

Another game aid

by **Universal Head**



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Game: **WARHAMMER FANTASY ROLEPLAY  
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This set of campaign sheets is designed for use with an iPad and a PDF reader. **PDF Expert** is recommended for the checkbox functionality. The contents page is hyperlinked to the corresponding pages. Click the symbol at the top right of every page to return to the contents page.

These are notes, aids and ideas for running my own personal version of the adventure *The Edge of Night*. Use as is or modify as you see fit.

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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## After the Battle

### OBSTACLE:

Deal with the chaos after the battle at Hugeldal.

### INFORMATION:

Make average (2♦) *Resilience* (TO) checks vs. **Disease** (Dwarves +2□) and **Corruption**. They should burn or throw away their clothes and somehow clean their weapons.

- note effects of Morrslieb in the sky
- note clothes blood and bile spattered (ruined)
- remember possible weapon damage during combat

Lady Agnetha is insane, townspeople are leaderless, everything is in chaos. Bodies everywhere, people searching for relatives, screaming, weeping, moaning. Someone suggests getting the Shallyans back to tend to the sick.

In a few days the von Jungfreuds will send a group of soldiers and a Shallyan priestess. PCs may wish to be tended by Shallyans at the hospice.

Lady Agnetha will be taken away and the PCs interviewed (if Gudrun is implicated he will be hung drawn and quartered).

### CHALLENGE:

Deal with Lady Agnetha and the townspeople. Lady Agnetha blames the PCs for killing her son and bringing the daemons to town (“*it all started when they arrived!*”) and the townsfolk may listen if the PCs don’t calm everyone down.

### SUCCESS:

The Shallyans back healing the sick, the townspeople grateful, the collection of the dead organised, Lady Agnetha locked up.

### FAILURE:

Hounded out of town for bringing this calamity upon Hugeldal.

## The Red Moon Inn

### OBSTACLE:

Report back to Leonhard Zaubерlich, Aschaffenberg’s man, at the Red Moon Inn (and receive their remaining 50 silver).

### INFORMATION:

Get information from Zaubерlich about things as they stand in Ubersreik. Zaubерlich will want to pay the PCs and then cut all ties with them to avoid any further scandal for the Aschaffenbergs.

**Leonhard Zaubерlich:** Bushy eyebrows, pessimistic, speaks very slowly.

Zaubерlich is Vern Hedrick’s replacement manservant and new at his duties, and frankly doesn’t feel as if he’s up to the job and was a last-minute replacement (he was previously a footman). Despite his new clothes he still hangs out in the Red Moon Inn, looking out of place. He has a weakness for strong drink.

### CHALLENGE:

Getting Zaubерlich drunk and spilling the beans on why Aschaffenberg wants to cut ties with the PCs.

### SUCCESS:

PCs find out about the political situation and the upcoming masquerade ball. If very successful they learn the Aschaffenberg is doing his best to appear respectable and playing down his ties with the von Bruner family. Aschaffenberg still likes the PCs (note starting favour) but can’t be seen to be employing vagrant adventurers.

### FAILURE:

PCs learn nothing from Zaubерlich.

### OTHER THINGS ZAUBERLICH OR PATRONS MIGHT MENTION:

- rough layout of Ubersreik, where to get particular things
- background on political situation, nobles
- fear of Chaos activity after Grunwald manor incident; Morrslieb
- **Noseless Brandt**; rats in the sewers

## Favour with the Noble Families

### Aschaffenberg

**Starting Favour:** 3 **Current Favour:** 4 (recognition)

Aschaffenberg has already had dealings with the PCs and his favour automatically starts at 3 (2 for previous dealings, 1 for *Idealistic* trait on party sheet). He is drawn to those with a hatred for Chaos and those comfortable in social situations.

### Von Holzenauer

**Starting Favour:** 2 **Current Favour:** 4 (recognition)

Von Holzenauer is a military man and reacts favourably to the fact that the PCs are *Adventurers* (1 favour). He also approves of Grudgebringer’s and Torus’s *Combat* careers (1 favour).

### Von Saponatheim

**Starting Favour:** 0 **Current Favour:** 4 (recognition)

Von Saponatheim is young and prefers schemes and underhand planning to reach his goals. The PCs can help him with these schemes...





## A Night on the Town

### OBSTACLE:

Perform violence on demand ... or not?

### INFORMATION:

Von Saponatheim hires the PCs as bodyguards to accompany him on a night on the town and a visit to a cockfighting/brawling ring sunk into the floor under the Docker's Arms.

**Graf Siegfried von Saponatheim:** Long pointed beard and groomed moustache, both of which he strokes.

His main plan is to permanently incapacitate (not kill) Holzenauer's bodyguard, Agnes Schild, however. He has heard she likes to take part in the fights to 'hone her skills' so to speak.

### Possible complications:

- the fight ring is broken up by the arrival of the watch. Von Saponatheim has to be smuggled out at all costs!
- Schild gets wind of who the PCs are with and makes a better offer from von Holzenauer (go to *Hunting with Von Holzenauer* event).

Remember that information about von Saponatheim can be gathered here.

### SUCCESS:

*Favour with von Saponatheim:*



+1

For putting Agnes Schild out of the picture.



-1

Getting beaten by Schild or not cooperating with von Saponatheim.

### FAILURE:

von Saponatheim unimpressed with PCs.

## Grappling in the Pit

### OBSTACLE:

Grudge fights Agnes Schild in the Pit at the Docker's Arms.

### INFORMATION:

Agnes has seen that the PCs came in with von Saponatheim and will try to find out information from Grudge as they fight.

Will offer him twice what von Saponatheim is paying them to work for her and her patron if he wins.

## The Bar-Room Brawl

### OBSTACLE:

A brawl is kicked off at The Docker's Arms.

**Tavern, Rowdy** Social actions and Charm, Guile, & Intimidate checks gain:

- ☼ You start a barroom brawl. Suffer 1 wound and 1 fatigue —and look for cover.

### INFORMATION:

Owner and Guild head **William Docker** (Big Willi): imposing figure well over 6 feet tall, pounds fist.

Use a standard progress tracker to track the progress of the brawl.

Each PCs must fight a fresh Townsfolk character each event space.

If they use weapons, 2 Townsfolk per space as patrons gang up on them. Townsfolk are armed with improvised weapons.

On the centre space, throw an armed guard at them.

**Von Saponatheim will be shouting for the PCs protection. If Grudge fought well, Agnes Schild will be shouting for PCs to come with her.**

On the last event space William Docker will appear at the head of the stairs with a blunderbuss and fire it at the ceiling to break up the fight.

### PCs SAVE VON SAPONATHEIM:

He admits he gave them a counterfeit coin, throws off his 'dumb noble' disguise, pays them properly and asks them to find the Temple of Ranald for him (go to *The Temple of Ranald*).

### PCs GO WITH AGNES SCHILD:

She tells them she works for Von Holzenauer, who appreciates men who can handle themselves in a fight. They can meet Von Holzenauer on a hunting trip the next day (go to *The Hunt*).



## The Hunt

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### OBSTACLE:

Finding favour with von Holzenauer.

### INFORMATION:

The PCs are invited on a hunting trip with von Holzenauer in the woods outside of Ubersreik. They are furnished with riding horses and crossbows (if they lack hunting weapons). Two servants come along with refreshments.

PCs have the opportunity to roll a skill check to impress von Holzenauer: (eg *Riding*, *Observation*, *Folklore*, *Education* etc). *Resilience* check to avoid intoxication from the constant refreshments. Then provide another opportunity to impress. One of the checks must be physical-based and the other mental-based.

**Baron Manfred von Holszenauer:** dapper ex-soldier with a scar down one cheek and a commanding, deep voice.

### CHALLENGE:

Impressing von Holzenauer.

### SUCCESS:



+1

For impressing von Holzenauer.

He has a mission for them to find a missing watchman (go to *In The Sewers*).

### FAILURE:

von Holzenauer unimpressed with PCs.





## Noseless Brandt

### OBSTACLE:

Getting information from Noseless Brandt.

### INFORMATION:

von Holzenauer suggests visiting Magnus's Tower and talking to watch captain **Andrea Pfeffer** about the missing watchman, **Grimwold Wirtz**. He was with a small party sent to investigate rumours of increased activity in the sewers when he was separated from the main group. Pfeffer cannot spare any men at the moment (Morrslieb madness has increased the incidence of crime, plus plans for the masquerade ball) but von Holzenauer, on his recent visit, said he would help out.

Sieber suggests talking to Noseless Brandt, the sewer jack who hangs out in the Red Moon Inn when he's not patrolling the sewers.

Brandt talks loudly about the increase in aggressive rat attacks ('and other things') in the sewers. His dog Bitch was killed by the attack of a swarm.

**Noseless Brandt:** No nose, wet hair, very dirty and smells terrible, raves on and on about the things in the sewers.

## In the Sewers

### OBSTACLE:

The PCs must find something in the sewers.

### INFORMATION:

*Sewer info p22, p47.*

Use a 6 space progress tracker to track movement through the sewer. Advance the tracker with appropriate (1 ♦) *Observation* (INT), *Intuition* (INT), *Magical Sight* (INT), or *Folklore* (INT) checks.

➤ If successful, advance token one additional space (move token one space even if unsuccessful).

☼ If successful, encounter a **hazard**. (instead of the *Lurking Eshin* hazard, use **ghouls**.)

When the PCs reach the 4th space they are attacked by a **rat swarm**.

When the PCs have destroyed the rat swarm, they find the half eaten body of a man in the remains of a green and yellow jerkin and tattered dark grey robe. There are 3 shillings and a note on his body (**Handout:** 'The mysteries of life and death...')

**Sewers Engagements** can have no more than 4 participants. When a fifth character enters the engagement, the GM chooses one of the others to remove from the engagement and place in close range.

■ for physical actions for non-Dwarfs.

Physical actions gain:

☼ You strike your shin. Suffer 1 fatigue and gain the *Staggered condition* for 2 rounds.

### DISEASE CHECKS:

*Resilience* (TO) checks with a difficulty equal to disease rating.

General sewer wandering: (1 ♦)

Falling into the effluent: (2 ♦)

A critical from a disease-carrying creature: (2 ♦)

Add ■ if already suffering from a disease or prolonged exposure.

### CHALLENGE:

Finding the missing watchman **Grimwold Wirtz**.

### SUCCESS:



Destroying the Beast of Nurgle.

The PCs learn that 'F' is active in Ubersreik, and his organisation is called the Fraternity of the Second Flesh.

### FAILURE:

The PCs are driven out of the sewer.

## The Old Cultist Lair

### OBSTACLE:

The abandoned lair of the **Fraternity of the Second Flesh** cult is still guarded by a **Beast of Nurgle**.

### INFORMATION:

The Beast guards a corridor off one of the sewers. Beyond are three rooms leading off a central hub. A sickly stink pervades the rooms.

The first is a large room with old furniture, crates, and beds. It appears people once stayed here but any possessions have been taken.

The second room is bare, with an empty bookcase and table. Strange runes are scratched and chalked into the walls of both rooms.

The third room's entrance has an iron gate locked shut; the key hangs on the wall outside. Within is **Grimwold Wirtz**, but he has gone insane and is gnawing on a rat and covered with disease. His eyes have been eaten out by rats. In his hands he clutches a note he has written in his own blood (**Handout:** 'Grandfather will watch...').

Wirtz soon goes into convulsions and out of him burst 6 **Nurglings**, that immediately run off into the sewers.

The chase is on!





## Baldred the Pickpocket

### OBSTACLE:

Dealing with a pickpocketing urchin.

### INFORMATION:

Somewhere in the streets of Ubersreik (docks or marketstrasse) one of the PCs has his pocket picked by a street urchin.

**Baldred:** Scabs on face (picked acne?), wants to be everybody's pal, speaks in questions.

### CHALLENGE:

*Observation* (INT) check versus Baldred's AG of 4.

### SUCCESS:

The PC feels his purse tugged. If he reacts immediately he may make an *Coordination* (AG) test versus Baldred's AG of 4 to catch him. If the PC fails, Baldred gets a 2 space head start on *The Chase* event.

If treated well, Baldred may be a useful ally in Ubersreik. If badly treated, they may find themselves pelted with offal by street urchins at some point, or otherwise harassed.

### FAILURE:

The PC doesn't notice and his purse will be missing next time he looks.

### NOTE:

Baldred can give them a lead in their search for the **Temple of Ranald** by directing the PCs to **Rugger's Boarding House**.

## Korden's Hammer

### INFORMATION:

The next time the PCs visit the Temple of Shallya they encounter **Sister Sonja** (from Grunwald Manor).

**Sister Sonja:** Blind, forties, dark grey hair, hooked nose, milky-white eyes. Simple white robes.

Korden Kurganasson has died in her hospice and, as per his last request, she has brought the hammer to Ubersreik in an attempt to find the right authorities to have it returned to Karak Asgaraz.

Make an appropriate *Social* check to see whether she entrusts the hammer to Grudge (she will not give it to a non-dwarf).

### SUCCESS:

Grudge is given the hammer to return to Karak Asgaraz.

### FAILURE:

The hammer is given to the Dwarven authorities in Ubersreik.

## The Chase

### OBSTACLE:

The PCs must catch someone (urchin, cultists, nurglings, a spy for a noble faction) who makes a run for it.

### INFORMATION:

Set up a 6 space progress tracker with an event in the middle. The pursued party will escape if he gets 4 spaces ahead.

To advance each PCs token he must make a simple (1♦) *Athletics* (STR) test.

### Success:

✚ Advance the tracking token one space.

✚✚ Advance the tracking token another space.

☞ Sigmar smiles upon you. Add 1☐ to to your next check.

### Fail:

You lose ground. Do not advance the tracking token this turn.

☠☠ You tire (suffer 1 fatigue).

☼ You trip (suffer 1 wound).

PCs may push their themselves, adding ♦ to the difficulty but doubling ALL results above.

**Hazard Space (City):** Potholes, fences, muddy areas, washing etc. Add ☐. PCs may opt to avoid the penalty via a simple (1♦) *Coordination* (AG) check.

**Hazard Space (Sewers):** Trip and fall into sewerage, foul air, rats. Add ☐. PCs may opt to avoid the penalty via an average (2♦) *Coordination* (AG) check.

### SUCCESS:

The PCs catch up to the pursued.

Enter Encounter mode if necessary.

### FAILURE:

The pursued is lost in the crowd/darkness.





## Attack of the Nurglings

### OBSTACLE:

Nurglings, chased by the PCs, emerge in the market square.

### INFORMATION:

p31. 6 cackling nurglings swarm out of a sewer grate in the marketstrasse and attack townsfolk in broad daylight. Bystanders panic, shriek and run in all directions.

Nurglings can attack townsfolk, a passing priest (**Gunthar Emming**), innocent children (join a 'ring a rosie' circle) or the flagellant.

**Marketstrasse** During market hours, PCs are engaged with multiple noncombatants at all times. *Stealth (AG)* checks gain ☐.

### CHALLENGE:

Kill the nurglings without a full-scale panic.

### SUCCESS:



+1

For killing the nurglings.



+1

If the priest survives.

## Prophet of Doom

### OBSTACLE:

Dealing with a flagellant and his followers.

### INFORMATION:

p30. Flagellant and followers in the marketstrasse beating themselves and preaching doom on the Empire and that evil gnaws at the heart of Ubersreik. Handing out **handbills** (give handout to the PCs).

After the nurglings are killed Esclimann goes into a frenzy and whips up the crowd, pointing to the Chaos Moon and the nurglings as evidence of the growing corruption in Ubersreik and blaming the von Bruners.

**Kaspar Esclimann:** Facial tic, speaks very loudly, chapped and cracked lips.

Townsfolk with military experience are bemused as they have encountered flagellants before in the armies.

Feeling of rising tension as townsfolk in the square are harrassed.

### CHALLENGE:

Deal with the flagellants without violence.

### SUCCESS:



+1

Convincing the flagellants to leave town.



+1

Convincing the flagellants to leave town without the use of violence.



-1

Convincing the flagellants to leave town by using violence.



+1

Convincing the flagellants to leave town with the use of cunning or good social skills.

### FAILURE:

■ to checks with local traders and townsfolk as everyone is stressed.

## Get the von Bruners!

### OBSTACLE:

Stop the mob burning down the von Bruner mansion.

### INFORMATION:

p30. The PCs must disperse the mob by disabling Esclimann and 10 of its leaders. Mob fights with the manor guards. After 5 rounds the watch arrives and disperses the rioters.

### CHALLENGE:

Use violence or social skills or tricks to disperse the mob.

### SUCCESS:



+1

Helping to disperse the mob.



+1

Helping to disperse the mob without killing.



+1

Helping to disperse the mob with the use of cunning or social skills (or discrediting the Aschaffenbergers).

## The Witch-Hunter Arrives

### OBSTACLE:

Stop the mob burning down the von Bruner mansion.

### INFORMATION:

*Witch's Song*, p30. Matthias Krieger is crossing the square when all this happens and may intervene, or at least praise the PCs after it is all over. Might mention he can't get an invite to ball?

### SUCCESS:



+1

Favourable impression with Krieger.



-1

Piss off Krieger in some way.





## Finding the Temple

### START:

At some point the PCs may, on a **Hard (3♦) Observation (INT)** check, catch sight of a shadowy figure out of the corner of their eye who seems to be following them.

This is von Saponatheim's man **Piotr Koch**, with a small mission or them. Von Saponatheim wishes to solidify his links with the 'common folk' of Ubersreik, but it seems they are one step ahead of him and wary of talking to the men of a noble.

### OBSTACLE:

Track down the location of the Temple of Ranald.

### INFORMATION:

PCs may find out about **Rugger's Boarding House** as a likely lead from just about anyone in the Docks area.

A nondescript door in the House leads to one large room with five circular tables at which men play cards or dice games and a bar along one wall. Stairs lead up and are off-limits to visitors. Various gang members playing cards and hanging around.

Everyone suspicious of newcomers. Questions are referred to gang leader **Orfried Kraemer**, who plays cards at one of the tables.

**Orfried Kraemer:** Shaved head, bored tone.

If PCs want to know where the Temple is, he asks if they are followers of Ranald. If they can't convince him otherwise, he challenges them to a game of 'Sigmar & Gertrude' with a 1 gold stake versus his information.

If they use the gold piece von Saponatheim gave them, they will be in trouble!

At another table **Fritz Langenhorn**, Guildmaster of the Boatmen's Guild, plays cards.

Guildmaster **Friedrich 'Fritz' Langenhorn:** 45, grizzled veteran, bad limp and cane, grimaces a lot.

### CHALLENGE:

Win a game of 'Sigmar & Gertrude' against Kraemer.

### 7 space progress tracker.

Players make a opposed test, either bluffing with Guile (FEL) reading the other player with Intuition (INT).

Each hand (die roll), move the player's token ahead by either choosing to move a number of spaces equal to the number of successes/2 boons rolled.

☼ Move the player's token back one space; or he is caught cheating if he is attempting to do so.

☞ Move the player's token forward one space; or he catches the other player cheating if he is attempting to do so.

The player who reaches the last space (after an equal number of rolls) wins.

□ are added for people cheating, or having relevant skill training. Add a ■ for every 2 consecutive turns you use the same skill/stat combination as people get a read on you and your play style.

### SUCCESS:

If the PCs win the game, Kraemer is as good as his word and tells them of the door down near the Teufel and the Docker's Arms, and the secret knock that will let them in this week.

He warns them that if they try anything funny they'll make a lot of enemies very fast.

### FAILURE:

If Kraemer wins the game, he smugly takes the PCs' money. The stake must be raised by 1 gold every time they play.

### NOTE:

*One coin in ten belongs to Ranald.*

*Live by your wits, not your sword.*

*It is better to live free than suffer oppression.*

*Laws are meant to be broken.*

*Don't get caught.*



## Finding a Place / Shop / Item

The PCs are trying to find a location, a particular shop, or somewhere that sells a particular item.

### PROCESS:

Make a *Charm* (FEL), *Intimidate* (STR), or *Observation* (INT) check with a difficulty level determined by the object of the search.

- ✦ PC learns what he needs to know / gets lay of the land.
- ✦✦ or ➤ Pick up an additional rumour or piece of gossip / learn of a secret of less well know location or shop.

- ☠☠ Harder time than expected; suffer 1 stress / you get lost; suffer 1 fatigue.

Note: The GM may supplement these results with selections from *Gossip & Rumor Tables* or from available location maps.

## Haggling

The PCs are trying to get a better price on an item.

### PROCESS:

Make a *Charm* (FEL) or *Guile* (FEL) check versus the merchants FEL of 4.

#### Success:

- ✦ 10% discount.
- ✦✦ 25% discount.

Failure: No discount.

- ☠☠ 25% markup.

- ☼ You insult the merchant and are banned from his shop unless you can convince him otherwise.

## Brewing a Healing Draught

Apothecaries may make a *Nature Lore* (INT) check to gather and prepare the appropriate herbs, with a difficulty level of **Average** (2♦). The check can only be performed 3 times per day.

Cost to create: 40% of normal (8 silver). For the initial preparation, medical supplies costing 10 shillings must first be purchased.

GM should make the check and not inform the PC of the results until the potion is drunk.

#### Success:

- ☠☠ Poor quality (3□).
- ✦✦ Create 150% of the quantity intended.  
A half dose can be consumed for a 2□ healing effect.
- Superior quality (5□).

#### Failure:

- ✦✦ Very poor quality (1□ only)
- ☼ Weak poison (4■, each success inflicts 1 wound)
- ☠☠☼ Deadly poison (8■, each success inflicts 1 wound and inflicts the **Weakened** condition)





## GENERAL

**Back Alley** Characters with a STR higher than his AG rating suffer 2 ■ to all physical actions in the cramped alley. Characters in the gold or silver social tier suffer ■ to all mental actions in the alley.

**Street, Busy** Checks to gossip or uncover rumours gain □.

## THE WALLS

### Gates

p13. East and West gates flanked by towers and wide enough for 2 carts to pass side by side.

Iron bound gates and portcullis at each side of the gateway and a customs shack within.

Tax is 5 brass per horse, 10 brass per axle.

Smaller North gate next to the western river tower to the north of town leads along the northern bank of the Teufel.

Gates open dawn to dusk. At sunset the horn on Magnus's Tower is blown to signal the closing of the gates.

**City, Gates** As long as two or more allies are engaged with the gate, their enemies may not pass by it through ordinary means.

**Entrance, Fortified** Guards upon the gate gain a □ to all attacks or checks that target characters not on the battlements. They also gain +2 Defense.

### River Towers

p13. Smaller than the gates but each holds a dozen archers and a mortar on the roof. Winch house in lower story to raise huge Dwarf-built chains to block the river.

**River, Deep** Physical checks by the river's edge gain:

- ☆ You fall into the river and are swept downstream.
- Your turn ends after this action resolves.

Characters in the river may attempt a Hard (3♦) Athletics (STR) check to keep from being swept downstream to medium range at the end of each turn.

Characters on opposite sides of the river are at medium range from one another.

## THE DOCKS

p13. Lined with wharves and warehouses and boatbuilder's workshops. Lower class housing, cheap inns and taverns, and a few shoppes. Near the bridge the neighbourhoods are more salubrious.

**Wharf District** Characters of the brass social tier gain □ to all mental checks. Characters of the gold social tier gain ■ to all mental checks.

### The Bridge

p13. Solid, Dwarf-built (inscribed by runes) and wide enough for 2 carts to pass side by side. Beggars congregate under the bridge at night or bad weather.

**Bridge, Dwarf** The distance between the opposite sides of the river is medium range. Unless there is some sort of impediment on the bridge, it can be crossed with a single manoeuvre.

### Customs House

p14. Square, stone building with locked strong room in the basement. Every boat unloading at the docks pays 1 shilling regardless of cargo. Run by **Ernst Geldfinger** and 5 junior clerks. 2 watchmen by the door during the day and one at night.

**Ernst Geldfinger:** slender but tough looking, early 50s. Says "do you agree?" a lot.

### The Red Moon Inn

p14. Popular waterfront inn with a stone lower floor and half-timbered upper story.

A bit cleaner and more respectable than back street inns, but a bit run-down and smelly. Run by **Lohner**, one cook and 3 barmaids.

The common room of the Red Moon is smoky and dark and smells sharply of a mixture of fish, smoke, and sour beer. The bar is little more than a plank, and the furnishings are shabby. Against one wall are a series of snug booths, many with curtains of tattered linen slung across them to offer some privacy. A scattering of candles and oil lamps light the room, as the small, grimy windows offer very little illumination from outside.

**Franz Lohner:** shabby-looking man, 40s, wheezes when he talks and won't look you in the eyes.

**Noble Favour: Aschaffenberg's Valet**

p14. Aschaffenberg's valet, **Leonhard Zauberlich**, frequents the Inn.



+1

For conducting themselves well here.

**Rumours: Rodent's Revenge / Sinking Ships / Rats**

p30. Noseless Brandt is in the Red Moon Inn and talking loudly about the increase in aggressive rat attacks in the sewers. His dog Bitch was killed by the attack of a swarm.

Chief sewer jack **Noseless Brandt:** No nose, wet hair, dirty & smelly.

### Rugger's Boarding House

p14. 2-story half-timbered cheap boarding house run by aging widow **Anna Rugger** (Gran'ma). Dockside community fond of her and look after her.

**Anna Rugger** (Gran'ma): poorly maintained wig, talks to self.



INFO: von Saponatheim (p34)





## Boatman's Guild

p14. Converted warehouse facing the Customs House across the river. Cheap tavern and dormitory on ground floor, offices on upper floor.

Guildmaster **Friedrich 'Fritz' Langenhorn**: 45, grizzled veteran, bad limp and cane, grimaces a lot.

### Rumour: Something in the Water

p30. Boatman found something in the water, which town watch burned.



+1

For successfully questioning the boatman at the Boatman's Guild.

## The Docker's Arms

p15. Backstreet tavern effectively the guildhouse of the Docker's Guild (controls all loading and unloading of boats); strangers not welcome.

**Tavern, Rowdy Social actions and Charm, Guile, & Intimidate checks gain:**

☼ You start a barroom brawl. Suffer 1 wound and 1 fatigue—and look for cover.

Owner and Guild head **William Docker** (Big Willi): imposing figure well over 6 feet tall, pounds fist.



INFO: von Saponatheim (p34)

## Guild of Boatbuilders and Chandlers

p15. Plain building a few streets back from the waterfront. Good relations with the Merchants, Carpenters and Boatmen's Guilds. Guildmaster **Kurt Prochnow** often loiters on the waterfront sketching boats.

Guildmaster **Kurt Prochnow**, lean, weather-beaten, late 30s, man of few words.

## Temple of Ranald

p15. Normal door with an X carved into the door frame. Secret knock known to followers of Ranald gives entrance. Small room with an altar and benches. Tended by a docker, **Johann Gutmann**.

**Johann Gutmann**: burly build, bulbous nose, slurs his words.

### Noble Favour: Where is Ranald's Temple?

p15. The von Saponatheims try to keep in contact with the local Cult of Ranald.



+1

For informing the von Saponatheims of the temple's location, especially if Ranald's followers become favourably disposed to them.

## Butcher's Guild

p16. Single storey guildhouse at the edge of docks area and near market square; backs onto **Hermann Schlachter's** abattoir. On good terms with the Merchant's Guild, and Gerber tannery in Stromdorf a good customer. Small butcher's shops, smoke-houses and sausage makers.

Guildmaster **Hermann Schlachter**: Large, genial, gentle voice and ready smile.

## THE ARTISAN QUARTER

p16. Metalworking is the primary craft due to flow of ore from the Grey Mountains, but there are also carpenters, tanners, dyers and stonemasons.

## Wizard's Way

p16. Officially Graf Otto Strasse. Small Bright Wizard tower. Shoppes dealing in magical ingredients and esoteric goods.

**Tower, Wizard's Spell actions gain:**

☼ Immediately gain 2 power.

When you roll ☼ on checks made here, draw 2 Miscast cards. The GM chooses how to apply the ☼.

Bright Wizard **Christoph Engel**: wiry build, intense eyes, changeable moods. Bright Wizard robes of flickering red and yellow colours.

## Metalworker's Guild

p16. Single-story stone building stained with soot and smoke at the heart of a cluster of forges and workshops. Guildmaster **Johann Brass** works to extend contacts with dwarf community.

Guildmaster **Johann Brass**: muscular, long blonde hair, speaks loudly.

**Forge** The forge is full of improvised weapons (with +1 DR) and any character may snatch one up as a manoeuvre. Physical actions gain:

☼ You strike your head or shin. Suffer 1 fatigue and gain the Staggered condition for 1 rounds.

## Carpenter's Guild

p16. One of the few all-wooden buildings in town; facade intricately carved and framed by massive pillars.

Guildmaster **Ernst Zimmermann**: tall, raw-boned, cheerful man with a missing finger on his right hand.

## Bridge House

p17. Modest 2-story stone building near the Bridge with a generous courtyard and coach house. Favoured stopover for travellers by land, and informal post office. Modestly priced and good meals and beds, but not favoured as a drinking hole.

Proprietor **Gunther Abend**: bald ex-coachman who speaks in questions.

## Lutzen's Floracopoeia

The shop is low and cramped with two windows at the front, made of bullseye glass which makes it impossible to see anything inside. Inside the shop it smells wonderful. The ceiling is very low (the beams reduce this to only five feet in places) and that bunches of dried herbs hang everywhere.

Lutzen's present employment is the result of a life-long fascination for mixing things together to see what would happen, and many of his preparations combine pharmacy and alchemy with traditional herbalism.

His supplies of more common herbs are very reliable, as well, even out of season, and he does business with many of the physicians and other healers in the city. Lutzen is a member of the Guild of Physicks, and wears a ring with the guild symbol.

**Wolhart Lutzen**: 30s, short, stringy, tanned, light brown hair and eyes, weather-beaten but fit, blinks a lot.





## THE DWARFQUARTER

p17. A small community of dwarfs has been here since the days of Magnus the Pious.

### The Axe & Hammer Inn

p17. Low roofed stone-building, known as the 'dwarf embassy'. All welcome on the ground floor tavern, but mostly dwarfs; no windows and everything made of stone. The lower underground floor is dwarfs only and includes a temple to Grungni and Valaya and the guildhouse of the dwarf Engineer's Guild, plus tunnels leading to the houses of prominent dwarfs.

Leader of the dwarf community **Grodni Surehammer**: grizzled longbeard who seldom ventures above ground, sniffs a lot.

#### Noble Favour: Kislevite Spy

p17. The von Saponatheims have had a spy here for the past month, **Piotr Koch**. He drinks and keeps his mouth shut, so the dwarfs don't mind him.

**Piotr Koch**: surly drunk with a Kislevite mother; refers to self by name.



+1

For showing cunning or shrewdness in dealing with the dwarfs.

**INFO: Holzenauer (p32)**

### Borgun's Brewery

p18. Small and busy, run by **Borgun Foambeard**. Signature brew is *Old Subterranean*; more powerful brew is *Skull Splitter Ale*.

**Borgun Foambeard**: brand on cheek, deep voice, little time for 'manlings', obsessed with beer.

#### Rumour: Rats in the Brewery

p30. Trouble at Borgun's Brewery (Nurgle cultist trying to spike the beer).



+1

For successfully questioning the staff at Borgun's Brewery.

## THE MARKET SQUARE

p18. At the heart of town. Livestock and produce from the surrounding towns brought in every Marktag. Statue of Magnus the Pious in the middle.

**Marketstrasse** During market hours, all characters here are engaged with multiple noncombatant NPCs at all times. *Stealth (AG) checks gain* □.

#### Event: Prophet of Doom

p30. Flagellant and followers wander the town beating themselves and preaching doom on the Empire and that evil gnaws at the heart of Ubersreik.



+1

Convincing the flagellants to leave town.



+1

Convincing the flagellants to leave town without the use of violence.



-1

Convincing the flagellants to leave town by using violence.



+1

Convincing the flagellants to leave town with the use of cunning or good social skills.

#### Event: Nurglings

p31. Four nurglings attack a priest of Sigmar in broad daylight. Bystanders panicking and shrieking and running for the watch.



+1

For every nurgling killed.



+1

If the priest survives.



+1

For every nurgling killed.

#### Event: Mass Hysteria

p30. Mob gathers howling that the von Bruner family is tainted by Chaos, then attacks the family mansion. PCs must disable 10 leaders (*Townsfolk*) to disperse the mob. After 5 rounds the watch arrives.



+1

Helping to disperse the mob.



+1

Helping to disperse the mob without killing anyone.



+1

Helping to disperse the mob with the use of cunning or social skills (or discredited Aschaffenbergers).

### Town Hall

p18. Imposing two-story stone building stretching almost the full length of the north side of the square. Council is the Burgomeister **Ernst Maler**, and the heads of the leading guilds: the Merchants, Boatmen, Boatbuilders, Metalworkers, Carters and Carpenters. The priests of Sigmar and Verena are advisors, and reps from the dwarf community may address the council.

Burgomeister **Ernst Maler**: polite and deferential, beaked nose, says "yesssssss" a lot.

#### Noble Favour: Holzenauer Servant

p18. Baron Manfred has been making regular visits here to cultivate good relations with the council. His servant **Fritz Schnell** takes messages.

**Fritz Schnell**: pox-scarred youth, scratchy voice. Says "uh" a lot.



+1

For impressing Fritz Schnell as being formidable. Can be PC's contact to Holzenauer.



+1

**INFO: Research records (p31, 33, 34)**





## Temple of Sigmar

p19. Largest temple in town and dominates the south side of the square. Pillared facade and enough space for 300 worshippers. Von Bruner family particularly well-represented as they try to live down the scandal of the one of their own corrupted.

High priest **Gunther Emming**: stern-looking patriarch, keeps lips pursed.

### Noble Favour: Pious Aschaffenburgs

p19. Lord **Aschaffenberg** and his wife **Ludmilla** try to make frequent appearances at the Temple.



+1

For being especially pious or at least clean-cut.

**INFO: Aschaffenberg** (p33)

**Temple of Sigmar** Before taking an action, characters may pray to Sigmar by performing the Prepare manoeuvre. If he does so, his action gains:



Add **MA** to the results pool.

**Temple, Grand** All characters receive ☐ to all Social and FEL-based checks that target characters below them in the religious hierarchy of the temple's Cult, and ☒ to such checks targeting characters above them in that hierarchy. Laymen are ranked just above heretics and heathens (the very bottom rank) for these purposes.

## Temple of Verena

p19. South-east corner of the square, with a library behind the temple. Recently there was a tense standoff when a visiting Sigmarite witch-hunter wanted to inspect the library's tomes and burn those he deemed heretical.

Chief priest **Heinrich Gutenberg**: balding, blonde beard, fails to complete sentences.



**INFO: Research records** (p31, 33, 34)



**INFO: General information on the nobility** (p32)

## Temple of Shallya

p19. Currently turning an adjoining building into a free infirmary.

**Hospice of Shallya** Before taking an action, characters may pray to Shallya by performing the Prepare manoeuvre. If he does so, his action gains:

➔ A character engaged with you recovers 1 wound.

**Temple Hospice** Characters can perform the Prepare manoeuvre to add ☐ to First Aid checks. Characters receiving long term care here add ☐ to their Resilience checks to recover from their injuries.

Head priestess **Marianne Altenblum**: matronly widow, sing-song voice.

### Rumour: Over the Edge

p29. Madman who cut off his own right leg.



+1

For each insanity the PCs cure, or for an act of generosity towards the man or his family.

## Physician's Guild

Modest but well-appointed building with a stone lower floor and half-timbered upper story. Only 3 members: **Otto Krupp**, **Bernhardt Bayer**, and **Hermann Neubaum**, who run a joint practice here. Charge 1 gold per visit, but will settle for 50 shillings or so.

## THE MERCHANT QUARTER

p19. Offices of the major trading families, and several small traders dealing in goods from coal to horses.

## Merchant's Guild

p19. Big building, guild members only. Guild head is **Alfred Karstadt**. The town's four great merchant families are Karstadt, Brauning, Hertie and Müller.

Guild head **Alfred Karstadt**: balding, beard, excited voice.

### Noble Favour: Paid Informer

p20. One of the merchants here, **Klaus von Rothstein**, is in Siegfried von Saponatheim's pocket. He's searching for leverage against his fellow merchants, or potential allies to support his lord's cause.

**Klaus von Rothstein**: a bit thick around the middle, prominent mole on cheek, facial tick.



+1

For being useful to von Rothstein (he can be PCs contact to von Saponatheim; will meet at Bridge House).



**INFO: von Saponatheim** (p34)

## Old Bauer House

p20. **Lorith Silverleaf**, high elf envoy from Marienburg, has been here for a month. Has redecorated and refurbished.

**Mansion, Noble's** Social actions and attempts to use Charm and Guile in the mansion gain either ☐ or ☒ at the owner's discretion. The manor guards react poorly to violence or threats of violence.

**Lorith Silverleaf**: female elf, beautiful, long blonde hair, perfect enunciation.





## THE PRECINCT

p20. Military district centred on the Tower. Several buildings for the garrison and watch, and a staging post for roadwardens passing through. Businesses manufacture or repair uniforms, flags, weapons and armour.

### Magnus's Tower

p20. Tallest structure in Ubersreik (five stories). Equipped with a bellows-operated horn more than 6 feet long. Surrounded by a small castle with a parade ground, barracks, stables, armoury and smithy.

**Tower, Magnus's Attacks directed against those within or atop the tower add** ♦ (assuming that such an attack is possible, eg through an open door or arrow slit). **Blowing the horn requires an Average (2♦) Resilience (TO) check.**

#### Noble Favour: Military Contacts

p21. **Antonin Sieber** is a friend of von Holzenauer, having served with him when the Baron was a pistolier. He still corresponds with him regularly.

Field Marshall **Antonin Sieber**: square chin, speaks in a monotone.



+1

For making a favourable impression on Sieber.



**INFO:** Holzenauer (p32)

### Watch Barracks

p21. About a hundred strong including reserve officers and part-timers. The barracks includes a jail with 20 cells.

**Captain Andrea Pfeffer**: female, hair slicked back, points a lot.

## THE SEWERS

p22, p47. Use a 6 space progress tracker to track movement through the sewer. When the adventurers reach the sixth space they are attacked by a **rat swarm**. Instead of the *Lurking Eshin* hazard, use **ghouls**.

When the adventurers have destroyed the rat swarm, they find the half eaten body of a man in the remains of a green and yellow jerkin and tattered dark grey robe.

Soon after this event have the PCs see a mysterious character out of the corner of their eye who seems to be following them. This turns out to be one of von Saponathem's men (**Piotr Koch**), keeping an eye out for their suitability as bodyguards for his plan to get Schild (see *A Night on the Town*).

**Sewers, Entrance Engagements can have no more than 4 participants. When a fifth character enters the engagement, the GM chooses one of the others to remove from the engagement and place in close range.**

Physical actions gain:



You strike your shin. Suffer 1 fatigue and gain the Staggered condition for 2 rounds.

**Sewers, Broad Engagements can have no more than 4 participants. When a fifth character enters the engagement, the GM chooses one of the others to remove from the engagement and place in close range.**

■ for physical actions for non-Dwarfs.



+1

Destroying the swarm.

## THE HILL

p21. A river terrace with the mansions of the von Bruners and the Aschaffenburgs, the 4 merchant families and other wealthy citizens.

Lower down on the fashionable Osterstrasse are high class tailors, dressmakers, jewellers and suppliers of luxury goods, as well as fine banqueting halls and taverns.

Patrolled enthusiastically by the town watch, and chances of arrest have more to do with a person's appearance and standard of dress than with any wrongdoing.

### The Emperor's Rest Hotel

p21. Imposing building at the northern end of the Osterstrasse. Charges 5-10 gold per night for lavish accommodation.



**INFO:** Gossiping with or eavesdropping on nobles (p32, 33, 34)

### Madame Beaumarteau's

p21. Long, low shoppe with a stone facade carved with traditional masks by dwarf artisans. Premiere boutique for costumes.

**Costume prices:** 5g for nobles, 1g for less prominent nobles, 20 shillings for merchants and others of the silver class.

**Madame Beaumarteau** was actually born in poverty in Altdorf as Ingrid Schlaf. Encyclopedic knowledge of the well-to-do; surprisingly kind to social inferiors.

**Madame Beaumarteau:** stout and formidable, with an outrageous Bretonnian accent and hooped earrings.

### von Bruner Mansion

### Aschaffenberg Mansion

p21. The mansions of the town's two noble families stand above those of the four merchant families and other wealthy citizens.

**Mansion, Noble's Social actions and attempts to use Charm and Guile in the mansion gain either** □ or ■ **at the owner's discretion. The manor guards react poorly to violence or threats of violence.**



Aschaffenberg base

### Baron Manfred Holzenauer's Mansion



Holzenauer base; location of the Masquerade Ball

## MORR'S FIELD

p22. Stands outside the walls to the southwest, surrounded by tall walls. 2 gravediggers.

**Morr's Garden Blessings dedicated to Morr gain** □.

Priests of Morr suffer no penalty for invoking a Blessing and attempting to Curry Favour in the same turn.

Chief priest **Schadrach Bürke**: blackened teeth, heavy eyeliner, black robes.



# MASQUERADE CHARACTERS



## NOBLES, CANDIDATES



### Lord Rickard Aschaffenberg

Huge bear of a man, about 40, piercing grey eyes, dark brown hair, a large, bushy beard and a booming, commanding voice. Dressed in a black and silver tunic sewn to appear like chainmail, and a mask like the visor of a helmet. Sizing up the competition so his family can plot their strategies and distance himself from the von Bruner scandal. STR 4, TO 4, *Charm, Discipline & Leadership* trained.



### Baron Manfred von Holzenauer

Host

Dashing figure, about 30, hair cropped military-short. Charming and well-spoken, polite to everyone. Responds to tense at the ball events with competence and discipline. Costumed as a woodsman, a play on his family name. AG 4, WP 4, *Charm, Discipline & Weapon Skill* trained.



### Graf Siegfried von Saponatheim

Tall, fair young man, charming, endless supply of hunting stories. Wears a stag mask with magnificent antlers (and tells anyone who listens how he shot the stag himself). INT 4, AG 4, *Charm, Guile & Skulduggery* trained.

## INDEPENDENT NOBLES



### Lord Heissman von Bruner

Dressed in blue (family colour), mask is a full-face boar's head (from the von Bruner coat of arms). Head of the influential but recently disgraced von Bruner family, here for damage control to prove that the von Bruners as a whole are loyal and untainted. Wants to sabotage any other family claims to Ubersreik, especially the Aschaffenbergs.



### Margrave Reinhardt von Mackensen

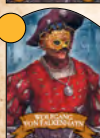
Very lifelike beastman mask that startles inattentive revellers. Proud ruler of Helmgart and believes he is the perfect man to rule Ubersreik, as a Lord Warden of the Grey Mountains defending the border passes. Looking to sabotage any claims by other nobles. Will focus attentions on who he thinks is 'in the lead'.

## OTHER NOBLES



### Ludmilla von Bruner

Voluptuous, dressed in her finest gown and carrying a lady's mask on a stick which she forgets to hold in front of her face. Lord Rickard's wife. Quick to laugh. Fond of her family, but fully committed to her husband's cause, and fully aware she may be tarred with the same brush as the von Bruners.



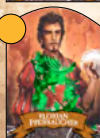
### Wolfgang von Falkenbayn

Mask with the face of a falcon (refers to family name). Friendly, almost oafish minor noble, but knows what's at stake from the small town Stummingen, south of Auerswald. Minor family with a weak claim trying to be on the same level as their neighbours the Wallensteins. Alliance of convenience with Holzenauer (Aschaffenberg if PCs support Holzenauer), but main aim is to be on the winning team.



### Olga von Jungfreud

Mask features the twin-tailed comet of Sigmar, wears a fox-fur stole and an exuberant wig. Graf Siegfried's formidable mother, in her later years, and as ambitious and cunning as her son. Uses her status as an elderly widow to her advantage.



### Florian Pfeifraucher

Dressed in leaves and claims to be a 'fertility spirit'. Lecherous and young. Representing his uncle Count Bruno who would like to expand family's Grissenwald holdings. Interested in having a good time, playing practical jokes, and pestering female guests. Actually acting on behalf of the von Saponatheims (Aschaffenberg if PCs support von Saponatheim), who have promised to pay off his huge gambling debts.



# MASQUERADE CHARACTERS



## LEADING CITIZENS



### *Captain Erwin Blucher & Captain Andrea Pfeffer*

**Commanders of the garrison and watch**, in their finest dress uniforms. Both want to question nobles about Ubersreik's defence (and keep order). Captain Erwin has been trying for years to woo Captain Andrea (who hasn't yet noticed).



### *Johann Brass*

**Master of the Guild of Metalworkers.** Dressed in a deep mustard yellow with a mask he devised himself (startlingly lifelike bronze human face that seems to change expression in different lights). Looks like a bronze statue. Got the idea after seeing a visiting Gold Wizard. Wants to have a good time, show off his mask, and make some business deals.



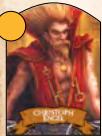
### *Schadrach Bürke*

**Priest of Morr.** Standoffish older man, dressed in cult robes and a leering skull mask (a real skull) topped by a large black feather. Little time for competing nobles (lands and power not protection from death). Cult of Morr rarely gets invitations to social events. Hopes to secure a wealthy patron's donation to rebuild aging walls of the Garden of Morr.



### *Gunther Emming*

**Priest of Sigmar.** Stern-faced, shaven head, dressed in best regalia, no mask. Explains that disguise is a deception and deception is a tool of Chaos. Wants to inspect candidates; often drags an unwilling noble into a theological discussion to test faith. Avoids Heinrich Gutenberg (argument over Sigmarite witch hunter not be allowed to inspect Verena library).



### *Christoph Engel*

**Bright Wizard.** Wiry build, intense eyes, changeable moods. Dressed in Bright Wizard robes of flickering red and yellow colours. Leader of the town's magical community; has been here as long as anyone can remember. Recognised by all as a very skilled wizard. Has a penchant for mischief; likes to liven things up a lot.



### *Heinrich Gutenberg*

**Priest of Verena.** Devoted but bizarre decision to dress as Verena: classical robes, helmet, spear, a pair of scales, and an owl perched unsteadily on each shoulder. Flowing beard contrasts with low-cut, feminine gown. Reacts to any jokes with polite puzzlement. Avoids Gunther Emming, but curious about in nobles and what they mean for his temple.



### *Marianne Hertzlich*

**Junior Priestess of Shallya.** Tall and willowy young woman, striking, sweet features and slightly sad blue eyes. Dressed in flowing white robes, a large key on a chain around neck, and a white dove fluttering nearby. Come to see the young nobles, and determine whether any would support Shallya's work among the poor.



### *Alfred Karstat*

**Head of the Merchant's Guild.** Dressed in the town colours of grey and blue, with an odd mask shaped like a bridge with a tower at each end. Plans to talk to as many nobles as he can, and see who offers the best prospects for the town's merchants. Also wants to make business contacts. Powerful and influential.



### *Fritz Langenborn*

**Head of the Boatman's Guild.** Wearing his guildmaster's robes. Hoary veteran of the river with a limp. Here to assess the competing nobles, and will be quite direct in his questions about which family will do most to ensure Ubersreik's security and promote river trade.



### *Ernst Maler*

**Burgomeister.** Wearing trout-head mask (tribute to the town's dependence on the river, he gladly and exhaustively explains). Trying to learn as much as possible, scurries from one conversation to another. On the surface polite and deferential, but looking for weaknesses the council can exploit to ensure that no family is chosen as overlords.





# MASQUERADE CHARACTERS



## THE MASSES



### *Maximillian Aschaffenberg*

Lord Rickard Achaffenberg's nephew.

Dressed as a mutated von Bruner, in von Bruner colours and with a fake tentacle of stuffed and painted cloth.



### *Physician Bernhard Bayer*

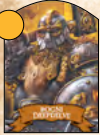
Member of the Physician's Guild.

Dressed in stylish clothes with a mask like the head of a frog. Youngest member of the Guild, and here to keep an assignation with a fetching young servant girl (Netta Volkmann); the two of them will steal away to somewhere private as soon as they get a chance.



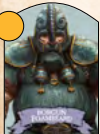
### *Fen-Luc Cadent, Duc de Grenouille*

Visiting Bretonnian noble. Arrayed in silk and cloth-of-gold as an armoured Bretonnian knight complete with a small model horse around his waist. Has trouble getting through narrow doorways, but genial and loves to gossip. Official purpose is to report to his king on the competing Imperial nobles, and who is likely to gain control of Ubersreik.



### *Rogni Deepdelve*

Emissary from Karak Azgaraz. Wears magnificent mail chased in gold and a helmet with a finely-wrought faceplate in the image of one of his ancestors, about whom he will talk at great length. Sent to assess the human nobles vying for the lordship of Ubersreik, and take information back to the hold. *May know of Grudgebringer?*



### *Borgun Foambeard*

Dwarf Brewer. Wearing a full-face Dwarven helmet but otherwise finds the idea of a costume ridiculous. Spends most of his time in the banquetting room, attending to the emptying and changing of casks. Treats each of the dozen man-sized casks of Old Subterraneanlike a beloved child. Has little interest in 'manling business'.



### *Physician Otto Krupp*

Member of the Physician's Guild. Left his costume until the last minute, and has thrown on a long black cloak, broad-brimmed hat, and the mask he used treating an outbreak of plague a few years ago (long beak of a nose). Here mainly for the food and drink, but will latch onto anyone who appears sick or injured to sell them his services.

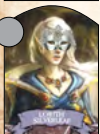


### *Agnes Schild*

Baron Manfred's Personal Bodyguard.

Tough, dark-haired woman with a leather patch over her left eye, which she lost on the tip of a goblin's spear five years ago.

Wears Baron Manfred's colours over a mail shirt and has a sword and loaded pistol. In charge of the mansion's defence during the ball.



### *Lorith Silverleaf*

High Elf Marienburg Envoy.

Wears an exquisite silver mask that doesn't hide her beauty or high elf heritage, and intricate silver jewellery with sapphires and emeralds. Little interest in human politics and spends most of her time watching and listening to the entertainment and observing human foibles.

### *Minor Lordlings and the Well-to-Do*

Minor lordlings, wealthy burghers, bold gatecrashers, hangers-on, consorts, concubines, and escorts.

### *Guards and Servants*

6 watchmen stationed outside the mansion, with halberds (DR6, CR2), swords and mail shirts.

4 additional guards: one each in the gallery, state hall, banquetting room and the grounds, with mail shirts and clubs or swords.

Servants and flunkies of all types mill about; including Netta Volkmann, a pretty young woman, and Fritz Schnell, pox-scarred youth in Baron Manfred's service.



# THE MASQUERADE BALL



## Arrivals

Early	<i>Banqueting</i>	Deepdelve, Foambeard
	<i>State Hall</i>	Capt Blucher, Capt Pfeffer, Falkenhayn, Karstat
7.00	<i>Gallery</i>	Holzenauer, Margrave Mackensen, Ernst Maler
7.15	<i>Gallery</i>	Aschaffenberg, Ludmilla von Bruner, Heissman von Bruner, Max Aschaffenberg
7.30	<i>Banqueting</i>	Johann Brass, Saponatheim, Olga von Jungfreud
	<i>State Hall</i>	Langenhorn
7.45	<i>Gallery</i>	Bürke
	<i>State Hall</i>	Engel, Pfeifraucher
8.00	<i>Banqueting</i>	Emming
	<i>State Hall</i>	Marianne Hertzlich
8.15	<i>Banqueting</i>	Otto Krupp
	<i>State Hall</i>	Bernhard Bayer
8.30	<i>Banqueting</i>	Heinrich Gutenberg
	<i>State Hall</i>	Jean-Luc Cadent
8.45	<i>Gallery</i>	Lorith Silverleaf



# THE MASQUERADE BALL



## MASQUERADE BALL TRACKING SYSTEM

NPCs are won over by checks (put a family crest token on their standee and move that family one space forward on the Agenda tracker). A family will have to be in the lead and equal or surpass the score of both others to win hands down.

During each 15 minute slot, key NPCs who have arrived act, unless they are doing something else as described in that slot.

The check is **Easy** (1♦) if target is unaligned, **Average** (2♦) if they have already been claimed.

Competing checks are made if multiple actors target the same NPC at same time.

⚔️ **Big impression:** add 1■ to any effort to sway them away later.

☞ **Sold:** now cannot be swayed away except with a ☞ or ☼.

☼ **Changed my mind:** NPC loses an existing NPC on his side.

⌚ **Stop Talking Already:** NPC gets no action the next 15 minute slot.

### The Three Candidates

The three main family heads check as seems best to them. As first choices:

**Aschaffenberg** targets clergy (*Bürke, Emming, Gutenberg*),

**von Holzenauer** targets the Captains and women (*Blucher, Pfeffer, Hertzlich*),

**von Saponatheim** targets guild masters (*Brass, Karstat, Langenhorn*).

Family heads gain another □ when targeting their preferred group.

This can be adjusted for who is in the same room, etc.

### Independent Nobles

**Lord Heismann** and **Mackensen** both act as independent factions.

They make checks to 'unalign' someone in whichever camp is leading, with Heismann, when in doubt, after Aschaffenberg.

Improved successes and comets on their efforts mean they have made another NPC particularly resistant to joining any faction. Heismann just thinks 'you're all not good enough' and Mackensen is actually a von Jungfreud supporter.

### PCs

Generally, PCs may use any well-roleplayed skill that is logical in the situation.

PCs can make their own influence checks, try to sideline NPCs for a turn or even concoct a stratagem to 'negate' the future influence of an NPC by creative roleplaying and opposed rolls etc (e.g., send them from the Ball). Various events may have the same effect.

Specific NPCs can be swayed by other checks in addition to *Charm*, by roleplaying it in the dialogue (e.g., a *Folklore* check might demonstrate knowledge of markets, sources of raw materials to a guildmaster).

Different NPCs also respond favourably to various career-traits:

**Captains Pfeffer and Blucher** respond to *Leadership*.

A Combat or Military career trait adds 1□.

**Christophe Engel** responds to displays of *Education*.

An Academic or Arcane career trait adds 1□.

**Schadrach Burke, Marianne Hertzlich and Heinrich Gutenberg** respond to displays of *Piety*. A Devoted career trait adds 1□, as does being a known supporter of the faith (e.g., attended the temple previously).

**Guildmasters** respond to *Folklore*. An Urban career trait adds 1□.

## PREGENERATED ROLLS

### The Three Candidates

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### Independent Nobles

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# THE MASQUERADE BALL



## 7.00 pm

### Already in attendance:

Baron Manfred von Holzenauer

Agnes Schild

Borgun Foambeard

### Announced:

Margrave Reinhard von Mackesen

Ernst Maler

Rogni Deepdelve

Captain Erwin Blucher

Captain Andrea Pfeffer

Wolfgang von Falkenhayn

Alfred Karstat

(p40) Guests begin to arrive.



Gallery

Gallery

Banqueting Room

Gallery

Gallery

Banqueting Room

State Hall

State Hall

State Hall

State Hall

## 8.00 pm

### Announced:

Gunter Emming of the Temple of Sigmar,

with Marianne Hertzlich of the Temple of Shallya

Banqueting Room

State Hall

(p41) Heated exchange with dwarfs sent by a moneylender to whom Baron Holzenauer owes money.

Watchman sent out by Captain Pfeffer resumes his post.



+1

Persuading the dwarves to leave.



-1

Gossiping about the incident inside the mansion.



## 7.15 pm

### Announced:

Lord Heissman von Bruner

Lord Rickard Aschaffenberg and Ludmilla von Bruner

Graf Maximillian Aschaffenberg

(p40) von Bruner is angry with Maximillian and his costume.



Gallery

Gallery

Gallery



+1

Convincing Maximillian to leave or change costume.



-1

Failing to convince him or doing nothing.

## 8.15 pm

### Announced:

Physicians Otto Krupp

and Bernhardt Bayer

Banqueting Room

State Hall

(p41) Brawl starts when Heissman von Bruner is insulted by Maximillian Aschaffenberg.



-2

PCs do nothing, brawl broken up by Holzenauer's guards, Maximillian sent home.



-1

PCs break up the brawl and persuade Max to apologize (he stays).



## 7.30 pm

### Announced:

Graf Siegfried von Saponatheim

Fritz Langenhorn of the Boatman's Guild

Johann Brass of the Metalworker's Guild

(p40) Borgun Foambeard told of beer cart's run-in with cultists; he speaks with Captain Blucher, Captain Pfeffer (who directs a watchman to tighten town security), and Agnes Schild.



Banqueting Room

State Hall

Banqueting Room

## 8.30 pm

### Announced:

His Excellency the Duc de Grenouille

Heinrich Gutenberg of the Temple of Verena

State Hall

Banqueting Room

(p41) Pfeifraucher forces his drunken attentions on Marianne Herzlich.



-1

PCs do nothing, Pfeifraucher is thrown out.



+1

PCs use non-wounding actions, spells or blessings to rescue Marianne.



-1

PCs wound Pfeifraucher in the process of rescuing Marianne.



-1

If PCs stop Pfeifraucher by whatever means, Saponatheim agenda still reduced.



## 7.45 pm

### Announced:

Graf Florian Pfeifraucher

and Christoph Engel of the Grey Order

Schadrach Bürke of the Temple of Morr

(p41) von Saponatheim's manservant tries to slip an emetic into Rickard Aschaffenberg's drink.



State Hall

Gallery



-2

Rickard Aschaffenberg is successfully drugged and he can take no further actions at the ball.



-2

von Saponatheim's manservant is exposed and ejected from the ball.

## 8.45 pm

### Announced:

Lorith Silverleaf

Gallery

(p42) A drunken Christoph Engel animates a guest's fox-fur stole.



+1

PCs deal with the stole.



+1

A PC is badly wounded in the process and plays this up.





# THE MASQUERADE BALL



**9.00 pm**

(p42) Guard dogs begin barking as cultist tries to spike the beer barrels with Green Pox.

☐

**9.15 pm**

(p42) Netta Volkmann and Physician Bayer head upstairs for a romantic interlude.

Gunter Emming and Heinrich Gutenberg start arguing about the witch hunter incident at the Temple of Verena. Gutenberg leaves the ball, very upset.



+1

PCs succeed in defusing the situation.



+1

PCs succeed in defusing the situation.

If Gunter fail to defuse the argument, neither priest will support their cause (if both priests already support them, Emming withdraws his support).

**9.30 pm**

**Announced:**

*Late guest dressed as a flagellant*

(p42) He turns out to be a real flagellant who haragues the guests, then attacks Margrave von Mackesen with a thonged whip.



-1

PCs do nothing, servants throw flagellant out.



+1

PCs restrain flagellant without wounding him.



+1

PCs restrain flagellant without wounding him.



+2

PCs restrain flagellant without wounding him.



+1

PCs restrain flagellant but wound him.



-1

PCs do kill flagellant and must deal with the town watch.

*If the cultists at 9pm were not stopped, guests begin suffering the effects of the Pox.*

**9.45 pm**

**Announced:**

(p43) If Pfeifraucher has left the ball, ignore this incident.

Pfeifraucher attempts to harass Lorith Silverleaf and ends up twitching on the floor. If the story reaches Baron Holzenauer, Pfeifraucher is ejected from the ball.



-1

Pfeifraucher embarrasses everyone.



+1

PCs act immediately and persuade Pfeifraucher to apologise to Silverleaf and leave.

**10.00 pm**

**Announced:**

(p43) A bored Christoph Engel animates the stuffed boar in the gallery, which attacks the nearest guest.



+2

PCs destroy the boar.



+1

PCs destroy the boar.



+1

PCs destroy the boar.

**10.15 pm**

(p43) A cultist blocks the kitchen chimney with rags to drive out the staff and then spike the food and wine.

**10.30 pm**

(p43) von Saponatheim hands a cloth bag to one of his servants containing an emetic, to make all the guests ill within half an hour and bring the ball to an end.



X

PCs do nothing, Baron Holzenauer has failed to impress the townsfolk and his bid for Ubersreik has failed.



X

PCs expose von Saponatheim and the servant; the Graf is thrown out and his bid for Ubersreik has failed.

**10.45 pm**

(p43) The Duc de Grenouille challenges a young noble to a duel; they fight with swords in the grounds, surrounded by a cheering crowd.



-1

PCs intervene, annoying the crowd.

*If the cultist at 10.15pm was not stopped, guests begin suffering the effects of the Pox.*

**11.00 pm**

(p44) Ignore this event if von Saponatheim has been ejected from the ball. Aschaffenberg is conversing with Gunter Emming, when von Saponatheim joins them and uses the Twisting Words action to try to make Aschaffenberg embarrass himself.

The first faction to successfully influence Emming three times is the winner of this social melee.



+1

von Saponatheim succeeds.



-1



+1

von Saponatheim fails.



-1



+1

PCs intervene.



-1



# THE MASQUERADE BALL



## 11.15 pm

(p44) A cultist murders a young noble (Pfeifraucher or von Falkenhayn) and sneaks into the ball dressed in the noble's ill-fitting costume and with a hood over his head, and tries to dump Green Pox in the punch bowl.

☐

## 11.30 pm

(p44) From upstairs comes screaming and the sounds of a fight. Netta Volkmann's husband Volker has surprised her and Bayer.

☐

+1

PCs intervene and resolve the situation without bloodshed.



-1

PCs do nothing or fail to resolve the situation.

## 11.45 pm

(p44) von Saponatheim slips a note wrapped around a playing card into Holzenauer's clothing, in an attempt to implicate he and Aschaffenberg as part of a Chaos cult.

☐

-1

PCs do nothing and serious scandal ensues.



-1

PCs do nothing and serious scandal ensues.



-2

PCs challenge von Saponatheim and expose his guilt.



+2

PCs challenge von Saponatheim and expose his guilt.



+2

PCs challenge von Saponatheim and expose his guilt.

## Midnight

(p44) A cultist throws a **Flask of Pestilent Vapour** through the window of the banqueting room.

☐

*If the cultist at Midnight was not stopped, guests begin suffering the effects of the Pox within half an hour.*