, so long as it returns alive and the whole case cannot be traced back to him.

CITY: Los Cabos, in Badajoz.      RULER: Philippe IV de Los Cabos

PALACIO COMIDAL DE CADAÑOS (currently occupied by the Inquisition)

Keep in one corner, with square palace attached, with rooms arranged around open courtyard.

Building has high walls with high, small windows on the ground floor, and larger ones for the first and second. Light for the ground floor comes in via the courtyard. The roof is red-tiled and lightly sloping.

Ground floor has offices, guard-rooms, stable, and a large well in the centre of the yard. There is a large gate in one side of the palace. This is the only, obvious direct access to the complex.

A processional staircase leads up one side of the courtyard to the first floor of the keep.

The first floor of the courtyard is colonnaded inside along two sides. These sides include guest quarters and other high-status rooms. The other two sides include servants' quarters and have the colonnade arches closed with wooden lattices, to prevent the servants being seen.

The second and final floor of the palace includes the private chambers of the family and their personal servants, now used by the inquisition. The rooms here have small balconies over the street.

Beyond the 'outer' wall and connecting one corner of the palace to the keep is a lower, one-storey wall, encompassing the family's private garden. This has a small, private door to the street which is hidden from the outside.

### KEEP

The keep is five storeys high, plus the cellars and dungeon. The ground floor is the kitchen and accesses the rest of the keep via a secret stair. There is a small door built into the wall here which is relatively easy to crack but leads into a dead-end and the door swings shut once you're in.

The first floor is the reception area and banqueting hall

The second floor is the audience/star chamber and accesses the private apartments.

The third floor is the library and archive.

The fourth and last, just under the battlements, is an armoury and practice area.

Under the keep, the dungeon had been adapted into a wine store, and has now been hastily re-adapted into a dungeon by the Inquisition. The work and storage areas have been pushed out into the cellars under the palace, so that the servants are constantly passing the condemned, including their own previous master and his family. The goods entrance leads down into the cellars.

## NPCs

### Guards:

**Sebastian**, captain, very religious, very strict, but with habit of using and abusing prostitutes.

**Pilar**, sergeant, accepts bribes, then double-crosses bribers.

**Javier**, chatty and indiscrete in the bar off-shift, but honest and faithful.

### Servants:

**Antonio**, chamberlain, proud of his ability to serve. Completely loyal to whoever happens to be in charge, although he is torn.

**Aldea**, cook, angry at Inquisition but afraid to say anything.

**Julia**, the maid, access to everywhere, in love with young heir of the family.

**Pepe**, delivery boy, eager to please Inquisition.

### Inquisition:

**Inquisitor Morena Resabiado**: completely implacable, with a special hatred of Tileans. Conflates her own ambitions with the right of the cult. Has imprisoned the Cadaños family because she wants their trading license in Lustria for the cult.

**Sister Luisa**: honour-bound Templar of Myrmidia, disquieted by Resabiado's actions against the Cadaños family. Responsible for prison.

**Pedro Baltazar**: an initiate of Verena who has been brought into Resabiado's entourage to investigate her motives and evidence against the Cadaños family.

### Others:

**Conte Feliz Cadaños**: the head of the family and devout Myrmidian

**Contesa Rosaria Myrmidia Cadaños**: his wife, and a devotee of Shallya.

**Don Rosario-Feliz Cadaños**: adolescent heir, psychopath, Khaine devotee manipulating Julia.

**Alcaldesa Iñez**, mayor of the city, unhappy with the Inquisition's role.

**Artu**, her bodyguard/dogsbody.

**Abogado Antonio**, the lawyer who represented the goat, and Don Bernardo's fixer in Los Cabos.

**Matteo Valterra**, former head of the Conte's guards, turned on him in return for being released by Inquisition. Feels guilty and is drowning his sorrows in his favourite bodega, La Tierra Lajana.