

WARHAMMER®

FANTASY ROLEPLAY™



THE EDGE OF NIGHT™

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

WARHAMMER FANTASY ROLEPLAY

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THE EDGE OF NIGHT

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NEW RULES

In addition to an exciting adventure filled with political intrigue and background material on the city of Ubersreik, *The Edge of Night* includes some rules for Chaos and corruption first introduced in *Winds of Magic*. The GM should become familiar with these new rules, as the adventure features some elements that can corrupt the player characters.

CORRUPTION & MUTATION

Chaos can leave its taint on whatever it touches, its corrupting presence eventually leading to madness, mutation, or worse. Condensed rules for corruption, mutation, and other foul manifestations of Chaos can be found in the Rules Appendix, starting on page 50.

SET ICON

The cards and sheets included with *The Edge of Night* are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game experience.



USING THE MATERIALS INCLUDED WITH THE EDGE OF NIGHT

In addition to this book, *The Edge of Night* includes a variety of new cards, sheets, and components for the Game Master and his players. Some of these resources supplement the content found in the *Warhammer Fantasy Roleplay* Core Set.

NEW CARDS

The location and item cards can be set aside specifically for use in this adventure, or added to the other cards of those types and used as needed. *The Edge of Night* also includes several special action cards for a cunning skaven grey seer appearing in the adventure.



PUNCHBOARD

The punchboard components should be carefully removed from the frames. Many of these pieces can be added to your existing supply of tokens and standups from *Warhammer Fantasy Roleplay*. Many of the standups will be useful when running either this adventure, or another game of *Warhammer Fantasy Roleplay*.

Included with the punchboard is a long, pre-built progress track. This track is used to manage the political influence various factions wield over the course of the adventure. It can also be used with other progress track pieces to create new and interesting customised tracks for other purposes.



CORRUPTION TOKENS

Winds of Magic was the supplement where corruption and corruption tokens were introduced. Corruption tokens are used to track the long-term debilitating effects of Chaos. Condensed rules for corruption can be found in the Rules Appendix, starting on page 50.



MUTATION CARDS

The mutation cards included provide just a small variety of possible mutations the citizens of the Old World may be subjected to. Condensed rules for mutation cards can be found in the Rules Appendix, starting on page 50.



GAME MASTER TOOLS & RESOURCES

POLITICAL FAVOURS

The political machinations of three powerful noble families is a key part of the adventure. *The Edge of Night* includes tools to help manage the PCs' political standing and favour with the various houses – special tracking tokens, a noble family tracking sheet, and more. These are explained in greater detail on pages 27-28.



MAPS

Several maps for Ubersreik and key locations for the adventure are included on double-sided, full colour sheets. On most maps, one side has labels for GM reference. The other side of each map is not labelled, so the GM can decide what level of detail or information he wishes to share with his players.



HANDOUTS

Two handouts are included with the adventure. When these handouts come up during the course of the adventure, the GM will be prompted to make them available to his players.



NPC TRACKING CARDS

To keep tabs on the various NPCs appearing in the adventure, a number of NPC cards are provided. The NPC is briefly summarised, and can be placed next to family sheets or locations to indicate the NPC's involvement. The gold, silver, or brass skull depicted on the card indicates that NPC's social status, as discussed in the *Warhammer Fantasy Roleplay* rulebook, page 71.

FRONT



BACK



MASTER NPC ROSTER

There are a lot of important non player characters in *The Edge of Night*. A complete roster on page 56 helps organise all the key information for each NPC.



Attention Citizens

Help Us Lobby for
Status as a Friedstadt
Support von Holzenauer
and Support the Future
of Ubersreik!





CHAPTER ONE

INTRODUCTIONS

Welcome to *The Edge of Night*. This is an adventure supplement for *Warhammer Fantasy Roleplay*, and requires the *Warhammer Fantasy Roleplay Core Set* for use. Other supplements, such as *The Adventurers' Toolkit* or *The Game Master's Toolkit* are not necessary, but will give the players and GM more options.

This adventure includes some means by which the PCs may become exposed to corruption or mutation. These rules for Chaos and corruption were first introduced in *Winds of Magic*. Condensed versions of these rules appear on page 50.

ABOUT THIS BOOK

This book is broken into three main sections, as follows:

- ✦ **Introductions** (this section) includes a variety of different ways to get a party of adventurers to the Reikland town of Ubersreik, where the action takes place.
- ✦ **The Adventure** is covered in Chapter 2 through Chapter 6. These chapters provide detailed information about the town, including descriptions of several key locations and important inhabitants. Also included are various rumours that the PCs might hear while they are in the town, which the GM can use to

lead them into further adventures. This culminates in the Grand Masquerade, which is the core of the adventure, pitting the PCs against an insidious threat to Ubersreik, set against the backdrop of a lavish party thrown by one of the Reikland's many minor nobles. There are also several ideas included that the GM can use to spin off further adventures using this scenario as a starting point.

- ✦ The third section is the **GM Reference & Rules Appendix**. There are a number of handy resources, such as a master roster of the NPCs and masquerade attendees, as well as condensed rules for mutation and corruption. These rules first appeared in *Winds of Magic*. Refer to *Winds of Magic* for complete, detailed rules on these topics.

HOW TO USE THIS BOOK

The contents of this book are for the Game Master's Eyes Only! There are various handouts and other materials that can be shared with the players, but if the players know too much, it will spoil the adventure. The GM should read this book thoroughly before running the adventure.

A BRIEF OVERVIEW

The Edge of Night centres around political intrigue in the town of Ubersreik. As the story unfolds, the PCs may soon find themselves swept up in the machinations of several rival noble families each vying for control of Ubersreik.

Baron Manfred Holzenauer, a visiting nobleman, is hosting an extravagant masquerade ball, which has quickly become the talk of the town. It will surely be an important venue for the noble families to further their agendas and rally support from Ubersreik's most esteemed and influential citizens.

Tensions mount as Morrslieb, the mysterious Chaos moon, leers down upon the town from above. While its erratic orbit is well known, Morrslieb has now been in the sky – day and night – for some time now. The more superstitious folk in town see this as an ill omen. The masquerade ball provides a welcome distraction from Morrslieb's ominous glare.

Against this backdrop, a cunning skaven grey seer is hatching a wicked scheme. The grey seer seeks to gain glory and the respect of his peers by fomenting discord and confusion among the town's citizens. The upcoming masquerade ball presents the perfect opportunity to strike...

HEADING TO UBERSREIK

This section provides a number of ideas on why and how a group of PCs would go to Ubersreik, and some suggestions for encounters along the way. If the PCs are not already in or near the town (as they may be at the end of *An Eye for an Eye*, for example) the GM can use the ideas in the following pages to spur them towards Ubersreik before the start of Baron Manfred's masquerade ball.

EYE FOR AN EDGE OF NIGHT

This adventure assumes that several of the events from the *Eye For An Eye* scenario found in the core set's *Tome of Adventure* have already taken place. As these events have influenced the current political situation within Ubersreik, it is recommended that the group plays the *Eye For An Eye* scenario before the PCs are introduced to the adventure in this book.

If the group has not played an *Eye for an Eye* before starting *The Edge of Night*, or events resolved dramatically differently than outlined in the adventure, the GM may want to make some minor adjustments to account for the discrepancies – however, few details need to be changed.

Most of the assumptions simply add more context to the adventure, and help establish a feeling that the PCs' actions in the game world have repercussions elsewhere.

WHY GO TO UBERSREIK?

There are a number of reasons for a band of adventurers to visit Ubersreik. Here are a few ideas, though the GM is encouraged to improvise other reasons if he sees an opportunity to tie things more closely to the history and preferences of his players and their PCs.

STIRRINGS IN THE MOUNTAINS

After a period of relative calm, reports reach Altdorf (or whatever town the PCs are currently visiting) of renewed greenskin activity in the Grey Mountains. No one yet knows why the greenskins are stirring, but caravans from Bretonnia and the dwarf hold Karak Azgaraz have been attacked in the vicinity of the Grey Lady Pass, as have Empire merchants travelling the other way. There are rumours of a new orc leader reuniting the scattered greenskin bands.

This approach appeals to parties who are fond of combat, to dwarf characters, and to those who have a particular grudge against greenskins for some incident in their past. PCs with a military background may hear rumours of expeditions being planned to clear the mountains and keep the trade road open, and will know that this usually means that there will be profitable work for mercenaries.

Using this prompt, Ubersreik presents a place for the PCs to gather equipment, information, and make arrangements for a prolonged journey. They may find out that the rumours are unsubstantiated, or they may simply become embroiled in the excitement around town.

UPWARD MOBILITY

There is a rumour spreading throughout parts of the Reikland that the Emperor is considering reimposing a liege lord on Ubersreik, which has been a free town since it fell from the von Jungfreud family's purview a few years ago. Minor nobles are flocking to the town from all corners of the Reikland, and with them come retinues of servants and retainers. This prompt is a prime opportunity for PCs with ambitions to rise in society or secure a noble patron.

THE TAINT OF CHAOS

PCs who have played *An Eye for an Eye*, the introductory adventure in the *Tome of Adventure* found in the *Warhammer Fantasy Roleplay Core Set*, may have already spent some time in or around Ubersreik, and perhaps even uncovered and destroyed a Chaos cult linked to one of the town's noble families. This adventure gives them the perfect opportunity to stay in (or return to) Ubersreik and follow the trail of Chaos further.

FOLLOWING THE MONEY

Ubersreik is a mercantile town with trade connections throughout the Reikland. Perhaps the PCs have encountered some questionable goods in a previous adventure – which could be anything from smuggled brandy to ancient relics of unknown or arcane origin – and the trail leads back to Ubersreik. Rumour may lead them to suspect a member of one of the noble families.

HOT ON THE TRAIL

During a previous adventure, a major villain escaped from the PCs. Clues lead the PCs to suspect that the villain has made his way to Ubersreik, where he is posing as a visiting noble or merchant and has perhaps even obtained an invitation to Baron Manfred's masquerade ball.

ADVENTURE HOOKS BY TRAIT

The group's party sheet does more than confer certain mechanical benefits on the group; it also is a strong indicator as to what sort of game the players like to participate in. Here are some ideas to connect parties to the story based on the traits found on the party sheet.

ADVENTURERS, MERCENARY

Characters in search of the unknown or just the next big score each have their own reasons to be interested in the legendary treasure of Ubersreik, and might find the sponsorship of a powerful noble house useful in finding it.

CRIMINAL, INFAMOUS

As a friedstadt, Ubersreik enjoys a unique legal status. Anyone who has run afoul of powerful nobility, or even a town council, may seek refuge someplace the power of the nobility is curtailed...and once there, may find that making friends with the local nobility is an even more important step to securing their freedom.

IDEALISTIC, REPUTABLE

Rumours of a Chaos cult plaguing Ubersreik's nobility might be sufficient to induce some parties to travel there and establish that no further taint of Chaos remains. Or the party's reputation as being beyond reproach may induce Ubersreik's nobility to invite them to Ubersreik, to prove that no further taint of Chaos remains.

SOCIAL

Social characters may already have existing ties to some of the major players in Ubersreik, and if they don't, then they may well want some! In any case, rumours of the masquerade and the potential for social advancement to be found there may have reached such characters' ears.

ADVENTURE HOOKS BY RACE

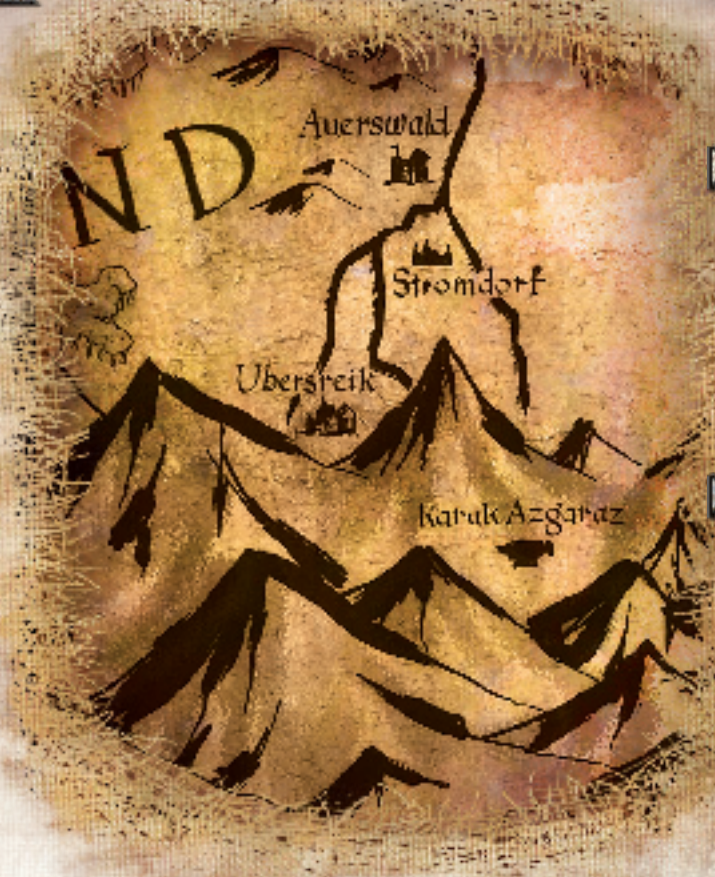
Non-humans may have their own reasons for travelling to Ubersreik and becoming involved in the events of *The Edge of Night*.

THE GATHERING NIGHT

Connecting the events of *The Gathering Storm* with *The Edge of Night* is slightly more challenging than transitioning from *An Eye For an Eye*, as it lacks the obvious connection of Lord Rickard Aschaffenberg. However, depending on how events in Stromdorf resolved, travelling upriver to Ubersreik may in fact be the most logical next step for many parties.

It's possible that the notes collected by Niklas Schulmann tell of the legend of a great treasure buried beneath Ubersreik, that is perhaps connected to the elven ruins on Tempest Knap. This information could inspire the party to go to the town to seek the treasure.

Otherwise, perhaps the PCs travelled to Stromdorf in the first place to investigate the disappearance of Florian Wessler, a member of the Ubersreik Merchant's Guild. If so, they may need to report in.



DWARFS

Ubersreik has a substantial dwarf population and is located near the Grey Mountains and Karak Azgaraz. Given the importance that dwarfs place on family, it's entirely possible that dwarf PCs have kin in the city.

They may also have business for their home karak, elders, or guildmasters. Ubersreik's dwarfs are in the unenviable position of being unable to ignore manling politics, despite not caring much about human matters. They may be pleased to encounter a dwarf who is on good terms with humans, and may ask him to get involved in the masquerade on their behalf.

HIGH ELVES

A high elf character may have business with Lorith Silverleaf, such as a message, delivery, or a more complex task. Since Lorith has already received an invitation to the masquerade, the PCs could learn about it from her.

To a high elf, the vainglorious strutting of human nobles is certain to be amusing, and is almost certainly preferable to another night of poor tavern food under Morrslieb's baleful glare. A high elf of a more scholarly bent may be intrigued by Morrslieb's odd behaviour, and may travel to Ubersreik to study it.

WOOD ELVES

Like their high elven cousins, wood elves may be intrigued by Morrslieb's behaviour, seeing it as an omen of Chaos – or at least as nothing good. Simple curiosity might lead a wood elf new to human lands to the city, or he may have been sent by his elders in Athel Loren to try to influence political affairs in the town.

GETTING TO UBERSREIK

Ubersreik is situated on the upper reaches of the River Stir and on a trade road from Bögenhafen to Dunkelberg. Depending on where the PCs start, Ubersreik can be reached by road or river, or a combination of the two.

UBERSREIK BY RIVER

From Altdorf or Nuln – or indeed any town on the River Reik – the PCs can reach the confluence of the Reik and Teufel a little way downstream from Castle Reikguard. The journey along the Teufel to Ubersreik takes several days depending on river conditions and weather. Where the river passes the small town of Stromdorf, the weather is notably inclement.

River traffic does not usually tarry in this stormy region, preferring to pass the rain-lashed settlement as quickly as possible (as PCs may learn by playing *The Gathering Storm* campaign, available separately). On average, the journey takes four or five days, depending on the conditions. It can be made in half the time non-stop, but few boatmen are willing to travel at night.

There are no passenger boat services to Ubersreik, but the PCs can charter a boat for about 8 silver shillings per day (for up to four characters) or ride on a cargo boat for about 10-15 brass per day. In the latter case, the hold will be full of cargo and the PCs will have to sleep on deck when the boat is not in a town for the night.

On the way, the PCs will likely pass the towns of Grünburg, Auerwald, and the smaller settlement of Stromdorf, where docking and accommodation for the night are available for a fee. Typical berth-

ing charges are about 1-2 silver shillings depending on the size of the boat, which the PCs will have to pay if they have chartered a boat for themselves.

If the PCs are passengers, the docking fees are paid by the boat's captain. Accommodation can cost anything from a few brass coins for a flea-ridden straw mattress in a dockside boarding house to upwards of a few gold crowns for a luxury suite in a high-class inn. Between towns, the boat will have to tie up for the night wherever it can and everyone will have to either sleep on board or make camp on the riverbank.

RIVER ENCOUNTERS

The PCs' journey to Ubersreik can be uneventful if the GM wishes, or it can be enlivened with various encounters. Here are just a few examples – the GM should feel free to come up with others, if desired, which are more closely suited to the party's history and the players' tastes.

For PCs travelling by river, the GM may wish to use one or more of the following encounters to add some excitement or uncertainty to the trip to Ubersreik.

RIVER PIRATES

On a lonely stretch of the River Teufel, the PCs' boat is attacked by waterborne robbers. There is one pirate for each PC, and they have the Soldier NPC profile (*Tome of Adventure*, page 67). They are armed with hand weapons and crossbows. They challenge the PCs' boat to stop and surrender, and only attack if the PCs attack them or try to escape. Their tactics are to use ranged weapons for the first few rounds, to weaken the PCs before pulling alongside and boarding their boat.

Assemble a five-space Progress Tracker with an event space as the fifth space at the end of the track. Place a tracking token on the first space. Advance the token 2 spaces for each pirate killed, or 1 space for each successful use of Intimidate by the PCs, and for any other effects or roleplaying ideas that would erode the pirates' morale. When the token reaches the event space at the end of the track, the pirates' morale breaks. Pirates who are not engaged flee, and the others keep fighting but add ■■ to all their checks.

A VILLAGE UNDER SIEGE

The PCs' boat passes a tiny village under attack by beastmen. There are two ungor henchmen for each PC, and the band is led by a single gor warrior (see *Tome of Adventure*, page 51). Fighting them is one villager for each PC (use the Townsfolk NPC profile found in the *Tome of Adventure*, page 67). The villagers are armed with agricultural implements that count as improvised weapons.

Before combat begins, roll □ per beastman. For each ♣ generated, the beastmen have suffered one wound – apply the first wound to the gor, then remaining wounds to the ungor henchmen. Assemble a five-space Progress Tracker with an event space as the fifth space at the end of the track. Place a tracking token on the first space. Advance the token 2 spaces if the gor is killed, or 1 space for each ungor killed, or for each successful use of Intimidate by the PCs, or any other effects or roleplaying ideas that would erode the beastmen's morale. When the token reaches the event space at the end of the track, the beastmen break and flee back into the forest.

At the GM's option, the villagers may be assisted by one or two adventurers; this can be a good way to introduce new PCs into an existing party.



THE WITCH HUNTER

The PCs see another boat coming downstream towards them. It is flying a banner that can be recognised by any PC who makes a successful **Average (2d) Education or Folklore check** as the standard of a veteran witch hunter. The boat is carrying a witch hunter who is returning to Altdorf along with his retinue.

If the PCs stop to talk to him, he tells them that Ubersreik is riddled with the influence of Chaos, and the townsfolk had the temerity to prevent him from inspecting the library at their temple of Verena for forbidden books (see *The Temple of Verena*, page 19). He is returning to Altdorf to take the matter further – all the way up to the Grand Theogonist himself if need be, he tells the PCs, eyes blazing with zeal.

UBERSREIK BY ROAD

If the PCs are already in the southern Reikland – at Bögenhafen or Helmgart, for example – the best way to reach Ubersreik is by road. Two or three coach companies traverse the road, which stretches from Eilhart through Helmgart to Bögenhafen, then through Ubersreik, across the goblin infested Blitzfelsen Hills to Dunkelburg and Wissenburg, capital of Wissenland, before ending on the banks of the River Sol, where a ferry crosses to Pfeildorf.

There is another road following the northward course of the River Teufel. No coaching lines run along this little-used road – the incessant rains that plague the area around Stromdorf turn the road into a mire as it passes that region. At Stromdorf, the road forks north into the Reikwald towards Auerwald and Grünburg, and also east to distant Nuln, skirting the forest. The lonely Nuln road is a haunt for bandits, beastmen, and goblins, and few travellers use it.

The cost of coach fares varies according to the season, and so does the duration of the journey. In winter and spring, when the weather is wet, coaches move more slowly and sometimes get bogged down in mud and snow. The journey from Bögenhafen may take three or four days with good weather and conditions, or considerably longer if the notoriously shoddy roads are in poor repair, and costs about 5-10 silver coins per person. The seats inside a coach are the most expensive; sitting on the roof is cheaper but more exposed to the weather. In spring and winter when the roads are muddier, the journey can take four or even five days. In summer and autumn when the roads are drier, the journey usually takes three days.

There are several roadside coaching inns and houses along the way, and the PCs will have to make camp on the nights when they do not reach an inn. Accommodation and meals are not included in the price of the ticket. Lodging and food at one of the coaching inns varies greatly, from a handful of brass for crusts of bread and a space in the commons, up to a gold per person for a lavish feast, private suite with a drawn bath, and other luxuries.

ROAD ENCOUNTERS

For PCs travelling by road, the GM may wish to use one or more of the following encounters to add some excitement or uncertainty to the trip to Ubersreik.

BANDITS

The PCs are stopped by a gang of bandits along a lonely stretch of road. There are two bandits for each PC. They use the Soldier profile (*Tome of Adventure*, page 67) and are equipped with leather armour and hand weapons. They were expecting easy pickings

along the road, and when they see that they have stopped a well-armed party of adventurers, they each pause a moment to consider things – add ■ to the bandits' initiative checks.

Assemble a five-space Progress Tracker with an event space as the fifth space at the end of the track. Place a tracking token on the first space. Advance the token 2 spaces for each bandit killed, or 1 space for each successful use of Intimidate by the PCs, and for any other effects or roleplaying ideas that would erode the bandits' morale. When the token reaches the event space at the end of the track, the bandits' morale breaks. Bandits who are not engaged flee, and the others keep fighting but add ■■ to all their checks.

THE DISABLED COACH

The PCs come across a coach sitting by the roadside with one wheel off. It is expensive-looking and painted with the livery of a minor noble house (a purple stag's head and the comet of Sigmar). A successful **Average (2d) Education check** identifies the livery as that of house von Saponatheim. Success with one or more ■ boons reveals they are minor family with ties to Bögenhafen.

A tall, fair, well-dressed young man leans against a tree, watching as the coachman tries to repair the broken wheel. The PCs can help repair the coach with an **Average (2d) Tradecraft or Hard (3d) Athletics check**. If the PCs successfully repair the coach – or failing that, offer assistance in some other way – they may make a good impression upon the young noble.

The well-dressed man is none other than Graf Siegfried von Saponatheim, on his way to attend the upcoming masquerade ball in Ubersreik. If the PCs aided Graf Siegfried, he takes a liking to them and offers them 50 silver shillings to escort him to Ubersreik. He tells the PCs that his family rules Bögenhafen and the surrounding area. If they have earned his trust, he confides that he is going to Ubersreik to assess the family's chances of extending their domain.

Later on in the adventure, the PCs may have the opportunity to secure Graf Siegfried as a regular patron.

In all my travels about the Empire, I have stayed in numerous towns, villages, cities, hamlets, thorps, settlements, and whatever other word people can come up with to describe a place where folks live together.

Indeed, Ubersreik has been among them. And in all honesty, I can tell you that of all the places I have visited, Ubersreik is not the worst place I have ever set foot in.

As Verena teaches, you can always find a truth to speak about any subject. But truth need not be kind.

– Adele Lehmann, Disciple of Verena



CHAPTER TWO

WELCOME TO UBERSREIK

This chapter covers the town of Ubersreik, where this adventure takes place. It is broken into three sections:

- + The section titled **Regarding Ubersreik** presents common knowledge about the town. This is the sort of information that the PCs might know about Ubersreik.
- + The **History of Ubersreik** section gives a brief history of the town, together with its role in wider events.
- + An **Ubersreik Gazetteer** covers the town in more detail, and includes descriptions of important locations. This section is for the GM only.

REGARDING UBERSREIK

Ubersreik is a free town of medium size, situated on the River Teufel a little downstream from the Grey Mountains. The town sits astride an important bridge where the road from Bögenhafen to Dunkelburg crosses the river, and trade flows along the road as well as downriver to Auerwald, Grünburg, Kemperbad, and Altdorf. In the mountains to the south-west of the town sits the infamous Castle Drachenfels, and to the south-east is the recently founded small dwarf hold of Karak Azgaraz.

The town is strategically positioned to be a base to protect the Grey Lady Pass, just as Helmgart, further west, protects Axe Bite Pass. Its proximity to the Grey Mountains means that it has a thriving dwarf community, which has grown in recent years because of trade with Karak Azgaraz.

Human prospectors, hunters, and adventurers use the town as a base of operations for expeditions into the Grey Mountains, and the weekly market brings in livestock and produce from half a dozen surrounding villages. Luxury goods such as Bretonnian wine and brandy flow in through the Grey Lady Pass. The town watch is augmented by a small garrison based in Magnus's Tower, reputedly commissioned by the Emperor Magnus the Pious more than two hundred years ago.

A few years ago, the ruling von Jungfreud family had their authority tempered by the Emperor, and Ubersreik, previously under von Jungfreud control, became a *freistadt* or free city. Tensions had been growing between Ubersreik and the town of Auerwald downstream, and Graf Sigismund von Jungfreud was accused of fomenting civil war.

Another scandal hit Ubersreik recently when a Chaos cult was discovered operating out of a remote hunting lodge owned by one of the town's noble families. The cult was wiped out, but the von Bruner family has lost most of its prestige as a result, as alluded to in the *Eye for an Eye* scenario found in the *Tome of Adventure*.

RUMOURS & SUSPICIONS

Partly because of this scandal – and partly because of a resurgence of greenskin activity around the Grey Lady Pass – a rumour is circulating that the “Powers That Be” are thinking of revoking the town's free status and reimposing a liege lord over the area.

In one version of the rumour, this move comes from the Emperor himself as Elector Count of the Reikland. A different rumour notes that the nobility of Grünburg is planning to annex Ubersreik and its surrounding villages to their own territory. A third whisper states that the upstart von Saponatheim family of Bögenhafen has its eye on Ubersreik, the family's ambitions growing since a strategic marriage to the powerful von Liebwitz family of Nuln.

Whatever the truth may be, a number of minor nobles are jockeying for position and trying to gain favour with the town council and the people of Ubersreik. The council and guilds are doing their best to present a friendly face to their prospective liege lords, while many work behind the scenes to preserve Ubersreik's status as a freistadt.

HISTORY OF UBERSREIK

According to local tradition, Ubersreik began as a fortified settlement of the Unberogen tribe. It is one of several Reikland towns that claim to be the birthplace of Sigmar, though the Cult of Sigmar has made no pronouncement on the various claims and only the most enthusiastic purveyors of civic pride treat it seriously.

Ubersreik grew after the founding of the Empire, especially after a treaty with the king of Bretonnia allowed Bretonnian trade goods to flow more or less safely through the Grey Lady Pass. This treaty also augmented trade with the dwarfs of the Grey Mountains. The town was razed to the ground by roving bands of orcs when Gorbak Ironclaw devastated the province of Solland to the southeast in 1707, but enjoyed relative peace during the division of the Empire because of its location far away from the border skirmishes between competing Emperors. During the Wars of the Vampire Counts there were several incidents of undead rising from the graveyard of Morr's Field, but the town was never attacked.

UBERSREIK UNDER SIEGE

Ubersreik was not so lucky in the Great War Against Chaos. Although the bulk of the fighting took place in Kislev far to the north, the town found itself under attack on three fronts. Greenskins came pouring out of the Grey Mountains once they knew that Imperial forces were distracted, and Ubersreik was besieged. Even before the orcs attacked, a Chaos cult by the name of the Eternal Promise had gained root within the city's populace, preying on their love for money and the luxuries it can buy. It is not known how or where this cult originated, but under the guise of an epicurean banquet club it took a strong hold in the town and many fell to Slaanesh.

When the forces of Chaos threatened to invade the Empire from the north, Ubersreik was thrown into confusion as several of its wealthiest and most influential townsfolk suddenly transformed

into daemons of the Dark Prince, attacking the beleaguered garrison and even breaking out to fight the greenskins outside the town walls.

The third threat came from below, and is much debated by scholars. Only a few townsfolk survived the greenskins and the daemons with their sanity more or less intact, but many of them spoke of rats that walked like men emerging from the town's sewers and wreaking havoc with strange-looking weapons that fired lightning

NOBLE FAVOUR

Throughout *The Edge of Night*, the PCs have the opportunity to earn favour with three noble families. In the early part of the adventure, the PCs should earn enough favour to warrant an invitation to the masquerade ball.

The three noble families are:

✦ The **Aschaffenburgs**, led by Lord Rickard, have risen to prominence for exposing and destroying a Chaos cult. They are trying to cultivate a reputation as upstanding citizens and favour adventurers who support those goals.



✦ The **von Holzenauers**, led by Baron Manfred, are the most martial of the three families. Baron Manfred is impressed by competence and confidence, and will favour adventurers who possess those qualities.



✦ The **von Saponatheims**, led by Graf Siegfried, are from Bögenhafen and have extensive ties to merchant guilds throughout the Reikland. They are clever, even insidious, and use guile and wealth to get what they want. They will favour adventurers who are themselves clever and, hopefully, morally flexible.



Throughout this chapter, several locations are marked with one of the house crests shown above. This indicates a location where the PCs have an opportunity to earn favour with the noted family, as indicated in the “**Noble Favour**” section of that location's description.

No specific rules are given for how to gain that favour or how much is available, but in general 1 favour per location is a good rule of thumb, and the PCs should have a good chance of making a good impression. After all, the next stage of the adventure occurs at the masquerade ball.

See pages 26-29 for more information on noble favour.

or spread poisonous, miasmic gases. This appears to be another manifestation of the so-called 'skaven' myth, which crops up time and again in the wake of calamity.

MAGNUS THE PIOUS

It is believed that Emperor Magnus the Pious visited Ubersreik after defeating the forces of Chaos when reuniting the provinces of the Empire under his rule, finding it almost in ruins. Some rebuilding was under way, and local lore has it that the Emperor assigned a generous sum to provide for a temple of Sigmar – needed, he said, to ensure that Chaos never again got a foothold in the town. The fortified barracks he built are known to this day as Magnus's Tower.

It is said that the Emperor also used his influence with the dwarfs of the Grey Mountains to obtain the services of their architects and engineers to rebuild and improve the town's walls and defences. While dwarfs had been coming to Ubersreik for centuries to trade, some of these builders settled in the town. This was the birth of Ubersreik's established dwarf community. It is said that some of the Founding Ancestors are still living there to this day. The dwarfs' construction of the bridge over the River Teufel is commemorated in one of the town's many coat of arms, which consists of a grey bridge beneath a golden and a circular sun (or, according to some, a gold coin) against a blue field representing the river.

For the last two centuries Ubersreik has known peace, apart from occasional raids by greenskins from the mountains on its outlying villages. These are quickly dealt with by the town's garrison, dwarf forces from the Grey Mountains, or roving adventurers. Everyone still keeps a nervous eye on the ruins of Castle Drachenfels, but there has been no sign in recent years of the Great Enchanter's evil returning to the land. However, there are growing signs that this peace may be coming to an end.

MORE RECENT EVENTS

When the small dwarf hold Karak Azgaraz was founded by ambitious shortbeards in the mountains to the south-east of Ubersreik, the townsfolk welcomed the additional protection it provided for

the trade route to Bretonnia. Despite the efforts of the hold's warriors, though, greenskin activity in the Grey Mountains seems to be on the rise – this underscores how dire the situation would be if the dwarfs were not there to aid in the battle against the greenskins. Wood elves are an extremely rare sight in Ubersreik, with high elves being only slightly less so.

Ubersreik was traditionally ruled by the von Jungfreud family, but became a freistadt several years ago as the result of a dispute between Graf Sigismund von Jungfreud and the crown. Suspecting that von Jungfreud had covetous eyes on the Hahnbrand silver mine in the nearby hills, the Emperor dispatched an Imperial judge to Auerswald to report on the situation. The judge immediately began levying punitive taxes on vessels using the River Teufel, severely impacting the economies of Ubersreik and the surrounding area.

The Graf responded by raising more troops and issuing veiled threats against Auerswald. Skirmishes broke out, and for a while it seemed that civil war was inevitable. A last-minute deal between the Emperor and Ubersreik's town council saw the town become a freistadt, while the von Jungfreuds were ostensibly relieved of the corresponding lands and titles. Some speculate that the von Jungfreuds merely shifted their attention elsewhere, hoping a lighter hand in Ubersreik's affairs would help cultivate an ambitious, competent leader in the city.

MORE RUMOURS...

More recently, Ubersreik's name was associated with the rise of a small Chaos cult called the Unblinking Eye, led by a junior member of one of the town's noble families, the von Bruner family. Although the cult's activities were apparently restricted to a remote hunting lodge outside the town and were brought to an end by a group of wandering adventurers, everyone in Ubersreik is nervous in the wake of the scandal.

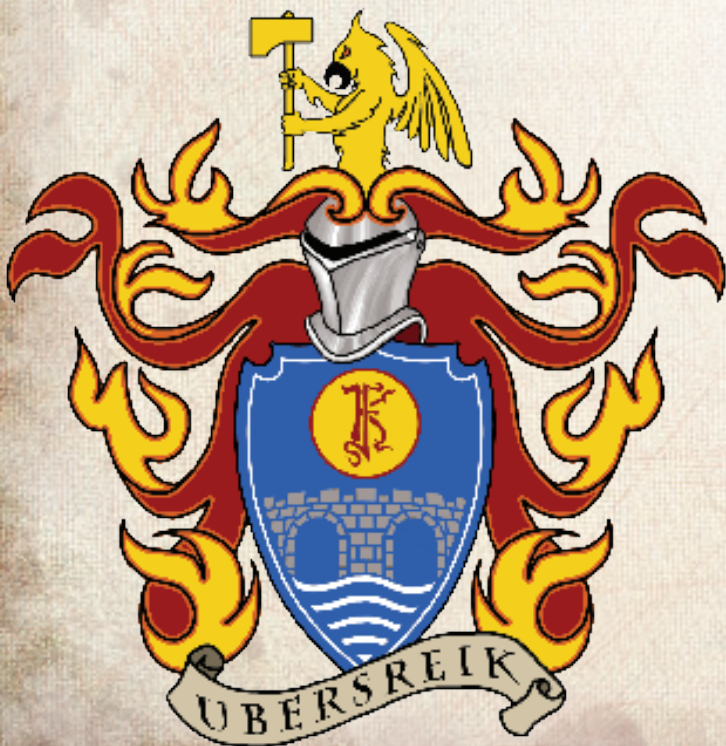
Neighbours look sidelong at neighbours, remembering lurid tales of two centuries ago when the cult of the Eternal Promise almost destroyed the town from within. Worse still, Ubersreik has become a regular stopping point for Imperial witch hunters passing through the Reikland. Thankfully, no recent evidence of the Unblinking Eye or any other Chaos cult has been uncovered within the town.

Regardless of what may really be behind the von Jungfreud's apparent lack of involvement in Ubersreik recently, in the wake of these events there is a persistent rumour that Ubersreik's status as a free town is near an end, and that a liege lord will soon be installed with the duty of ruling the town and augmenting its military forces against potential threats from the mountains.

Minor nobles from across the Reikland are coming to the town in the hope of being appointed, and the nobles who are already there – with the notable exception of the disgraced von Bruner family, who are keeping very quiet – are busily hiring magistrates and scholars to uphold their own potential claims.

UBERSREIK GAZETTEER

The following pages give basic information on the town and its key locations, along with rumours (presented in *italics* at the end of each entry) that the GM can take and develop into adventures as desired, or share with the PCs as they learn more about Ubersreik and talk with its inhabitants.



THE WALLS

Ubersreik is surrounded by a crenellated stone wall featuring battlements and archer platforms at regular intervals. The wall was built during the time of Magnus the Pious and is manned by troops from the town's garrison. Towers defend the two gates and sit on either side of the river as it enters and leaves the town.

"Oh, yes, the walls are very strong. But do you know what I heard? Those dwarfs put something in them. Some kind of magic or something. Any time they want 'em to come down, one of 'em's just got to say the word, and down they all come. The towers and gates too. Something about 'em wanting to be sure we wouldn't turn against 'em."

THE GATES

The East and West Gates are each wide enough for two carts to pass through side by side. They are flanked by towers, and the iron-bound oak gates (one on the outside of the gateway, one on the inside) are each supported by a stout portcullis for additional protection. Between the inner and outer gates are numerous arrow-slits and murder-holes to unleash devastation upon any would-be attackers. There is also a much smaller North Gate, which lies next to the western river tower to the north of the town. This road leads along the northern bank of the Teufel.

The gates are open from dawn to dusk. At sunset, the great horn in Magnus's Tower is blown to give warning that the gates are about to close. Anyone seeking to enter or leave the town after dark must rouse the gatekeepers, who are retired watchmen. They are assisted by serving watchmen, and can summon the garrison very quickly if needed.

Built against the inside of each gate is a small customs shack, where taxes are collected on cargoes entering the town. The tax is five brass per horse, ten brass per axle, regardless of the cargo. One clerk from the customs house (see below) is posted at each gate during daylight hours, assisted by two members of the town watch.

"One of them customs men on the east gate is on the take. Just in the last week, I talked to three or four carters who said they was charged twenty brass just to get in."

"I was talking to one of them gatekeepers t'other night. He said he saw something... snuffling... about outside the gate. Something that weren't human. He saw it off with a crossbow bolt, but who's to say it won't come back?"

THE RIVER TOWERS

The River Towers are smaller than the gates, but each holds a dozen archers and is equipped with a mortar on the roof to rain down fire on attacking boats. The lowest storey of each tower contains a winch house; each pair of towers can raise a huge chain from the river bed to block the river. Each dwarf-forged chain has links as long as a man's body, reinforced with spikes that can pierce the hull of a warship.

"They say there's a huge dwarf treasure buried under one of the towers. I forget which one, but when they was building them they put a huge stone chest in one of the foundations. My grandfather's grandfather saw it with his own eyes. They was keepin' everyone away while they did it, but he got a peek from a rooftop."

THE DOCKS

The docks are lined with wharves and warehouses interspersed with boatbuilders' workshops. The streets behind the docks consist of lower-class housing, cheap inns and taverns, and a few shoppes. The neighbourhoods to either side of the bridge are somewhat more salubrious than the rest, as are the establishments along the Bøgenhafen and Dunkelburg roads.

"There's a lot more goes through those docks than anyone knows about. I saw one barge a few months ago; they said it was completely unloaded, but you can't fool me. I been workin' this river all my life. That barge was sittin' far too low in the water to be completely unloaded. Someone had something on there they didn't want found, and I don't doubt they paid well to make sure it wasn't."

THE BRIDGE

The bridge over the River Teufel is a solid stone structure, built during the time of Magnus the Pious like the town walls. It is wide enough to accommodate two streams of carts or coaches and inscribed with dwarf runes of strength and stability.

Beggars tend to congregate under the bridge at night or in bad weather. The town watch normally leaves them alone, but moves them out from time to time in the interests of public health.

"Them dwarfs buried a treasure under the bridge when they built it. I know some folk says it's under one of them river towers, but I know better. And so do those beggars. You think they're all under there just to get out of the weather? They're looking for something. A loose stone, a tunnel, I don't know what. But they know something, you mark my words."





THE CUSTOMS HOUSE

In the middle of the docks, close to the bridge, stands the customs house where taxes are collected from incoming boats. It is a square-built stone structure with a locked strong room in the basement. Every boat unloading at the docks must pay a tax of one silver coin, regardless of the cargo.

The customs house is run by Ernst Geldfinger, a slender but tough-looking man in his early fifties, along with his staff of five junior clerks. One clerk is assigned to each of the gates, while one is posted on each side of the docks. The third clerk remains at the customs house. Two members of the town watch are posted at the door of the customs house during the day, and one at night.

"You need to watch that Geldfinger. Very close with Graf Sigismund, he was, before we got our freedom. I heard he's keeping money back on the sly, and plans to use it to bring the von Jungfreuds back."

"There's a loophole in the town's tax laws – a clever scholar could find it for you. Most of 'em are completely unenforceable. Nobody's ever taken it to the authorities yet, though."

THE RED MOON INN

The Red Moon is the most recognisable and popular inn on the waterfront, and caters to visiting boat crews. It has a stone-built lower floor and a half-timbered upper storey. Although it is cleaner and more respectable than the dockers' inns in the back streets, it is still a little run-down and the smell of fish is impossible to escape.



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 a modicum of privacy. A scattering of candles and oil lamps light the room, as the small, grimy windows offer very little illumination from outside. The

rooms upstairs are likewise shabby but fairly clean, and cost five brass coins per person per night, plus a brass coin per person for a meagre breakfast of cold fish stew if desired.

The Red Moon is run by Franz Lohner, a shabby-looking man in his forties, along with one cook and three barmaids.

Noble Favour: The Red Moon is frequented by Lord Aschaffenberg's valet, Vern Hendrick (whom the PCs may have met while playing *Eye for an Eye*). If the PCs conduct themselves well here, Hendrick may report favourably on their actions to Lord Rickard.

"Ever see a cat within sniffing distance of the Red Moon? No, and you won't, either. That's why I don't eat the food there."

"That's not just fish you smell at the Red Moon. They keep something in the basement. Ain't never seen it meself, but I've heard it movin' about and makin' noise. An' I tell ye plain, it weren't the noise of nothin' natural."

RUGGER'S BOARDING HOUSE

This half-timbered building stands at the northern end of the bridge facing onto the Bögenhafen road. It is two storeys high, and a sign outside bears a picture of a bed for the benefit of patrons who can't read. The lower floor consists of a small kitchen, a common dining room, and a side-room containing twenty or so straw mattresses. The upper floor has four private rooms with four bunks apiece. The beds are hard and some of them carry fleas, ticks and lice, but they are cheap – a brass coin a night for the common room, or three brass for one of the upstairs rooms.

The boarding house is run by Anna Rugger, but everyone calls her Gram'ma. Gram'ma is the aging widow of a well-respected local boat captain who was the former master of the Boatmen's Guild (see below). Anyone causing trouble here can expect problems, as the dockside community is very fond of Gram'ma and determined to look after her in her declining years.

"Gram'ma's a grand old soul. Got a heart as big as the Reikland, that one. Just never ask her about her husband, that's all. Oh, and you treat her right, or you'll find a whole bunch of dockers wanting to know the reason why."

"She poisoned her husband, you know!"

"Now, I've nothing against the odd flea or bedbug. Hard to get rid of 'em entirely, everyone knows that. But whatever it was that woke me up, that weren't no bedbug. Almost as big as a mouse, it was, with all them legs and a shiny back. And you should've seen the jaws on the thing!"

THE BOATMEN'S GUILD

The Boatmen's Guild is a converted warehouse a short way from the bridge, facing the customs house across the river. The Boatmen's Guild is affiliated with the guildhouses in Auerswald, Kemperbad, and Altdorf, and works with them to protect and promote river trade. Membership is not compulsory, but in exchange for ten silver each month, the Guild offers free accommodation for members in the four towns, a fund for widows and orphans, and contacts with local merchants and boat builders. Guild members from Ubersreik, Auerswald, Kemperbad, and Altdorf are admitted free, and permitted to bring one guest each. Boatmen from elsewhere are admitted at the cost of six brass coins for a 'visiting membership' and also allowed to bring one guest each.

The lower floor of the guildhouse is a cheap and cheerful tavern for members, with a dormitory to one side, while the upper floor houses Guild offices. Food and drink are cheaper here than anywhere in town and, thanks to the Guild's halfling cook (and retired boatman) Robbo Brambledown, the food is plain but of excellent quality. Among other beers, the bar serves Borgun's Old Subterranean from the cask (see Borgun's Brewery, page 18), and Thunderwater Ale from Stromdorf, as well as a variety of Bretonnian brandies, and other spirits picked up by Guild members on their travels. A flask of elven starwine, left behind by a rare visitor from Ulthuan, sits behind the bar in pride of place; it costs five silver coins for a single serving, but those who have sampled it swear that it is worth every shilling.

The current guildmaster is Friedrich 'Fritz' Langenhorn, a grizzled veteran of about forty-five. He spent many years plying the route between Ubersreik and Altdorf until a badly broken leg forced him to retire. He has a bad limp, but gets around with the aid of a cane which, as a few people have learned to their cost, is heavily weighted at one end and can do as much damage as a mace. He knows everyone who regularly passes through Ubersreik by river, and hears the latest news before almost anyone else in town.

"Remember back before we got rid of the von Jungfreuds, when things were getting a bit tense with Auerswald? There was talk of them blockading the river to cut off our trade, and do you know what old Fritz did? He got together with the Boatbuilders and adapted five barges to carry cannon and iron plates. It never came to that, but he figured out how to do it if it was ever needed."

"It's not just the river that brings Fritz the news before anyone else gets it. There's something not right about that man. Some say he's got the Sight. I don't know about that, but if you were to look at that leg of his, it's my bet you'll find more than just a bad break under his breeches."

THE DOCKERS' ARMS

The sign outside this backstreet tavern shows a docker with bulging, muscular arms (a play on words) unloading a barrel from a boat. Although it is technically open to everyone, the Dockers' Arms is effectively the guildhouse of the Dockers' Guild of Ubersreik, and strangers do not receive a friendly welcome.

The Dockers' Guild controls all loading and unloading of boats in Ubersreik, and accidents have been known to befall the occasional dockworkers who refuse to join. The Guild negotiates with the Merchants' Guild over loading and unloading fees, as well as dockers' pay, and has recently come to an agreement with the town garrison which gives members an extra silver coin a month in exchange for readiness to be called upon as a reserve in time of need.

The head of the Dockers' Guild – and landlord of the Dockers' Arms – is William Docker, known to guild members as Big Willi. He succeeded his father and grandfather in the post, and his family has been in the business for many more generations. In fact, some members are genuinely uncertain whether the name 'Dockers' Guild' refers to their profession or William's surname. Big Willi is an imposing figure in his own right, standing well over six feet tall, and can call upon a number of heavy-set associates when needed.

"You don't mess with Big Willi. The last feller that did ended up in Gram'ma Rugger's stew as a special ingredient. I'm not saying she knew anything about it, bless her heart, but you need to be careful around these docks."

THE GUILD OF BOATBUILDERS AND CHANDLERS

Set in a plain-looking building a couple of streets back from the riverfront, this guild represents the craftspeople who build, repair and supply boats in Ubersreik. It is a small guild since the town only supports a few boatyards, but the craftsmanship of its members is recognised as being vital to the town's economy. The Guild maintains good relations with the Merchants (who are its primary customers), the Carpenters (due to a shared interest in woodworking), and the Boatmen's Guild.

The current guildmaster is Kurt Prochnow, a lean, weatherbeaten man in his late thirties. When he is not attending to Guild business, he can be seen loitering on the waterfront watching the boats come and go. Whenever he sees a boat of unusual design arrive, he usually whips out a charcoal stick and some parchment and begins sketching it. He is particularly interested in dwarfen boat designs, but any unusual vessel is bound to catch his eye.

"Th'other day this dwarf feller came visitin' Kurt at the Boatbuilders. No taller'n my littlest, he was, but built like a brick outhouse and had the kind of eyes where you know not to mess with him. Anyway, they went inside and were talking for hours. Them dwarfs is up to something, I'll be bound – something that needs a boat."

THE TEMPLE OF RANALD

In a plain-looking side street behind the warehouse district stands a doorway that looks just like any other. Those who know what to look for can recognise a letter X carved lightly into the left-hand side of the door frame. Knocking on the door generally elicits no response, but a certain rhythm – known to followers of Ranald and kept secret – brings an answer.



The Temple of Ranald is hidden for good reason. On several occasions in the past, the town authorities have tried to crack down on the cult, claiming that it is no more than a front for organised crime while choosing to overlook the good work its members do among the poor.

The temple itself consists of a small room with an altar, an odd mixture of benches salvaged from various places, and a stone box set in one wall with a slot for donations. It is tended by a burly docker named Johann Gutmann, and very few outside the cult itself know that he is a priest. Here, once they give proof of their affiliation, followers of Ranald can find basic healing and other temple services, in exchange for a donation.

Noble Favour: The von Saponatheim family tries to make a point to keep in contact with the local Cult of Ranald. Anyone who can inform them as to the temple's location is likely to earn their favour, especially if Ranald's followers seem favourably disposed to the von Saponatheims.

"You know all those beggars that get together under the bridge? That's more than just shelter. I overheard 'em talk once, as I was crossing over, and something's brewing. Somewhere in this town there's a temple to Ranald, that thief god, and they're the spies and lookouts. We'll all be robbed and murdered in our beds, I shouldn't wonder."

"They keep it quiet, but I'm as glad they're here as the Shallya people. My cousin's brother-in-law had some bad luck last year – well, his house burnt down – and neither his guild nor the Burgomeister would do anything about it. In fact, they were going to charge him for the repairs to the buildings either side of him. Then he wakes up one morning

and there's a fat purse of gold, with an X on it in charcoal. Enough to take care of everything. Funny thing was, the customs house had been robbed the night before."

BUTCHERS' GUILD

The locals say that you smell the Butchers' Guild before you see it, and it is no exaggeration. The single-storey guildhouse backs onto Hermann Schlachter's abattoir, at the edge of the docks area and not far from the market square. Schlachter deals with most of the livestock that does not leave Ubersreik on its hooves. All around are small butchers' shoppes selling the very freshest of meat, as well as a few smoke-houses and sausage makers.

The Butchers' Guild is on good terms with the Merchants' Guild, supplying not only meat and meat products for trade but also hides for tanning and making vellum as well as bones for a variety of purposes. The Gerber Tannery in Stromdorf is a major customer. The Butchers' Guild acts as an intermediary between local farmers and the town authorities, and is generally respected even though most non-members prefer to stay upwind. The current guildmaster is Hermann Schlachter himself, a large but genial man with a gentle voice and a ready smile. Many people have observed that only his strong build and the state of his clothes mark him as a slaughterman.

"Oh, Schlachter looks like a merry enough soul on the surface, but I ask you – can anyone spend his life amid all the blood and killing without, something – you know – going weird? Sometimes you'll see it, right in the back of his eyes. Whatever it is, it gives me the shudders."

"There's a feller down on Wizard's Way who's a regular customer. Every week, regular as you like, he comes here with a cart and takes away buckets and buckets of blood. What's he doing with it, I wonder? There's things that drink blood and things that worship it, so I've been told – and none of them the sort of things we want here!"

You best warn your sons to steer clear of the Wizard's Way. Remember Jakob Krause from across the lane when we were but lads?

Yeah, neither does anyone else... but I remember him. He snuck down to Wizard's Way one night, thinking he'd nick some trinket or bauble from one of the shoppes along the street. I was hiding behind a rain barrel keeping an eye out for the watch, when I saw this... snake... made out of mist and shadow swirl out from one of the alleys and grab Jakob. With Sigmar as my witness, it's the truth!

– Johann Striebel, Carpenter

THE ARTISAN QUARTER

The town's artisan quarter occupies the north side of the Bögenhafen Road between the docks and the bridge. Because of the steady flow of ore from the Grey Mountains, metalworking is often seen as Ubersreik's primary craft, although carpenters, tanners, dyers, and stonemasons all ply their trades in the town.

WIZARD'S WAY

A street at the eastern end of the district, officially called Graf Otto Strasse, is better known as Wizards' Way, and is home to a small Grey Wizard tower, shrouded in swirling shadows, as well as a number of shoppes dealing in magical ingredients and other esoteric goods. The Grey Wizard tower visible along the road is not the actual wizard's tower – it is a ruse to keep the curious perplexed. The entrance to the actual tower is within the apothecary's shoppe along Wizard's Way.

METALWORKERS' GUILD

The headquarters of the Metalworkers' Guild stands on North Street a little way off the Bögenhafen Road, at the heart of a small cluster of forges and workshops. Like most of the surrounding buildings, it is a single-storey stone structure, stained with soot and smoke. The Metalworkers' Guild negotiates with the Town Council, the Boatman's Guild and the Merchants' Guild over the prices of ore and of finished metal goods, shipping costs, and taxes on metal goods. It has good – though somewhat one-sided – relations with the town's dwarf community, who regard the human metalworkers as good-natured boddgers rather than true craftsmen, but refer to them amiably as "little brothers".

The current master of the Metalworkers' Guild is Johann Brass. As well as pursuing favourable changes to pricing and taxes, he is working to extend the Guild's contacts with the dwarf community, and tries to learn as much as possible from them without prying into secrets or seeming to be a competitor. Needless to say this is a task that requires tact and diplomacy, but his genuine enthusiasm for the craft of refining and working metal has gained him some credibility among the shortbeard metalworkers in the town. The longbeards, for their part, still treat him with polite caution.

"Did you hear about the accident over there the other day? Lucky nobody was killed if you ask me. And just the day before, a bunch of dwarfs went over to talk to Brass. I saw 'em coming out, and they didn't look happy. Muttering to each other in their own language. It wouldn't surprise me if they were behind it all – maybe he was getting too close to one of their precious secrets."

"Brass has been down on Wizards' Way a lot lately. They say he's working on some kind of new alloy and needs alchemists to help. What's he up to, I wonder?"

THE CARPENTERS' GUILD

Though Ubersreik is a town largely built in stone, it has as much need of skilled carpenters as any other place. The Carpenters' Guild stands a few streets from the market square, one of the few all-wooden buildings in the town. Its façade is intricately carved and framed by massive pillars that were once the trunks of great oak trees.

Like the town's other guilds, the Carpenters' Guild works to improve conditions for its members, negotiating with the Council over taxes and the Merchants over the price of materials. It also has

a good relationship with the Boatbuilders and Chandlers (see page 15). The current head of the Guild is Ernst Zimmerman. He is a tall, raw-boned, cheerful man, with a missing finger on his right hand from a mishap with a chisel during his apprentice days.

"That Zimmerman, he spends too much time outside the town for my liking. He says he's going to the woods and picking trees for timber, but he goes out once a month at least. How much is a tree going to change in a month? No, he's doing something. Might be he's consorting with those wood elves, or maybe something worse. There are still beastmen in the woods, you know."

"You go and look at those carvings on the outside of the Carpenters' Guild. There are things hidden in the design, you know – symbols and such. Some of them seem to move when you look at them. I reckon a witch hunter should take a good hard look at those carvings."

BRIDGE HOUSE

A modest two-story stone building, Bridge House is only a hundred feet or so from the dwarf-made bridge and features a number of excellent views of the structure from its upper floor. It has a generous courtyard and coach house and is a favourite stopover for travellers by land.

Bridge House is modestly priced, with hot, hearty meals for a silver shilling and beds priced from a few brass pennies (for sleeping in the hay in the coach house) to five silver coins for the finest private room. Although the main level does feature a large common room (converted to sleeping space after dinner) and the beer is of good quality, Bridge House is not much favoured as a drinking hole due to its proximity to the cheaper and more colourful Red Moon Inn.

The bald proprietor, Gunther Abend, was once a coachman and strives to make Bridge House convenient for them. As a result, Bridge House doubles as a sort of informal post office for Ubersreik, with many messages passing into and out of town in the pockets of the coachmen who stop over here.

"I hear the coaching lines are always on Gunther to sell, want to turn the Bridge House into a proper coach office an' shut their competition out entirely. Those folks from away, the von Saponatheims, they're behind it. He won't budge, though. Better that way, better for the town."

"You think those coaches coming and going all hours are just carrying people and packages? Why do so many come in late at night, then, and then move on again just as soon as they've turned around? No, Abend is moving somethin' far worse than the post out his back door, mark my words, and I bet those no-good von Bruners are involved."

THE DWARF QUARTER

Ubersreik has been home to a small community of dwarfs since the days of Magnus the Pious, when the Emperor appealed to the dwarfs of the Grey Mountains to help rebuild the town after the Great War Against Chaos. There has always been a good downriver trade in metal ores and high-quality stone from the Grey Mountains, and a shared interest in protecting the trade route through the Grey Lady Pass to the south of the town. With the recent founding of Karak Azgaraz close to the pass, relations between the dwarfs and the Reiklanders of Ubersreik are as close as they have ever been.

"I heard there's one of those slayers come into town. Tattoos everywhere, and hair almost as tall as the rest of him. Even the other dwarfs aren't easy around him. What's he here for?"



"Ever see a dwarf woman? No, neither has anyone else. Makes you wonder, dunnit?"

THE AXE AND HAMMER INN

This low-roofed stone building has two levels – one above ground and one below. The ground floor is a tavern where all are welcome, although dwarfs comprise the bulk of the clientele. Some of the townsfolk jokingly refer to it as the "dwarf embassy" because when a dwarf invites a member of another race to a meeting in Ubersreik, it almost always takes place on the ground floor of the Axe and Hammer.



The ground floor consists of a large, open room whose stone walls and pillars are elaborately carved with stone ancestor figures and other dwarf designs. The floor, tables, and benches are also made of stone, as are the side-rooms used for private discussions and meetings. The room has no windows, being lit by torches to enhance the impression of being underground. The bar serves several distinctive brews, including Borgun's Old Subterranean and Skull Splitter (see Borgun's Brewery, page 18), and occasional "guest beers" imported from Grey Mountain dwarf holds.

Only dwarfs ever see the lower floor. It is a smaller version of a dwarf hold's great hall, and includes a temple to Grungni and Valaya and the guildhouse of the dwarf Engineers' Guild, as well as a network of tunnels leading to the homes of prominent dwarfs in the town. This is where dwarf business is discussed and visiting dwarfs are entertained.

The acknowledged leader of the dwarf community in Ubersreik is Grodni Surehammer, a grizzled longbeard who was one of the first to come to Ubersreik in response to Emperor Magnus's appeal for help in rebuilding the town. It is said that he designed the bridge himself, along with the river towers and their defensive chains. Grodni seldom ventures above ground, but younger dwarfs keep him up to date with everything that is going on in and around the town, and deal with prominent human townsfolk on his behalf.

More than a few of Ubersreik's human dignitaries secretly wonder if he is still alive, but dare not insult the dwarfs by doubting any message that comes in his name.

Noble Favour: The von Saponatheims have had a spy in the Axe and Hammer for the past month, a surly drunk with a Kislevite mother named Piotr Koch. Piotr drinks and keeps his mouth shut, so the dwarfs don't mind him. He may report favourably to the von Saponatheims if the PCs show cunning or shrewdness in dealing with the dwarfs.

"I heard there are tunnels going all over from there – every part of town. Now I've nothing against dwarfs, but what are they doing down there? Why do so many of them choose to live here? I reckon there's something buried, something old, and they're looking for it. No good will come of that, not for the rest of us."

"My brother got invited over there a few weeks back – he's a metalworker, you see, and went with the Guild. Couldn't hardly stand up, he said, on account of the ceiling being so low. The dwarfs were nice enough, he said, but they don't give much away. But he said there's a part of it that's underground, where they weren't invited. Dwarfs only, they said – polite like, but firm. Do you suppose we should be worried about what they're doing down there?"

BORGUN'S BREWERY

Located behind the Axe and Hammer, Borgun's Brewery is a small but busy establishment run by Borgun Foambeard, who claims to be a distant cousin of the renowned dwarf brewer Joseph Bugman. Borgun's Brewery supplies many of the better taverns in the town with its signature brew, Old Subterranean. Its more powerful Skull Splitter Ale is also popular in the Axe and Hammer and a few smaller taverns frequented by dwarfs.

"It's a powerful brew, all right, is that Old Subterranean. Take your head right off if you're not careful. Everyone wonders how it's made. Well, my cousin's cousin saw a delivery going in there the other week. He couldn't see too much 'cause it was under canvas, but some of it was moving."

THE MARKET SQUARE

The market square stands at the heart of the town, and every Marktag, farmers bring their livestock and produce from the surrounding villages. In the middle of the square is a large statue of Magnus the Pious, commemorating his role in rebuilding Ubersreik after the Great War Against Chaos.

On the north side stands the town hall, while the south side of the market square is dominated by the temple of Sigmar.

"This farmer last summer, he brought in a cow had six legs. Tried to sell it, cool as you like, saying more legs is more meat. The watch came and took it away, and a few wizards went out with the priest of Sigmar to take a look at his farm. Never heard what happened after that."

"Those dwarfs have a huge treasure hidden somewhere in the town. You know that statue of Emperor Magnus in the market square? That's the clue. There's something about it that's a code leading to the treasure. Might be the way he's standing, some hidden inscription, or something else. Don't let the watch catch you digging, though – they don't like it."

THE TOWN HALL

Ubersreik's town hall is an imposing two-storey stone building that stretches almost the full length of the market square's north side. It includes the nobles' court, where the council now sits, and a small underground jail administered by the town watch.



Since Ubersreik became a free town, all power has rested in the hands of the council. The council is made up of the Burgomeister, Ernst Maler, and the heads of the town's leading guilds: the Merchants, the Boatmen, the Boatbuilders, the Metalworkers, the Carters, and the Carpenters. The chief priests of Sigmar and Verena often attend council meetings in an advisory capacity, and representatives from the dwarf community have a standing invitation to address the council.

The council is worried about the possibility of losing power to a new liege lord, but is trying not to show it. Both resident and visiting nobles are received with courtesy, but scrutinised closely. Letters have been sent to the councils of other free towns in the Reikland, asking for advice and subtly suggesting the formation of a league of free towns for mutual support.

Noble Favour: Baron Manfred has been making regular visits to the town hall in an effort to cultivate good relations with the council. One of his servants, a pox-scarred youth named Fritz Schnell, is often bringing messages to and from the town hall and is likely to be passing through at the same time the PCs are there. If they impress him as formidable, he'll report favourably to von Holzenauer.

"Don't talk to me about that council. They'll sell us out to one noble or another and we'll be right back where we started. Though I did hear that the Burgomeister's got his eye on a lordship for himself. He'll smile and bow when they come in, but he's got something up his sleeve, you wait and see."

"There's people go missing from that jail, you know. Never heard of again. And every time, Morrslieb is full in the sky."



THE TEMPLE OF SIGMAR

The Temple of Sigmar was rebuilt in the reign of Magnus the Pious. It is the largest temple in the town, with a pillared façade and enough space inside for more than three hundred worshippers. The temple's high priest is Gunther Emming, a stern-looking patriarch. The town's prominent citizens worship here weekly, and attendance has gone up noticeably in the wake of the scandal involving a Chaos cult. The von Bruner family is particularly well represented as they try to live down the disgrace of having one of their own corrupted.



Noble Favour: Lord Aschaffenberg himself, as well as his wife Ludmilla (a von Bruner by birth) try to make frequent appearances at the Temple of Sigmar. PCs who seem especially pious or at least clean-cut may catch their eye.

"They say that during the war against Chaos those beastmen raised a shrine on the very spot where the temple stands now. Who knows what horrible things they did there. To this day you can sometimes hear the wails and screams of who knows what coming from the ground around it. The priests say they reconsecrated the ground to get rid of the Chaos taint, but I know what I heard."

THE TEMPLE OF VERENA

The Temple of Verena stands at the south-east corner of the square close to both the Temple of Sigmar and the town hall. It is attended regularly by members of the town council and the staff of the court. Behind the temple stands a single-storey library building which is open to all. Although Ubersreik is not home to many scholars, the library is well used by the town's magistrates, as well as by wizards and priests of all denominations.

There was a disturbance recently when a visiting Sigmarite witch hunter demanded to inspect the library's tomes and burn all those deemed to be heretical or dangerous, which led to a tense stand-off with the chief priest, Heinrich Gutenberg. The chief priest of Sigmar, Gunther Emming, intervened along with several members of the town council to smooth things over, but the witch hunter set off for Altdorf vowing to take the matter to the Grand Theogonist himself. No one is quite sure what will come of this.

"I got no time for book learnin' meself, but that witch hunter, with his Altdorf manners and his Imperial documents, he just rubbed me the wrong way. An' Gutenberg's a good man – helped my brother out no end with his troubles, more'n a bailiff would do for no money. So he should know whether any o' them books is dangerous – shouldn't he?"

THE TEMPLE OF SHALLYA

The Temple of Shallya stands behind the Temple of Verena and across a street from the Physicians' Guild. Thanks to a number of recent donations from visiting nobles, it is currently in the process of turning an adjoining building into a free infirmary for the townsfolk. The infirmary is expected to open in just a few months' time. The head priestess is Marianne Altenblum, a matronly widow who went into the cult after losing her boatman husband some twenty years ago.

"A few months ago, some prospectors coming back from the mountains brought in this poor man – raving, he was, shouting all kinds of nonsense fit to freeze your blood – and they looked after him until he died. Now I had it from my sister, who works there on a Backertag – the soul of charity, she is, bless her heart – that Missus Altenblum developed

a sudden interest in the mountains, ordering maps over from the Temple of Verena and what not. I'm not one to gossip, you know me, but suppose he found something up there and it drove him mad? And suppose she's looking for it too?"

THE PHYSICIANS' GUILD

A few buildings away from the Temple of Shallya stands the Physicians' Guild, a modest but well-appointed building with a stone lower storey and a half-timbered upper floor. The guild in Ubersreik has only three members – Physicians Otto Krupp, Bernhardt Bayer, and Hermann Neubaum – who run a joint practice out of the building. Each has an office and an examining room, and they share a small (but thoroughly soundproofed) operating theatre on the lower floor. The physicians will attempt to charge 1GC per visit if they think the client can afford it, but will settle for 50s or so.

"There's more than just doctoring going on in there, you know. What do they do with all the bits left over? You ever think of that?"

"That Netta Volkmann's been a regular patient for the last three months. Don't look like there's anything wrong with her, and I know for a fact she couldn't afford physicians fees for all the visits she's been making. One of them's examining her, all right, but not in a medical way."

THE MERCHANT QUARTER

The Merchant Quarter extends for several streets from the eastern side of the market square. In addition to the Merchants' Guild and the offices of the major trading families, there are several small traders dealing in a wide variety of goods from coal to horses.

THE MERCHANTS' GUILD

The headquarters of the Merchants' Guild is only slightly smaller than the town hall and the Temple of Sigmar. Ubersreik's wealth is founded upon trade, and the guildhouse reflects both civic pride and the desire of the town's merchants to put their wealth and success on display.



MEMBERSHIP HAS ITS PRIVILEGES

The GM will note that Ubersreik, as a thriving economic hub in the Reikland, has a number of prominent guilds. In addition to the guilds listed here, it's likely Ubersreik has a guild of some sort for any number of other professional trades or crafts.

If one of the characters is affiliated with a guild, this is a great opportunity to tie that into the story. Perhaps guild members can provide some of the clues or insights earmarked for other NPCs, or the guild offers room and board while the character is in Ubersreik.

Alternatively, if a character has the Tradecraft skill trained, and demonstrates an interest in joining a guild, the process of becoming a guild member and performing guild duties could provide a wealth of flavour and potential adventure seeds for a campaign.



Only guild members are admitted to the building, although visiting merchants are welcome as guests of a member. The ground floor is a collection of linked rooms with a clubby atmosphere, where merchants can discuss business in small or large groups as servants bring drinks and food to order. On the upper floor are three suites of more formal meeting rooms, one large and two small, and a private shrine to Handrich, a lesser deity worshipped in parts of the Reikland as the patron of trade.

The current head of the Merchant's Guild is Alfred Karstadt. The town's four great merchant families – Karstadt, Brauninger, Hertie, and Müller – contest the position in annual elections. Currently, the Merchants' Guild is occupied with trade negotiations that will expand Ubersreik's reach further across the Reikland, thanks to the influence of several visiting nobles.

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

"Damn private club, that's what it is. If your name's not Karstadt, Brauninger, Hertie, or Müller they'll take your membership fee cheerfully enough, but you try and get 'em to do something for you and you'll be disappointed. They'd better watch out, though – some of the other members are talking revolution. I've heard threats against a number of lives – real heartfelt threats."

"I've heard of some of the goings-on in there. They're up to some kind of sorcery, no doubt about it. Maybe alchemy, even. Turning things into gold. Once they learn how to do that, they won't care about trade – and where will that leave the rest of us?"

THE OLD BAUER HOUSE

This medium-sized house has become an Ubersreik landmark over the last few weeks. Lorith Silverleaf, a high elf envoy from Marienburg, arrived in Ubersreik about a month ago, and has taken up temporary residence in the Old Bauer house. Lorith has had the

house completely refurbished to suit her high elf tastes. Banners bearing the Phoenix King's sigil hang outside, and the front door has been replaced with an exquisitely carved piece of Avelorn oak wood.

Inside, the rooms have been redecorated and the artful placing of furniture gives the rooms a more rounded, organic feel. Lorith is ostensibly in Ubersreik to acquaint herself with the leading contenders for the lordship of the town, but has a secret mission to investigate rumours of a hidden treasure. Ancient high elf sources hint at a lost artefact somewhere in the region, possibly in Ubersreik itself.

Already in her short amount of time in Ubersreik, Lorith has become famous for her salons, when the town's literary and artistic community gathers in the house for evenings of performance and discussion.

"I've heard what goes on at those evenings of hers. My cousin went once, and you should hear the stories he came back with. The only reason I haven't told the Watch is that he promised to get me in."

"That Lorith, they say she's more than a hundred years old, and men's heads still turn wherever she goes. I don't know what her secret is, but it can't be anything natural. Not that I'm jealous, you understand – I'm just saying."

THE PRECINCT

The Precinct, as it is universally known, is Ubersreik's military district. Centred on Magnus's Tower, it includes a number of buildings associated with the town's garrison and watch, as well as a staging post for roadwardens passing through the town. A number of surrounding businesses manufacture or repair uniforms, flags, weapons, and armour, although the most prestigious armourers and weaponsmiths are to be found in the Metalworkers' Quarter.

MAGNUS'S TOWER

The tallest structure in Ubersreik, it is rumoured, was commissioned by Magnus the Pious himself, as a stone-carved relief by the main door details. The five-storey tower after which the complex is named has a commanding view over the town's surroundings, and is equipped with a great bellows-operated horn for raising the alarm in the event of an attack. The horn is more than six feet long, and is said to have been cut from the head of a daemon slain during the Great War Against Chaos.



The tower is surrounded by a small castle which includes a parade ground, barracks, stables, armoury, and a smithy capable of making basic repairs to weapons and other equipment.

The town garrison consists of twelve detachments of halberdiers, eight units of crossbowmen, and three engineer units trained to use and repair the artillery pieces set along the watch towers. These men all fall under the command of Captain Erwin Blucher. In addition to the standing garrison, many of the townsfolk have received basic training as a reserve force, and can turn out armed with an assortment of weapons if the alarm is raised. A small detachment of the Reiksguard has its own barracks within Ubersreik, as well. While the Reiksguard have their own responsibilities and duties, they have orders to aid in the defence of Ubersreik if needed. The Reiksguard answer to the local Field Marshal Antonin Sieber, who also serves as a military advisor to Captain Blucher.

Noble Favour: Antonin Sieber, the Field Marshal, is a friend of von Holzenauer's, having served with him when the Baron was a pistolier. He still corresponds with von Holzenauer regularly, and is sure to pass on any favourable impression he forms of the PCs.

"There's a lot of talk about a dwarf treasure hidden somewhere in the town, but nobody knows where it is. Only I do, see? Stands to reason. The dwarfs built that tower, right? And now there's a lot of troops on top of it all the time. Too stupid to look for it themselves, but they keep everyone else off. How much safer can you get?"

"The other day one of those lords from out of town went in to see Blucher. They say he wanted troops for an expedition to the mountains. They're all trying to make an impression these days. Well, Blucher politely showed him the door and he stomped off swearing he'd hire himself some swords and do it anyway. So keep your ears open – there might be some work going."

WATCH BARRACKS

While the garrison protects Ubersreik from outside threats, the town watch keeps order within the walls. Including reserve officers and part-timers, Ubersreik's watch is about a hundred strong and is commanded by Captain Andrea Pfeffer, a tough but attractive woman in her late thirties with a distinctive mane of red hair and a no-nonsense attitude.

The watch barracks includes a jail with twenty iron-barred cells where drunks and troublemakers are given time to cool down while charges, if any, are drawn up. Prisoners are transferred to the cells beneath the town hall when a trial is scheduled, and those sentenced to more than thirty days' imprisonment are shipped out to a penal quarry run by the town in the foothills of the Grey Mountains. Most crimes do not bring custodial sentences, but are punished by flogging, branding, the loss of ears, eyes, or fingers, or possibly even death. Most sentences can be commuted to a fine in proportion to the severity of the offence, if the convicted party has the means to pay. For the most heinous crimes, such as treason or consorting with agents of Chaos, the only penalty is death.

As well as providing guards for the customs house and other public buildings, the watch sends two-man patrols into most parts of the town on a regular basis. The wealthier areas receive extra coverage, officially because they are the most likely targets for crime, although cynics assert that the watch likes the rich and powerful to see them doing their duty. One area where the watch seldom ventures is the Dwarf Quarter. According to an unofficial understanding, the dwarfs look after their own protection and the watch never goes there unannounced.

"The town watch – that's a laugh. Oh, they watch close enough when it's you or me picking our nose in public or whatever, but those with the money can get away with anything. There'd be a lot more of those von Bruners burnt or in jail if they'd been ordinary folk. I heard there was even a part-time watchman mixed up in it all."

THE HILL

The homes of Ubersreik's great and good stand on a river terrace known as 'the Hill' on the eastern side of the town. The mansions of the town's two noble families, the von Bruners and the Aschaffenburgs, stand above those of the four merchant families and other wealthy citizens. Lower down on the fashionable Osterstrasse are the shoppes of high-class tailors, dressmakers, jewellers, and other suppliers of luxury goods, as well as fine banqueting halls and taverns.

The Hill is patrolled enthusiastically by the town watch, and the chances of arrest have more to do with a person's appearance and standard of dress than with any wrongdoing. Those who cooperate are generally let go with a caution to stay away from an area where they visibly do not belong, while arrestees who cause trouble are likely to spend a night in the cells for breach of the peace.

"In comes this out-of-town lord or baron – gorgeously dressed, I have to say – and asks if I'm the head of the Tailor's Guild. I say yes, if it please your lordship, because they like to be treated that way, and then he orders a hundred new uniforms for the garrison, just like that. I told him there's only about fifty of them, but he said I know that, my good man – one uniform for every day and one for best. A hundred uniforms! I don't know what to do. They're liberal with their orders, the Quality, but getting paid is like wresting gold from a dwarf."

"That von Bruner business goes deeper than anyone thinks. They're all in it in one way or another. Think about it – if the Emperor wants to put another liege lord over us, why doesn't he just pick an Aschaffenberg? No, he's keeping his eye on them, that's what it is. And that's why all these nobles from elsewhere are coming into town."

THE EMPEROR'S REST HOSTEL

This imposing building stands at the northern end of the Osterstrasse, and caters to 'discriminating visitors of quality'. It charges between 5 to 10 gold coins per night for its lavish accommodations. In recent weeks, it has seen a small boom in trade as the rumour has spread about reimposing a liege lord on the town.

"My sister works there as a servant – she's a lot better looking than me, which isn't hard – and you wouldn't believe the stories she brings home. They think they're so much better than us, but you get a few drinks in them and they turn into animals. No wonder half of them turn to Chaos."

MADAME BEAUMARTEAU'S

The stone façade of this long, low shoppe is carved with traditional masks by dwarfen artisans, making it stand out even in the relatively elegant surroundings of the Osterstrasse. It is Ubersreik's premiere boutique for the sale of costumes of all sorts, and is doing brisk trade in the lead-up to Baron Manfred's masquerade.

Madame Beaumartean is a stout, formidable woman, well past her prime, with an outrageous Bretonnian accent. She makes some of her costumes herself, and employs a small team of expert seamstresses to make the rest. In addition to masks and fine clothes, Madame Beaumartean's other principle business is gossip, and

DON'T FORGET THE MASQUERADE

The masquerade ball is a pivotal event – both for the elite of Ubersreik, and for this adventure. The GM can play up its social significance and remind his players that making the right impression could prove useful.

The players should be encouraged to take the invitation seriously, and note that many of the revellers will be wearing costumes. Deciding what sort of costume to wear, and obtaining one, can make for a fun diversion from their ongoing investigations.

she possesses an encyclopedic knowledge of the well-to-do in Ubersreik. In particular, an **Average (2d) Charm or Guile** check is sufficient to reveal in advance what costume any given party-goer will be wearing. (Madame responds very poorly indeed to intimidation.)

Although her shoppe is certainly very fine and most of her wares are priced in gold, Madame also keeps a selection of simpler garb on-hand for servants and the like, and is surprisingly kind to her social inferiors. This is because Madame Beaumarteau is not, in fact, a well-to-do Bretonnian widow, but a self-made woman named Ingrid Schlauf born into desperate poverty in the streets of Altdorf.

"Take my advice – don't try to cheat Madame Beaumarteau. One of them von Bruners tried to get a fancy hat out of her without paying? Next thing I heard, the dwarfs was refusing his credit and he was evicted from his lodgings. And then he got roughed up. Bad."

"She ain't even Bretonnian! I heard her talkin' to some of them dwarfs not a week ago about the treasure. She cursed them up one side o' the street an' down the other like a Marienburg sailor. I tell you, she doesn't just sell masks, she is one."

MORR'S FIELD

The town's graveyard stands outside the walls to the south-west, surrounded by tall and aged walls of its own. In addition to rows of graves, it is home to a drab stone-built shrine of Morr with a side building used by the Mourners' Society – a loose organisation of locals seeking solace after a loved one passes away. The chief priest of Morr is Schadrach Bürke, who occasionally spends time with the Mourner's Society to console the grieving. He is a tall, angular man with a long nose and a perpetually lugubrious expression.

Bürke supervises two grave diggers, who patrol the graveyard and dig when required. Both have been initiated into the Cult of Morr at the lowest level. A particular eye is kept upon the family mausoleums of the town's wealthy – not out of any prejudice against the families, as Bürke is quick to explain, but simply because it is harder to see whether anything untoward is happening within their walls. Thankfully, Ubersreik has seen no trouble with undead since a single outbreak of necromancy during the Vampire Wars.

"Yes, I know everyone says their town graveyard is haunted, but this one really is. I've seen it with my own eyes – lights moving among the graves after dark, strange voices. Aren't the priests of Morr supposed to take care of that sort of thing?"

"Whenever there's a pauper's burial, you count the bodies going out and the bodies thrown into the grave. I'll bet you a silver they won't be the same number. And I'll bet you another silver that those unaccounted for end up on Wizard's Way or in the Physicians' Guild – or maybe different bits of them end up in both places."

"There's something under Morr's Field. Something old, something of Chaos, you mark my words."

THE SEWERS

Ubersreik's sewers discharge into the River Teufel through two iron-grated stone culverts set into the riverbank about a hundred yards downstream of the town. The arterial sewers run beneath the Bögenhafen and Dunkleburg roads, making a dog-leg after they pass under the town walls. Smaller sewers branch off to left and right into different neighbourhoods.

The arterial sewers are about four feet in diameter, and those that branch off from them are three feet across. Lead pipes, each no more than a foot in diameter, feed into them. The sewers are circular stone tunnels, and do not have flanking walkways.

The upkeep of the sewers is in the hands of Noseless Brandt, the chief sewer jack. He can call upon other help (consisting chiefly of convicted criminals) if needed, but most of the time he makes a circuit once per day to check that there are no obstructions and the various grates are all secure.

As his name suggests, Brandt lost his nose (along with part of one ear) in a skirmish with greenskins while serving in the town garrison, and claims to have lost his sense of smell completely. Anyone forced to spend any time in his company might well wish the same, but he is a cheerful man despite his occupation.

"You should hear the stories Noseless brings back from the sewers. The things he's found down there – and I'm not talking about nightsoil, either. Rats as big as a horse, and worse things too! I wouldn't have his job for all the gold in the mountains."

"He's all right, is Noseless – as long as you stand upwind, of course. But he can't resist a tall tale. If it keeps the drinks flowing he'll tell you he's found the Dwarf King's gold and fought the Great Arch-Daemon down in those sewers."

"Don't you believe it about him losing his nose to the greenskins. It was something down in the sewers. His nose rotted and fell right off. He's changed since he's been doing that job – his face, I mean. There's something down there that's not right."





CHAPTER THREE

THE EDGE OF NIGHT

This scenario is designed for a party of Rank 1 or Rank 2 characters – PCs with one or two adventures under their belts. A large part of the adventure involves social interaction and uses of skills rather than all-out combat, though there is a challenging combat encounter towards the end. If you intend to participate in the adventure as a player **DO NOT READ ANY FURTHER**. The following information is for the GM's eyes only.

THE EDGE OF NIGHT

Rasknitt sniffed the night air and his whiskers quivered appreciatively at the stink of rotting fish wafting down from the docks. Through the sewer grating, Morrslieb hung in the sky full and round, like a pale fruit on the point of corruption. The omens were perfect.

He turned at the half-heard sound behind him. The footfall of a Clan Eshin gutter runner was too soft even for most skaven to hear, but the ears of a grey seer are sharp.

"Talk," he ordered. "Seewhat, hearwhat?" The assassin inclined his head in respect before speaking.

"Allgood," he said. "Manthings plan bigfeast. Eatmuch, drinkmuch. Easy."

"Manthings notsee?" Rasknitt demanded.

The assassin permitted himself a slight grin. "Eshin," he replied, pressing a paw-like hand to his own chest. "Notsee, never."

Rasknitt nodded solemnly. He reached inside his filthy robes and pulled out three small sacks of a coarse-woven material. Their contents glowed faintly in the half-light of the sewer.

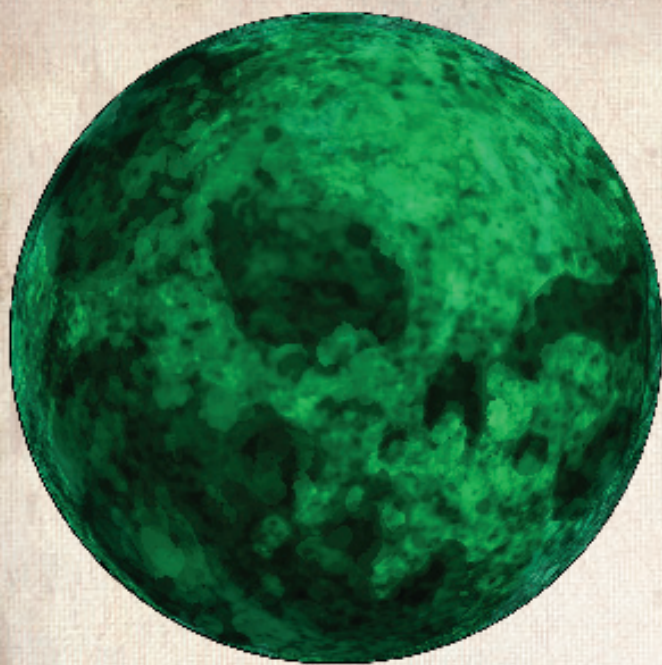
"Three Eshin, threebags." The grey seer fixed the gutter runner with his good eye. "Onesure, two suresure, three notfail." The Eshin nodded as he took the bags.

"Threethree Eshin," he repeated. "Thisnight."

Rasknitt raised a gnarled and twisted paw to indicate Morrslieb. "Thisnight," he said. "Mustbe. Nofail!"

"Eshin notfail," the other replied. "Twistup manthings quick-quick." And as quietly as he had arrived, the Clan Eshin gutter runner slipped back into the shadows.

Looking back up at the Moon of Chaos, Rasknitt began softly crooning a hymn of praise to the Horned Rat who looked down on all skaven. It would start in this little town, so easy to get into. And it would spread – oh, yes, it would spread until the manthings were warped beyond recognition and the Horned Rat ruled over all.



BACKGROUND

This scenario is set in a noble's rented mansion in the town of Ubersreik. Rumour has it that the Emperor is thinking of appointing a liege lord to rule this free town, and ambitious nobles from all over the Empire are flocking there to try to prove that they are the best candidate for the job. Among them is Baron Manfred von Holzenauer, the third son of a minor noble family from Altdorf. He is throwing a lavish masquerade ball to which the town's great and good have all been invited. Baron Manfred paid handsomely to reserve the entire estate for the event.

As well as impressing the locals, Baron Manfred intends to sabotage a few of his competitors at the ball, and if possible, he will try to get a few of the local bigwigs drunk enough to find themselves in compromising positions that will leave them open to blackmail.

But Baron Manfred is not the only one with big plans for the night of the masquerade ball. The unpredictable Chaos moon Morrslieb has been full for several nights now, unnerving many of the townsfolk. Beneath the town, a skaven grey seer named Rasknitt sees this as a powerful omen, and has set in motion a plan that will wreak havoc in the town and possibly the entire Reikland. He has

NOBLE PURSUITS

Nobility, pride, and lineage play an important part of this adventure. Three important families are competing for prestige and public opinion over the course of The Edge of Night. The Holzenauer, von Saponatheim, and Aschaffenberg families are each looking for a means to secure their role in Ubersreik's future. The player characters present an interesting resource that the rival families may attempt to wield during their political machinations.

More information about the different families and their aspirations and the rules and resources used to manage their political clout and popularity, as well as the PCs' standing with each family, can be found in Chapter 4.

hired three Clan Eshin gutter runners to sneak into the ball and poison the food and drink with warpstone dust. If they succeed, many of the guests will start to mutate and the skaven will use the resulting confusion as a diversion while they attack Ubersreik from beneath.

RUNNING THE ADVENTURE

At the start of this adventure, the PCs should be in Ubersreik. If they have played *An Eye for an Eye* in the *Tome of Adventure*, they may already be there. If not, the notes on pages 5-9 cover different ways of getting the PCs into the town.

Whether they are newly arrived or already there, the PCs will find two things uppermost in the minds of everyone in the town: the strange behaviour of the Chaos moon Morrslieb, and a masquerade ball being held by a visiting noble. Rather than a series of encounters, the bulk of this adventure takes place in a single location, over the course of a single night. There are certain scripted events that take place at certain times – see page 39 for tips on tracking them.

In addition to the main storyline, there are several additional sub-plots (see Events, page 30) that the GM can use if he wishes. The information is presented to depict events as they would unfold if the PCs do nothing to interfere, and it is up to the GM to deal with whatever the PCs do – or fail to do – and decide what effects their actions have.

The GM should read this adventure thoroughly before running it. Several things could potentially occur at the same time, so it is important to be clear on which events take place at which time, and how the different plots are advanced. While it is quite all right for the players to be confused, the GM will need to be familiar with the plot's twists and turns.

Since the ball is a social event, it is also a good idea to brush up on the rules for social interaction (*Tome of Adventure*, page 27) and the relevant skills (many based on Fellowship) and talents. The GM should try to cultivate an adaptable frame of mind, since there is no telling what the PCs will do, even in circumstances that seem absolutely straightforward.

The previous chapters provide a lot of information for the Ubersreik setting and an overview of the adventure overall. The details for the action and events of the adventure itself are presented in the following chapters:

CHAPTER 4: A FAMILY AFFAIR

This chapter covers the ways that the PCs can get into the ball, the effects of Morrslieb on the minds of the townsfolk, and any attempts to find out more about Baron Manfred or the event.

CHAPTER 5: THE MASQUERADE

In this chapter, the PCs have the opportunity to become involved in a number of sub-plots as the different events unfold. They can make an impression – good or bad – on a number of nobles from out of town as well as most of the influential people in Ubersreik. When the skaven try to poison the guests with warpstone, the PCs have the opportunity to spot them and prevent this from happening.

If the PCs fail to stop any of the gutter runners, pandemonium erupts as partygoers begin to mutate. The PCs can try to deal with this and track down the cause.

CHAPTER 6: SKAVEN & OTHER MYTHS

The thrilling finale of this adventure sees the PCs track down Grey Seer Rasknitt, the skaven responsible for the plot, back to his lair in the sewers beneath the town. As well as the grey seer himself, they will have to deal with any surviving gutter runners, Rasknitt's rat ogre bodyguard, Gristlegore, and a number of other problems.

If the PCs manage to thwart the plot and defeat the skaven, they may possibly be hailed as the saviours of Ubersreik and may gain a number of valuable allies as well. If not, Ubersreik could very well fall to Chaos, at least until the garrison and watch can restore order – by which time a number of wealthy and influential people will be dead or hopelessly mutated.

MORRSLIEB & MANNSLIEB

The Warhammer world has two moons. Mannslieb, the silver moon, is named for the god of the seas and governs the tides. Morrslieb, the Chaos moon, is named after the god of death. It is rumoured to be made of pure warpstone, and its phases and movements defy all attempts to predict or explain.

Now, Morrslieb hangs in the sky over Ubersreik, visible even during the day and bathing the town in an eerie greenish glow at night. The townsfolk become increasingly worried as it neither wanes nor sets. Surely this can portend nothing good.

As Morrslieb's presence in the sky continues to work on everyone's nerves, strange things begin to happen in Ubersreik. A few examples are given starting on page 30, and the GM should feel free to improvise more.

PROPER MOTIVATION

The masquerade ball is the focus of this adventure. As such, the PCs need a compelling reason to attend. If they aren't internally motivated to attend, the GM may wish to dangle a carrot in front of his players. Here are just a few reasons why the PCs may wish to attend the event:

- ✦ They want to escape the maddening effects of Morrslieb or take a break from the rigours of the adventuring life.
- ✦ They are tracking down rumours of Chaos cult activity, perhaps linked to one of the three major noble families or the von Bruners.
- ✦ They need to find a specific person, such as an old friend, an enemy, or someone with information related to a specific goal. The grey wizard, Christoph Engel, might be a suitable candidate, as might any of the priests.
- ✦ The ball will be a good place to acquire a noble patron.
- ✦ The PCs need to shake off pursuit by unsavoury people.
- ✦ They want to infiltrate high society for larcenous or lascivious reasons.

MORRSLIEB MALAISE

The presence of Morrslieb in the sky is more than a bad omen this time. The baleful light of the Chaos Moon has some serious effects.

General Effects: Morrslieb's position and astrological aspect causes the following effects to all characters until it leaves the sky:

- ✦ Rest does not heal wounds as normal.
- ✦ The severity of all insanities is increased by one.

Effects of Moonlight: Characters who are outdoors in the light of Morrslieb suffer the following additional effects:

- ✦ Whenever a character suffers stress, he suffers one additional stress.
- ✦ Add ♦ one challenge die to all checks based on mental characteristics, including all checks for channelling power, casting spells, gaining divine favour and invoking blessings.
- ✦ Any miscasts are counted as having one additional unresolved Chaos Star ✧.

These penalties do not apply to creatures and followers of Chaos (including skaven).





CHAPTER FOUR

FAMILY AFFAIRS

In this chapter, the PCs encounter some of the effects of Morrslieb, hear about the ball, and try to find out more about Baron Manfred. This information is not split into specific acts. The GM can use acts for distinct scenes that require more focus, or adopt encounter mode to resolve scenes where the order in which the PCs and NPCs act is important. However, it is possible that several of the events occur simultaneously.

THE PCs' GOAL

In this chapter, the PCs must gain an invitation to Baron Manfred's masquerade. They can do so by making a good impression on one (or more) of the three noble families who are contending for the goodwill of the townsfolk of Ubersreik.

THE NOBLE FAMILIES

The three key noble families vying for control of Ubersreik are central to the plot of this adventure. Whether or not the masquerade ball will actually result in one of these three families gaining control of Ubersreik is up to you... whether its impact is real is not actually relevant to the plot of this adventure. What's important is that all three nobles think it is important, and they behave accordingly.

THE ASCHAFFENBERGS

The Aschaffenbergs are native to Ubersreik, and were elevated to the nobility by Magnus the Pious after the Great War against Chaos for acts of valour on the battlefield. Since that time they have languished in relative obscurity, still considered little more than up-jumped commoners. Recently, a Chaos cult was uncovered on lands that Lord Rickard acquired as part of his dowry from the von Bruner family. Although the bulk of the work concerning this matter was done by a small group of adventurous hired hands, Lord Rickard nonetheless has received the bulk of the praise. The Aschaffenberg family fortunes have improved dramatically in the meantime, while the von Bruners have fallen out of favour.



Head of House: Lord Rickard Aschaffenberg, a genial, somewhat portly man.

Other Kinsfolk and Important Servants: Ludmilla von Bruner, Lord Rickard's equally portly and genial wife. Maximilian, Lord Rickard's brat of a nephew. Edward, Lord Rickard's foppish and ineffectual younger brother. Vern Hendrick, Lord Rickard's prim and proper manservant.

BUT... HE'S DEAD!

If the PCs have played through *An Eye for An Eye* from the *Tome of Adventure*, it is possible that Lord Rickard Aschaffenberg may not have survived. Perhaps he was sacrificed to the dark desires of a daemon of Chaos (who is due in Ubersreik any day now, incidentally, to start murdering nobility), was killed in one of the beastmen attacks, or (gasp) had a second helping of the venison.

If this is the case, the GM will need to replace Rickard with another member of the Aschaffenberg family. A distant cousin, Reiner Aschaffenberg, will do nicely. The GM can even have Reiner know of the PCs' work on behalf of his cousin, with whom he corresponded regularly once Rickard acquired the Grunewald Lodge.

Goals and Strategies: Lord Rickard is capitalising on his victory over the Chaos cult by reinventing himself as a faithful, pious, pillar of the community. This isn't actually much of a stretch, as Lord Rickard has always been a reasonably devout Sigmarite, and he is (or at least tries to be) a generally good person. However, now he is using these facts for political gain, and that troubles him. Lord Rickard is at his best when he is being true to his modestly noble self, and is inexpert at discrediting other nobles. He will respond well to PCs who appeal to his sense of justice, fair play, and honesty.

VON HOLZENAUER

Baron Manfred is the third son of the von Holzenauer family, whose lands were lost during wars against the Vampire Counts generations ago. Since that time, they have been landless, surviving on the charity of other nobles and joining any army that will take them in the hopes of winning new lands. Baron Manfred has come to Ubersreik, lured by rumours of an opportunity to become overlord of the city. He has thrown everything he has into his attempts to win over the town (and thus a portion of his once-proud family's honour and status), culminating in the masquerade ball.

Head of House: Baron Manfred von Holzenauer, a dapper ex-soldier.

Other Kinsfolk and Important Servants: Agnes Schild, Baron Manfred's personal bodyguard. Fritz Schnell, a pox-scarred young servant. No other von Holzenauers are in Ubersreik at this time.

Goals and Strategies: Baron Manfred wants to be the very model of a modern nobleman. He has committed a number of acts of generosity (ill-advised given his lack of wealth or funding) around the town since his arrival, and launched an aggressive charm campaign against the local nobility and persons of quality. He is particularly popular with the military officers of the town garrison, as he is himself a former soldier and served with distinction. Baron Manfred most respects those who are disciplined and competent, who embody the martial virtues on which the Empire relies for its survival. He tries to present himself as the embodiment of those virtues and the natural choice to lead and protect Ubersreik.



ANATOMY OF A FAMILY SHEET

I

VON HOLZENAUER

2
MANFRED, AGNES, FRITZ
BARON MANFRED VON HOLZENAUER

HOLZENAUER PATRONAGE

- * Baron Manfred is having the ball in Ubersreik, and is the infant in a city of Ubersreik. He is the only one who can get into the ball, and is the only one who can get into the ball.

3 The characters are given a special talent in Ubersreik. Each PC can gain up to 20 points per month, or a total of 200 points. Baron Manfred and Agnes can take on both: advantages, taking time on their progress in Ubersreik to family's interests.

- * A PC who may, Baron Schild is a good friend of Baron Manfred's. He is a good friend of Baron Manfred's.

GAINING FAVOUR

Recognition: The family's name is known in Ubersreik, and is a good name.

Invitation: The family is invited to the ball in Ubersreik.

Patronage: The family makes a good name in Ubersreik.

4

5

1. Coat of Arms. Each family has its own coat of arms depicting the family crest and house colours.

2. Name and Titles. The family's name and the lands they already control.

3. Special Ability. Each family can modify various tasks and actions, based on the situation. If the PCs win the patronage of a family, they gain access to that family's special ability.

4. Favour Tracker. A tracking token is placed on the tracker to indicate the degree to which the PCs are favoured by the noble family. For more information, see page 28.

5. Talent Socket. Each of the families has a special talent socket that its members can use. If the PCs gain the patronage of a family, they have access to that talent socket as well. A talent attached to the family sheet affects all characters in the group, and is treated mechanically the same way a party sheet talent is treated.

VON SAPONATHEIM

From their castle outside Bögenhafen, the von Saponatheims control a large swathe of the Reikland and a major portion of the trade across the Grey Mountains. A large and fertile family, the von Saponatheims are always looking to expand their holdings, and it is in this spirit that Graf Siegfried has come to Ubersreik.



NOBLE FAVOUR & AGENDAS

The Noble Favour Tracker found on each family sheet is similar to other progress trackers used in the game, but its overall impact is split up between the three family sheets. Each sheet bears one family's coat of arms and favour tracker, and is advanced whenever the party makes a good impression on the corresponding family, as detailed in the adventure.

While a family's favour token is still on a red space, the main NPC representing that family may still be suspicious or uncertain of the PCs, and rather than meet or interact with them directly, will do so through lesser family members, business contacts, or other associates. Once a favour token enters a green space, the main NPC representing the family has a much more favourable opinion of the PCs, and if necessary, will meet with them directly.

The tracker itself has three marked event spaces: Recognition, Invitation, and Patronage.

✦ **Recognition:** The family is aware of the PCs, and believes that they may serve its interests. They may meet representatives of the family, or people working on behalf of the family may approach them during the ball to gauge the PCs' current standing.

✦ **Invitation:** The family invites the party to the masquerade, believing that the adventurers may serve its interests at the ball.

✦ **Patronage:** The family is impressed with the party, and makes an offer of patronage. If the party accepts, the PCs now work exclusively for that family. The party has access to the ability on the appropriate Family Sheet and the Talent slotted into it, just as if they were on the PCs' own Party Sheet.

If the PCs' favour with a family that has already offered patronage slips back to the red section, the offer is rescinded. They may extend the offer again if the PCs can earn favour to reach the Patronage event space later.



Over the course of the masquerade ball, the individual families will attempt to strengthen their claim to Ubersreik. This is represented by the Agenda Tracker, which functions similar to other progress trackers in the game but uses three tracking tokens – one family crest token for each noble family. As each family sways key NPCs to their side and otherwise makes an impression on the citizenry of the town, their tracking token advances or moves backwards accordingly. The relative status of the families' agendas might not be immediately obvious, so this tracker might be partially hidden or deliberately obfuscated at the GM's option.

Each family begins on the second space of the agenda tracker; this gives them something to lose from the outset if their less well-behaved family members (or the PCs) set about embarrassing them.



sreik. If he can secure control of the town for himself, then he will rise to pre-eminence within his family, and his family will very possibly become the most powerful and wealthy in the entire Reikland.

Head of House: While not the head of the entire family, Graf Siegfried von Saponatheim is the most important member of the family in Ubersreik.

Other Kinsfolk and Important Servants: Olga von Jungfreud, Graf Siegfried's formidable mother. Sigmund, Siegfried's vapid and useless younger brother. Eugene Parr, Graf Siegfried's icily efficient butler.

Goals and Strategies: Graf Siegfried is a cunning and subtle man, and prefers to use cunning and subtle techniques to get his way. He'd much rather other people make public spectacles of themselves (preferably embarrassing themselves in the process) than draw attention to himself. Bribery, backroom deals, blackmail, and coercion are just some of the tools he'll consider using. Graf Siegfried will respond favourably to PCs who demonstrate a similar moral flexibility and results-oriented approach to politicking.

Graf Siegfried draws the line at assassination. Or rather, he's never had anyone roughed up or killed... yet.

RUMOURS & SECRETS

Throughout this adventure, a variety of rumours and opportunities to gather information are presented in a format resembling an action card. As PCs make skill checks (usually Charm) to interact with townsfolk, passers-by, or key NPCs at given locations, compare the results to the corresponding source of information. A check can fail, but with boons, some minor information may still be revealed. Likewise, a success with bane results could mean that a mix of both true and false information is gleaned, depending on the circumstances.

The GM is encouraged to be creative and flexible in determining when to call for one of these checks and how to dispense the information. A roll of the dice should never trump good roleplaying.

STARTING FAVOUR

The party may have made the acquaintance of one or more families before the start of this adventure, or they may have come to someone's attention because of their party traits.

Von Holzenauer: Baron Manfred is a military man, and reacts favourably to parties with the *Mercenary* and *Adventurers* traits. Move the von Holzenauer token on the Noble Favour Tracker forward one space for each of these traits on the Party Sheet, and another if any of the PCs have any of the following Reputation cards: Fearless, Confident or Strong Willed.

Aschaffenberg: If the party successfully completed the adventure *An Eye for an Eye* from the core set, they will already be acquainted with Lord Rickard, and the GM should advance the Aschaffenberg token on the Noble Favour Tracker one or two spaces, depending on the PCs' performance in that scenario. Advance it one additional space for each of the *Idealistic* and *Reputable* traits on the Party Sheet. Lord Rickard is the hero of the hour for his role in rooting out the Eldritch Order of the Unblinking Eye, and is drawn to adventurers who show a hatred for Chaos and are comfortable in social situations. Advance the token another space if the PCs have any of the following Reputation cards: Gregarious, Charismatic or Silver Tongue.

Von Saponatheim: If the PCs helped Graf Siegfried in the Disabled Coach encounter (see p. 9), advance the von Saponatheim token on the Noble Favour Tracker one space. Advance it one more space if they have the *Infamous* trait on their Party sheet, and a third if they have any of the following Reputation cards: Shady, Notorious or Resourceful. Graf Siegfried has a number of underhanded plans that such adventurers can help with.

GAINING AND LOSING FAVOUR

The party's starting favour indicates how much they have in common with each of the families, but they will have to do more in order to make a good enough impression to be invited to the ball.

Actions in the town: Several of the locations in the Gazetteer (see page 11 and pages 12-22) are marked with family crests, showing that one of the families has a particular interest in what goes on in that location. Depending on how the PCs comport themselves at

those locations (and the will of the dice), they may gain or lose favour with the appropriate noble house. The GM has some leeway in deciding which actions and events are bad enough to increase or reduce the party's favour, bearing in mind that the goal of this chapter is to gain enough favour with a family to win an invitation.

Rumours and Events: The party's reactions to the rumours and events listed below will also affect how they are perceived by the competing families. At the end of each description is a note on how various outcomes affect the favour of the different families.

Above and Beyond: The PCs may develop their own strategies and attempts to gain favour with the various noble families, particularly as they learn more about them. GMs are encouraged to be flexible in responding to these attempts, and to reward clever thinking, good roleplaying, and lucky dice.

YOU ARE CORDIALLY INVITED. . .

This chapter comes to an end when the party has secured an invitation to Baron Manfred's masquerade. If the PCs are in the middle of something, the GM should give them enough time to wrap up whatever they are doing before the family's servants escort them to a mansion and they meet the family's representative (perhaps for the first time) to receive the invitation.

When this occurs, give the players the Invitation handout. Note that the ball is set to occur "this coming Marktag", which could be anywhere from tomorrow night to a week from now, as suits your needs as GM. One or two days should be enough for the PCs to prepare.

RUMOURS

As the day of the ball approaches, the PCs can pick up the following rumours from the townsfolk in Ubersreik. These rumours are presented in a format calling for skill checks, and in general can be acquired from any man-on-the-street the PCs might wish to interrogate. For that matter, the GM can call for such a check at any time that a PC is interacting with an NPC – one doesn't necessarily have to go looking for gossip!

OVER THE EDGE

Check: Easy (1d) Charm check.

♣ **Basic Information:** A man killed his family and cut off his own right leg, nearly bleeding to death before the watch found him.

♣♣ **Obscure Information:** When asked why he committed such a terrible crime he merely said "the tentacles."

♣ **Interesting Aside:** Neither he nor any member of his family had any sign of mutation, and doctors have pronounced him hopelessly insane.

♣ **False Lead:** His cat has only three legs (true, but not a mutation).

The PCs can visit the madman if they can talk or sneak their way past the priests of Shallya at the temple hospice. Add ☐ to the dice pool if any of the PCs is a follower of Shallya. The man is strapped to a bed. He has the Townsfolk profile and is suffering from three insanities: Unhinged, Suspicious Minds, and Gibbering Terrors.

Advance the party's favour with the Aschaffenberg family one space for each insanity that the PCs manage to cure, or for an act of generosity towards this man or his family.

RODENTS' REVENGE

Check: Easy (1d) Charm check.

♣ **Basic Information:** A rat catcher was severely wounded by a mob of rats in a grain warehouse down by the docks. His dog was killed, and he barely got away with his life.

♣♣ **Obscure Information:** The town watch has found no trace of the rats when they investigated the warehouse.

♣ **Interesting Aside:** Rats seem to have been acting more aggressively throughout Ubersreik.

♣ **False Lead:** The rats were led by a huge individual the size of a dog.

If the PCs decide to investigate the docks after hearing this rumour, they will encounter the Rats event shown on page 31.

SOMETHING IN THE WATER

Check: Easy (1d) Charm check.

♣ **Basic Information:** A boatman found something in the water a little way downriver from the town. Whatever it was, the town watch burned it as soon as they saw it.

♣♣ **Detailed Information:** The object was an enormous rat, bigger than a dog.

♣ **Interesting Aside:** The rats have been behaving oddly down by the river all week.

♣ **False Lead:** Whatever it was, it was marked with the sigil of a Chaos god. (Only arguably true, as the Great Horned Rat is not one of the four great Ruinous Powers.)

The rat has already been burned, but the PCs can question the boatman who found it if they use an appropriate social action at the Boatmen's Guild. This will give them all the true information above, and advance their favour with the von Saponatheim family by one space in recognition of their investigative skills.

RATS IN THE BREWERY

Check: Easy (1d) Charm check.

♣ **Basic Information:** There was some trouble at Borgin's Brewery a night or two ago. Borgin has hired a dour dwarf mercenary to improve its defences.

♣♣ **Detailed Information:** Some kind of beastman was found inside the brewery, but ran off when it was attacked.

♣♣♣ **Obscure Information:** The creature looked like a rat standing on its hind legs, and was a little taller than a dwarf.

♣ **Interesting Aside:** The brewery is supplying all the beer for a ball to be thrown by Baron Manfred von Holzenauer.

♣ **False Lead:** The beastman had broached one of the casks.

♣♣ **False Lead:** The beastman was clearly drunk and sang a bawdy song as it fled.

Talking to the brewery's staff requires a successful social action, adding ■ to the dice pool for each character who is not a dwarf. This will net them all the true information given above, and advance their favour with the von Saponatheim family by one space in recognition of their investigative skills.

SINKING SHIPS

Check: Easy (1d) Charm check.

♣ **Basic Information:** Some of the boats coming in from downriver have been swarming with vermin.

♣♣ **Detailed Information:** As above, and the rats all left the ships as soon as they got into port. They swarmed right into the sewers!

♣ **Interesting Aside:** Some of the dockworkers would swear they heard a song or something coming from the sewers late some nights.

♣ **False Lead:** Madame Beaumartean buys rats from the local ratcatchers. Not for the meat. For the fur!

EVENTS

The following events can occur in any order as the PCs investigate Ubersreik, and give them opportunities to gain the attention of the rival noble families. They can also be useful for establishing the tone of the adventure, foreshadowing the skaven threat, and reinforcing the weirdness and eeriness of Morrslieb's baleful light.

PROPHET OF DOOM

A strange figure appears in the town square, loudly exhorting the world in general to repent and turn from evil before it is too late. Townsfolk with military experience say that he is a flagellant, and that such people sometimes fight in Imperial armies. No one can say when or how he entered the town. He has gathered a handful of followers, who have carved holy symbols of Sigmar into their flesh and nailed sacred texts to their bodies. The ragged group wanders the town beating themselves with short whips and preaching that doom is upon the Empire, that evil gnaws at the root of Ubersreik. Morrslieb's odd behaviour features in their preaching.

Persuading the flagellant group to leave town and spread their message elsewhere will reduce the general tension, advancing the party's favour with the von Holzenauer family. The party's favour with the Aschaffenberg family advances if this is achieved without violence, otherwise it drops by one space. If the party successfully employs cunning or good social skills to make the flagellants leave, their favour with the von Saponatheims advances.

MASS HYSTERIA

A mob gathers in the town square with torches and pitchforks, howling that the von Bruner family carries the taint of Chaos, then attacks the family's mansion. To disperse the mob the PCs must disable ten of their leaders (townsfolk – *Tome of Adventure* page 67). After five rounds the Watch arrives and disperses the rioters.

If the PCs help to disperse the mob, their standing with the von Holzenauers advances. If they do so without killing, their standing with the Aschaffenbergs also advances. If the party successfully employs cunning or the appropriate use of a Social action to make the mob leave (or to discredit the Aschaffenbergs!), their favour with the von Saponatheims advances.

IMPS

Four cackling imps, conjured into being by Morrslieb's constant glare, attack a priest of Sigmar in broad daylight in the town square. Use the imp and priest profiles on pages 57 and 69 of the *Tome of Adventure* and the *Marketstrasse* location card. The PCs witness the attack, and can take action if they wish. All other bystanders are busy panicking, shrieking in terror, and running for the city watch.

Alternatively, for a smoother and easier to run encounter, build an eight-space progress tracker to monitor the priest's health and abstract his battle with the imps, so that each imp moves the tracking token one space for each round it attacks the priest. If the token reaches the end of the track before the PCs have confronted or defeated the imps, the priest is killed.

For every imp killed by a PC, advance their standing with all three families by one space. If the priest survives the attack, advance the party's standing with the Aschaffenburgs by one additional space.

RATS

The best time for this event is after the PCs have heard the Rodents' Revenge rumour detailed above. A rat swarm (see page 52) boils out of a dockside warehouse and attacks the nearest target – which may be the PCs. If the party successfully destroys the swarm, their favour with all three families advances by one space.

SCURRYING VERMIN

Rasknitt, the skaven grey seer, has spies moving through Ubersreik in the lead up to the ball. Alert PCs may notice hunched shapes moving over the rooftops, or gleaming eyes shining from beneath a sewer grate. In general, it's a **Hard (3d) Observation check** to notice one of these spies at work – and even then, it will yield only a fleeting glimpse or vague impression. If only one member of the party succeeds at this check, advance the party tension meter by one space.

The players may have several chances to notice the skaven spies, but should not be able to positively identify them. The goal of this event (or events) is to increase the level of paranoia and to foreshadow the skaven later.

THE EVENT OF THE SEASON

The other topic of conversation in Ubersreik is a masquerade ball being thrown by a visiting noble named Baron Manfred von Holzenauer. Nobles are commissioning lavish costumes from the town's tailors. Fine food and drink is being ordered in vast quantities from every possible source. Baron Manfred's butler is hiring temporary staff to help prepare the feast, serve the guests, and maintain defence. Extra watch patrols are being organised for the area around the estate. Entertainers, jugglers, and minstrels are being hired.

When the PCs have earned enough favour with a noble, they may be invited to the masquerade ball. Intrepid characters may find other ways to procure an invitation. Regardless, when the time is right, provide the players with the *Masquerade Ball Invitation* handout, which details the event.

BARON VON WHO?

The PCs may wish to learn more about their potential host, employer, and/or rivals at the ball. If they are curious, there are many ways to learn more about Baron Manfred von Holzenauer, Lord Rickard Aschaffenberg, and Graf Siegfried von Saponatheim. A few are covered below, and as always the GM should feel free to devise other means if desired.

VON HOLZENAUER

KNOWLEDGE

This method represents information that an educated character might be able to recall, or might look up in an appropriate reference text.

Check: Hard (3d) Knowledge check. This becomes **Average (2d)** with access to a library or collection of records such as is found in the Temple of Verena or Town Hall.

♣ **Basic Information:** The von Holzenauers are a minor noble family from the east of the Empire.

♣♣ **Obscure Information:** As above, and they are distant cousins of Graf Alberich Haupt-Anderssen, the Elector Count of Stirland. They lost their lands in eastern Stirland during the Vampire Wars of the 2000s.

♣ **Interesting Aside:** Baron Manfred is a skilled fencer.

♣♣ **Interesting Aside:** Baron Manfred was trained in swordplay by a famous Estalian diestro.

♣ **False Lead:** Baron Manfred's father had accrued a sizable gambling debt.



NOBLE GOSSIP

This method represents talking to visiting and resident nobles (Charm check) or overhearing their conversation (Observation/eavesdropping check) at the Emperor's Rest and elsewhere.

Check: Average (2d) check using the relevant skill.

♣ **Basic Information:** The von Holzenauers are landless Stirlanders, and very minor nobility.

♣♣ **Detailed Information:** As above, and they hang around the court of the Elector Count of Stirland in Wurtbad and join any army that will take them, in the hope of winning some lands to call their own.

♣♣♣ **Obscure Information:** As above, and they must be out of favour with the Elector, or he would surely have found lands for them somewhere in his realm.

♣ **Interesting Aside:** Baron Manfred is well read, genteel, and generally agreeable, especially with the womenfolk

♣♣ **Interesting Aside:** It is said Baron Manfred studied in Marienburg for several years, where he learned about the intricacies of commerce from the merchant's guilds there.

♣ **False Lead:** Baron Manfred is no longer welcome in the Axe and Hammer (see page 17) after an ugly confrontation with Grodni Surehammer over a gambling debt.

✧ **Sore Subject:** The PC happens to be interacting with someone with a personal grudge against or dislike of the von Holzenauers, and thinks considerably less of the PCs. If they have acquired a patron already, this may also reflect poorly on their patron.

THE TEMPLE OF VERENA

The Temple of Verena has some information on the nobility of the Empire, including the following:

Check: Average (2d) check against Charm or Piety. For a follower of Verena, this is an Easy (1d) check.

♣ **Basic Information:** The von Holzenauers have been among the loudest voices at the court of the Elector Count of Stirland calling for the cleansing of Sylvania. Many of them have taken sacred vows to recover their lost lands or die in the attempt.

♣♣ **Detailed Information:** As above, and the von Holzenauers held a small town on the borders of Stirland and Sylvania until it was overrun by Count Vlad von Carstein during the Vampire Wars, centuries ago. The house was wiped out except for a few women and children who were sent to Wurtbad for safety before the fighting began.

♣ **Interesting Aside:** Baron Manfred has been generous to the Temple of Verena, donating several rare books (about mathematics and coinage) to the Temple upon his arrival.

♣♣ **Interesting Aside:** Baron Manfred is one of only three surviving von Holzenauers through the male line, and the only one who has not taken his family's traditional vow to reclaim lost land.

TRUTH FROM FALSEHOOD

Depending on how *An Eye for An Eye* ended for your group (if they have played through that adventure), some of this information might be false. Feel free to change it to agree with your party's version of 'reality' based on the outcome of that adventure.

THE PRECINCT

The town's garrison has had a few dealings with Baron Manfred, and will be able to provide the following information:

Check: Average (2d) Charm or Leadership check.

♣ **Basic Information:** Baron Manfred has served as a pistolier on several expeditions into the Grey Mountains. This is a common practice among young Imperial nobles, to gain military experience before they inherit their title and have to lead men in battle.

♣♣ **Obscure Information:** As above, and if Baron Manfred does become liege lord of Ubersreik, the garrison will not be unhappy.

♣ **Interesting Aside:** While not the best shot with a pistol, Baron Manfred is an excellent horseman.


♣♣ **Interesting Aside:** Baron Manfred distinguished himself during his service when his quick thinking saved the life of a fellow soldier who was accidentally shot during a training accident.

♣ **False Lead:** Baron Manfred was stripped of his rank as pistolier when he accidentally shot a fellow soldier during a training session.

♣♣ **False Lead:** Baron Manfred was stripped of his rank as pistolier when he accidentally shot a fellow soldier during a training session, but several of his officers believe it was no accident.

DWARF SOURCES

The dwarfs have long memories and keep good records. A dwarf character, or another PC who is friendly with the dwarfs, can obtain the following information:

Check: Hard (3d) Charm check. Dwarfs gain an  expertise die.

♣ **Basic Information:** Manfred von Holzenauer never took an oath to recover his lands. To most dwarfs, this makes him a coward (or at best, undutiful towards his family).

♣♣ **Detailed Information:** As above, and he has served as a pistolier in the Grey Mountains, and fought well enough beside both humans and dwarfs, killing a number of greenskins.

♣ **Obscure Information:** Manfred von Holzenauer once told a dwarf companion that he considers his ancestral lands to be lost, and believes his family should seek a new home. This was after several flagons of dwarf ale, though, so it is hard to be sure whether he was serious or just morose with drink.

♣♣ **Obscure Information:** As above, and since then, Manfred has sworn off ale – dwarf or otherwise – and now only drinks that wretched "wine" that people think is so fancy.

✧ **Secret:** Since he arrived in Ubersreik, Baron Manfred has run up considerable debts with various dwarf moneylenders.

ASCHAFFENBERG

KNOWLEDGE

This method represents information that an educated character might be able to recall, or might look up in appropriate references.

Check: Hard (3d) Knowledge check. This becomes **Average (2d)** with access to a library or collection of records such as is found in the Temple of Verena or Town Hall.

✦ **Basic Information:** The Aschaffenbergs are a minor noble family from Ubersreik.

✦✦ **Obscure Information:** As above, and they were both poor and not terribly influential before Lord Rickard's marriage to Ludmilla von Bruner.

✦ **Interesting Aside:** Lord Rickard has possession of a von Bruner hunting lodge out in Grunewald.

✦✦ **Interesting Aside:** A Chaos cult was uncovered on Lord Rickard's lands just after he took possession of them, thanks to Lord Rickard's due diligence. Ever since, his star has risen and the von Bruners' have fallen.

☠ **False Lead:** Lord Rickard's holdings never seem to make him any money.

NOBLE GOSSIP

This method represents talking to visiting and resident nobles (Charm check) or overhearing their conversation (Observation/eavesdropping check) at the Emperor's Rest and elsewhere.

Check: Average (2d) check using the relevant skill.

✦ **Basic Information:** The Aschaffenbergs have a long history in Ubersreik and were elevated to the nobility by Magnus the Pious for valour on the battlefield.

✦✦ **Detailed Information:** As above, but they have never been very wealthy or very influential.

✦ **Interesting Aside:** Lord Aschaffenberg loves to hunt, and doesn't seem to mind whether he does it well or not.

✦✦ **Interesting Aside:** Lord Aschaffenberg is cleverer than he looks. He plays the blustery, boisterous, addle-minded lord so that people underestimate him.

➤ **Insight:** Foiling that Chaos cult was almost certainly luck, but Lord Rickard has capitalised on it well, reinventing himself as a picture of piety.

☠ **False Lead:** Lord Aschaffenberg's wife, Ludmilla, is very upset with him. She's a von Bruner, you know.

☼ **Sore Subject:** The PC happens to be interacting with someone with a personal grudge against or dislike of the Aschaffenbergs, and thinks considerably less of the PCs. If they have acquired a patron already, this may also reflect poorly on their patron.

THE TEMPLE OF SIGMAR

The Temple of Sigmar has some information on the Aschaffenbergs, including the following:

Check: Average (2d) check against **Charm** or **Piety**. For a follower of Sigmar, this is an **Easy (1d) check**.

✦ **Basic Information:** Lord Rickard attends the temple regularly, usually in the company of his wife.

✦✦ **Detailed Information:** As above, and Lord Rickard has made a number of generous donations to the temple.

✦ **Interesting Aside:** Lord Rickard has vocally supported the Holy Order of the Templars of Sigmar in their attempts to access the Verenean library, understandable given his history with Chaos cults.

✦✦ **Interesting Aside:** While he was a dutiful Sigmarite before, Lord Rickard has recently become much more fervent and active within the cult.



VON SAPONATHEIM

KNOWLEDGE

This method represents information that an educated character might be able to recall, or might look up in an appropriate reference text.

Check: Hard (3d) Knowledge check. This becomes **Average (2d)** with access to a library or collection of records such as is found in the Temple of Verena or Town Hall.

♣ **Basic Information:** The von Saponatheims are a noble family from Bögenhafen.

♣♣♣ **Obscure Information:** As above, and their control of Bögenhafen has made them very wealthy.

♣ **Interesting Aside:** Siegfried von Saponatheim is a second son.

♣♣♣ **Interesting Aside:** If the von Saponatheims can gain control of Ubersreik, they will control virtually all trade with the Grey Mountains.

♣ **False Lead:** Graf Siegfried has no interest in the fairer sex. He's a confirmed bachelor.

NOBLE GOSSIP

This method represents talking to visiting and resident nobles (Charm check) or overhearing their conversation (Observation/eavesdropping check) at the Emperor's Rest and elsewhere.

Check: Average (2d) check using the relevant skill.

♣ **Basic Information:** The von Saponatheims are unusually friendly with the merchant guilds of Bögenhafen. They more or less let the guilds run the town, so long as the taxes are paid!

♣♣ **Detailed Information:** As above, and they seem to care more about money than propriety or prestige.

♣ **Interesting Aside:** Graf Siegfried's enemies have a tendency to publicly embarrass themselves, or to go into seclusion with little warning.

♣♣♣ **Interesting Aside:** Graf Siegfried makes extensive use of mercenaries.

♣ **False Lead:** Graf Siegfried has turned down several offers of marriage, including some from Ubersreik.

✧ **Sore Subject:** The PC happens to be interacting with someone with a personal grudge against or dislike of the von Saponatheims, and thinks considerably less of the PCs. If they have acquired a patron already, this may also reflect poorly on their patron.

MERCHANTS' GUILD

This method represents talking to significant merchants, either at the Merchants' Guild or elsewhere in town.

Check: Average (2d) Charm check

♣ **Basic Information:** The von Saponatheims are adept at squeezing every penny out of their subjects.

♣♣ **Detailed Information:** As above, and they can be generous to those who are of service to them.

♣ **Interesting Aside:** Graf Siegfried has expensive tastes.

♣♣ **Interesting Aside:** Gold has already changed hands in Ubersreik since the Graf's arrival, and he has agents everywhere.

♣ **False Lead:** The Graf has already tendered a number of significant loans, including some to other noble families.

THE CRIMINAL ELEMENT

This method represents connecting with various shady characters, particularly those near the docks. The Dockers Arms and Rugger's Boarding House (not to mention the Temple of Ranald) are excellent places to start.

Check: Average (2d) Guile or Intimidate check, depending on the circumstances.

♣ **Basic Information:** So long as they get paid and things don't get too messy and loud, the von Saponatheims are content to leave the criminal fraternity in Bögenhafen well enough alone.

♣♣♣ **Detailed Information:** As above, and they've already made some purchases of illicit materiel since arriving in Ubersreik.

♣♣ **Interesting Aside:** The Graf's men keep trying to find the Temple of Ranald. They think they're being subtle, but...

♣ **False Lead:** Graf Siegfried's enemies go away. Some of them, forever.

AN INVITATION

Ultimately, the PCs should either receive an invitation to Baron Manfred's ball or, failing that, come up with some other means of getting in. (Perhaps they can hire themselves on to Agnes Schild as additional security, forge their own invitations, or just sneak over the wall.) After they get the invitation, they should have some time to acquire costumes (perhaps from Madame Beaumartean's) and make any other preparations they deem necessary. When they're ready, move on to the next chapter and begin the festivities!

However they secure an invitation, be sure to give them the **Invitation Handout** for their efforts.





CHAPTER FIVE

THE MASQUERADE

This chapter details the events of Baron Manfred's masquerade. It describes the mansion and its grounds, as well as the host, guests, and manor staff. A schedule of events is provided, which the GM may feel free to ignore or modify as he sees fit, as well as some suggestions for how to manage the intrigue and social manoeuvring occurring at the ball.

This chapter is very free-form, with little use of structured encounters or episodes. Rather, events will flow naturally from one moment to the next and may largely be driven by the actions or interests of the PCs.

The most important elements of the ball are the skaven attempts to poison and mutate the partygoers. Once the PCs have picked up the thread of the skaven threat and set off in pursuit of them, it will be time to transition to Chapter 6, regardless of whether the ball has formally ended or not.

BARON MANFRED'S MANSION

The ball is to take place in a mansion that Baron Manfred has rented for his stay in Ubersreik. It stands on one side of the Hill, close to the homes of the town's noble families and other wealthy folk.

THE OUTSIDE

From outside, the mansion is an impressive three-storey building of dressed stone, with a colonnaded portico and a wall enclosing the sides and rear. For the ball, the outside is decorated with bright garlands and banners, and light blazes from the ground floor windows.

GROUND FLOOR

Porch: The area in front of the main doors is covered by a portico which is wide enough to shelter a carriage from inclement weather.

Vestibule: This smallish room has a flagstone floor and doors leading to a cloakroom and the doorkeeper's snug.

Gallery, State Hall, and Banqueting Room: Upon leaving the vestibule, guests find themselves in a large marble-floored space. The doors to the state hall are open, and all rugs and carpets have been taken up to expose an array of exquisitely designed marble floors in the Tilean fashion. Off the gallery is a small powder room for the use of visiting ladies. At the foot of the staircase is a huge stuffed boar, standing on a marble plinth in an aggressive pose. On the other side is a tall, ornate wooden clock showing mystical

symbols of the winds of magic that strike the quarter-hour; the GM can use its chime as an indication that another fifteen minutes have passed (see Time, p. 39.) The banqueting room doors are left open. Dancing and entertainment take place in the gallery and state hall, while the banqueting room has been reserved as an area for eating – a banquet is laid out at the end nearest the kitchen – and conversation.

Kitchen and Servants' Passage: This area at the back of the house is reserved for the mansion's staff. A servant's stair leads to the upper two floors.

Carriage House and Yard: To the left-hand end of the mansion stands a carriage house with wide doors opening onto the street. Behind it is a stable block with four horses and a kennel with a half dozen chained guard dogs. At the other end of the house is a small yard with a well.

FIRST FLOOR

The first floor is given over to the master chamber and two guest chambers, each with an attached dressing room for receiving guests in a more intimate setting. Each chamber has a carved four-poster bed and a wash-stand; the dressing-rooms each have a solid wardrobe, a table, and some comfortable chairs, and a screen which can be used for dressing or to keep visitors' luggage from interfering with the pleasant setting. Graf Manfred's clothes and possessions occupy the master chamber, and the two guest chambers are currently empty.

The servants' stair opens onto the landing through a door discreetly hidden in the wood panelling.

SECOND FLOOR

The top floor of the mansion consists of servant's quarters and storage.

THE GUEST LIST

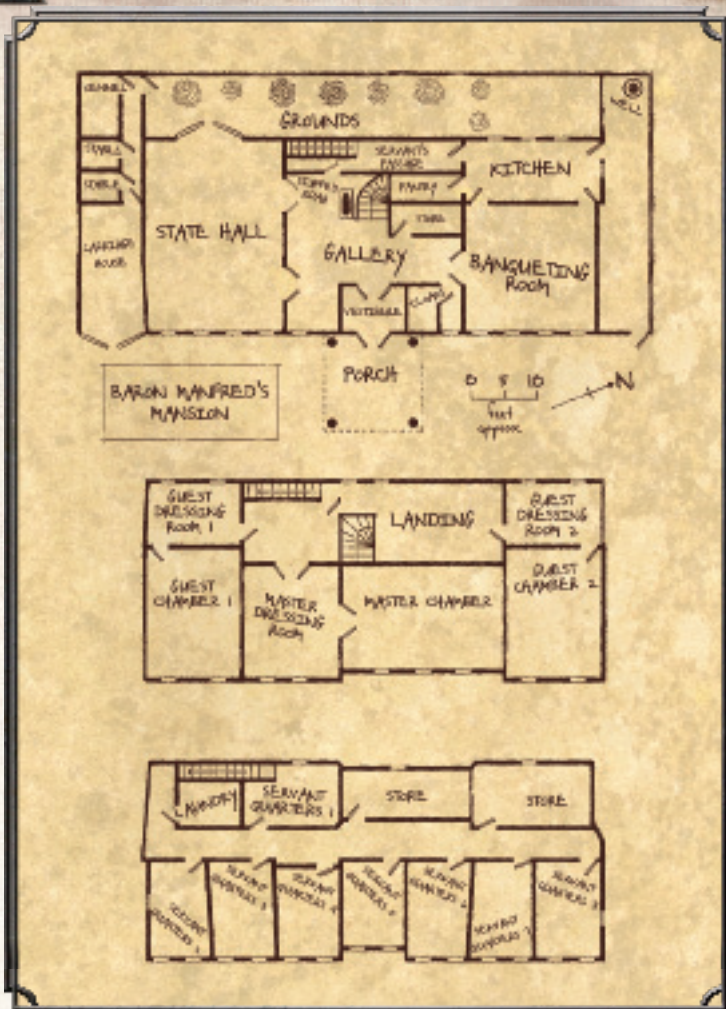
The following NPCs are attending the ball. In addition there are a number of lesser nobles and upper-class townsfolk. If you need statistics or abilities for any of the attending NPCs, use the Noble or Specialist profiles from the *Tome of Adventure*, pages 66-69, based on what type of person is required. Notes, including the character's social tier, appear in brackets after each character name.

MAJOR PLAYERS

These characters are actively working to further (or foil) the aspirations of one of the noble families. They can play as active or as passive a role in your adventure as you desire, and their efforts to sway and discredit notable figures can be modelled as intricately as suits your needs.

A good starting place is to make a single Charm, Guile, or other suitable check for each major family during each 15-minute event. Success sways one "unclaimed" NPC to their side and advances their agenda one space. Then, do the same for either Lord Heissman and Margrave Reinhart every other event as they re-evaluate the situation and move to block all the contenders. If the major player for a given family is otherwise distracted during a given period, a secondary character (such as Ludmilla, Olga, Wolfgang, or Florian) can act in that noble's stead.

All the characters attending the masquerade ball use the Noble profile, except as noted.



Lord Rickard Aschaffenberg (Noble, Gold, Candidate): The head of the Aschaffenberg family and an influential factor – albeit unwittingly – in the exposure of a Chaos cult, Lord Rickard sees his family as the natural candidates to become liege lords of Ubersreik.

His goal at the ball is to size up the competition from outsiders so that he and his family can plot their strategies for removing them from contention. Lord Rickard is a huge bear of a man of about forty, with piercing grey eyes, dark brown hair and a large, bushy beard. He is dressed in a black and silver tunic sewn in such a way as to appear like the links of chainmail, and he wears a mask fashioned like the visor of a helmet. He usually speaks with a booming and commanding voice. (Strength and Toughness 4, Charm, Discipline, and Leadership trained.)

Lord Heissman von Bruner (Noble, Gold): The head of the disgraced von Bruner family is at the ball mainly for damage control; the von Bruner family member exposed as part of the Chaos cult was from a minor branch of the family, and Lord Heissman intends to show that the von Bruners as a whole are loyal and untainted. He also wants to sabotage the claim of any other family to rule Ubersreik, especially the Aschaffenbergs. He is dressed in blue, his family colour, and his mask is a full-face boar's head, taken from the von Bruner coat of arms.

Ludmilla von Bruner (Noble, Gold): Lord Rickard's voluptuous wife. She is dressed in her finest gown and carrying a lady's mask on a stick, which she routinely forgets to hold in front of her face. Lud-



milla, while fond of her family, is fully committed to her husband's cause, and all-too-aware that she might wind up tarred with the same brush as the von Bruners.

Wolfgang von Falkenhayn (Noble, Gold): From the small town of Stimmingen to the south of Auerswald, the Falkenhayns have always been a minor family. Graf Heinrich has sent his eldest son to represent them in Ubersreik, since gaining this town would place them on the same level as their neighbours, the Wallensteins. Wolfgang cultivates a friendly and somewhat oafish demeanour, but knows what is at stake here. His mask bears the face of a falcon in reference to his family name. Wolfgang has made an alliance of convenience with Graf Manfred, recognising that his own family's claim to Ubersreik is too weak to succeed. If the PCs are supporting von Holzenauer, then Wolfgang serves Aschaffenberg, instead.

Baron Manfred von Holzenauer (Noble, Gold, Candidate, Host): The son of a minor noble from Stirland, Baron Manfred sees a chance to restore his family's fortunes by gaining the lordship of Ubersreik. His aim is to ingratiate himself with the townsfolk, while embarrassing rival nobles wherever possible. He is costumed as a woodsman, a play on his family name. Baron Manfred is a dashing figure of about thirty with his hair cropped military-short. He is charming and well-spoken, and will be polite to everyone. When things get tense, Baron Manfred responds with competence and discipline. (Agility and Willpower 4, Charm, Discipline, and Weapon Skill trained.)



Olga von Jungfreud (Noble, Gold): Graf Siegfried's formidable mother, Olga wants nothing less than the best for her son. She is every bit as ambitious and at least as cunning as Graf Siegfried, and not at all afraid to hide behind her status as an elderly widow and use it to her advantage. Her mask features the twin-tailed comet of Sigmar, and she wears an exuberant wig and a fox-fur stole.

Margrave Reinhardt von Mackensen (Noble, Gold): The ruler of Helmgart believes that the Empire needs a Lord Warden of the Grey Mountains to oversee the defence of the border and the passes through the Grey Mountains. Naturally, he believes that he is the perfect man for the post, and is looking to sabotage any claims by other nobles. He will focus his attentions on whomever he determines to be "in the lead." The Margrave wears a beastman mask that is so surprisingly lifelike it is met with gasps, and startles inattentive revellers throughout the evening.

Florian Pfeifraucher (Noble, Gold): His uncle, Count Bruno Pfeifraucher, would like to expand his family's holdings from Grisenswald, and has sent young Florian to represent the family. Florian himself seems simply interested in having as much of a good time as possible and playing practical jokes on the other nobles. He is dressed in leaves and claims to be a "fertility spirit" which he uses as an excuse to pester attractive female guests. In reality, Florian is acting on behalf of the von Saponatheim family, who have offered to pay off his considerable gambling debts. If the PCs are supporting von Saponatheim, then Florian serves the Aschaffenbergs instead.

Graf Siegfried von Saponatheim (Noble, Gold, Candidate): The PCs may have encountered Graf Siegfried on the road from Bögenhafen (see page 9). He wears a stag mask with magnificent antlers, and tells anyone who will listen how he shot the stag himself. He is a tall, fair young man with a seemingly endless supply of hunting



stories. If anyone mentions Bögenhafen he will say dismissively that he never goes there. (Intelligence and Agility 4, Charm, Guile and Skullduggery trained.)

LEADING CITIZENS

These characters are sufficiently influential in Ubersreik that their support will further the agenda of a noble family.

Captain Erwin Blucher (Silver) and Captain Andrea Pfeffer (Silver): The commanders of Ubersreik's garrison and watch are both in their dress uniforms. They both want to question the visiting nobles on the matter of Ubersreik's defence and get a sense of what they would be like as rulers. As a secondary goal, Captain Erwin is attempting to woo Captain Andrea (as he has for many years now), who for her part hasn't yet noticed.

Johann Brass (Silver): The master of the Guild of Metalworkers is dressed in a deep mustard yellow with a mask of his own devising – a startlingly lifelike human face wrought in bronze, which seems to change expression as the light strikes it differently. He could almost look like a bronze statue. He got the idea for his mask after seeing a Gold Wizard who had stopped in Ubersreik on his way to Altdorf. Johann's agenda is simple – he wants to have a good time, show off his mask, and make some business deals with the attending merchants. He is also keeping half an eye on the visiting nobles, like everyone else.

Schadrach Bürke (Silver): The priest of Morr is dressed in his cult robes and a leering skull mask (made from a real skull), topped off with a large black feather. Although he has little interest in the competing nobles (saying from time to time that lands and power are not protection from death), he feels he should attend since the cult of Morr rarely receives invitations to social events and should be as present in the hearts and minds of the nobility as the other gods. In



particular, he has left his Garden in the care of an initiate while he hopes to secure a donation from a wealthy patron to rebuild the ageing walls of the Garden of Morr.

Gunther Emming (Silver): The priest of Sigmar is dressed in his best robes and without a mask. If anyone questions this, he will explain that disguise is deception and deception is a tool of Chaos. Like the other worthies of the town he wants to inspect the candidates for overlordship, and he can almost always be found dragging some unwilling noble into a theological discussion so that he can test their faith. He avoids the Verenean priest Heinrich Gutenberg, as relations between the two were strained by the latter's recent refusal to permit a Sigmarite witch hunter to go through Verena's library looking for proscribed books.

Christoph Engel (Gold): Since he has been here as long as anyone can remember, Christoph Engel is an acknowledged leader of the town's magical community. He is a small, wiry man with intense dark eyes and changeable moods, but recognised by all to be a very skilled Grey Wizard. He is dressed in a robe, hat, and mask that changes shades of grey and form at intervals, giving the effect of changing costumes many times during the evening.

Heinrich Gutenberg (Silver): The priest of Verena has made the devoted but somewhat bizarre decision to attend the ball dressed as Verena herself, in classical robes with a helmet, a spear, and a pair of scales. An owl perches unsteadily on each shoulder, and his flowing beard contrasts strangely with his low-cut, feminine gown. He sees nothing peculiar about his choice of costume, reacting to any off-colour jokes with polite puzzlement. He avoids the Sigmarite Gunther Emming, but like him is interested in the visiting nobles and what their rulership might mean for his temple.

Marianne Hertzlich (Brass): A junior priestess at the temple of Shallya (see page 19), Marianne is a tall and willowy young woman with striking features offset by slightly sad blue eyes. She has come to the ball to see the young nobles, and determine whether any of them would support Shallya's work among the town's poor. She is dressed as the goddess herself, in flowing white robes, with a large key on a chain around her neck, and a white dove fluttering nearby.

Alfred Karstat (Gold): The head of the merchants' guild is dressed in the town colours of grey and blue, with an odd mask shaped like a bridge with a tower at either end. His purpose here is to talk to as many of the nobles as he can, and see which of them offers the best prospects for the town's merchants.

Fritz Langenhorn (Silver): The head of the Boatmen's Guild is wearing his guildmaster's robes rather than a costume. Like the other guild heads he is at the ball to assess the competing nobles, and he will be quite direct in his questions about which family will do most to ensure Ubersreik's security and promote river trade.

Ernst Maler (Gold): The Burgomeister is trying to learn as much as possible about all the visiting nobles, and scurries from one conversation to another. On the surface he is polite and deferential, but underneath his trout-head mask (a tribute to the town's dependence on the river, as he will gladly – and exhaustively – explain) he is looking for weaknesses that the council can exploit to ensure that no family is chosen as overlords of the town.

THE MASSES

These characters, while often significant or interesting in their own right, do not directly affect the outcome of the great game the noble families are playing. They are included mainly for colour and

verisimilitude, and are not addressed in as much detail as the other categories. If the number of NPCs is overwhelming for your play group, consider trimming or de-emphasising some from this section.

Maximillian Aschaffenberg (Noble, Gold): Lord Rickard's brat of a nephew. He's dressed himself as a mutated von Bruner (see the event on page 40).

Physician Bernhard Bayer (Silver): The youngest member of the Physicians' Guild is here to keep an assignation with a fetching young serving girl, who is working for the evening carrying food out from the kitchen to the buffet table. He is dressed in stylish clothes with a mask like the head of a frog, and the two of them will steal away to somewhere more private as soon as they get the chance.

Jean-luc de Cadent, Duc de Grenouille (Noble, Silver): This visiting Bretonnian noble has a costume that outshines every other guest at the ball. He is arrayed in silk and cloth-of-gold as an armoured Bretonnian knight – complete with a small model horse around his waist. He has a little trouble getting through narrow doorways, but is genial and loves to gossip. His official purpose is to report to his king on the competing Imperial nobles, and who seems likely to gain control of Ubersreik.

Rogni Deepdelve (Dwarf, Gold): The 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. He has been sent to assess the human nobles vying for the lordship of Ubersreik, and take information back to the hold so that the dwarfs can plan for the future.

Borgun Foambeard (Dwarf, Silver): The dwarf brewer spends almost all of his time in the banqueting room, attending to the emptying and changing of ale casks. A dozen man-sized casks of Old Subterranean have been ordered for the ball, and he treats each one as though it were a beloved child. He knows the reason for the ball, but has little interest in "manling business", preferring to wait and see what happens over the rulership of Ubersreik. Out of respect for the Graf, he is wearing a full-face dwarfen helmet but otherwise finds the idea of a costume ridiculous.

Physician Otto Krupp (Silver): The good physician left his costume arrangements until the last minute, and has thrown on a long black cloak, a broad-brimmed hat, and the mask he used while treating an outbreak of plague several years ago. The mask has a long beak for a nose, which plague doctors fill with herbs to ward off the "unclean vapours" thought to cause the plague. He is attending the ball mainly for the food and drink, but he will latch onto anyone who appears sick or injured and try to sell them his services.

Agnes Schild (Silver): Baron Manfred's personal bodyguard has been placed in charge of the mansion's defence during the ball. She is a 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. She is wearing Baron Manfred's colours over a mail shirt and bears a sword and a loaded pistol.

Lorith Silverleaf (Elf, Silver): Lorith has as little interest in human politics as Borgun Foambeard – about the only matter on which they are likely to agree. She wears an exquisite silver mask that does nothing to hide either her beauty or her high elf heritage,

and intricate, silver jewellery with sapphires and emeralds. She will spend most of her time watching and listening to the entertainment. For more details on Lorith, see page 20.

Minor Lordlings and the Well-to-Do (Varies): There are any number of minor nobles, wealthy burghers, bold gatecrashers, hangers-on, consorts, concubines, and escorts in attendance. They are of little relevance to the plot, but are available for whatever nefarious purposes the GM deems appropriate.

Guards (Brass): There are six watchmen stationed outside the mansion, equipped with halberds, swords, and mail shirts. Baron Manfred has hired four additional guards: one each for the gallery, the state hall, the banqueting room, and the grounds. They too wear mail shirts, and carry clubs or swords. The guards and watchmen use the Soldier profile from the *Tome of Adventure*, page 66-67, except that the watchmen's halberds have DR6, CR2.

Servants (Brass): Servants and flunkies of all types are milling about during the course of the ball. They are all unarmed. For the purposes of this adventure, they can be stationed wherever the GM wants, or sprinkled liberally throughout the estate. Amongst the servants are Netta Volkmann, a pretty young woman, and Fritz Schnell, a pox-scarred youth who has been in Baron Manfred's service since his arrival in town.

WHAT A SWELL PARTY

The first guests will arrive by seven o'clock, as should the PCs. Turning up late will reduce their favour with whichever family invited them by one space.

A liveried servant stands by the door, inspecting the invitations of each guest as they arrive and announcing their names in a loud voice.

WHEN TO ROLL DICE

The ball is a complex affair, with many active characters all conspiring against one another at the same time. Rolling dice for each NPC's action can be time consuming and may create an unwanted "brake" to the action of your game. Feel free to abstract some or all of the NPC actions, either covertly or overtly. If the three families advance their agendas evenly, then the successes or failures of the PCs become the most relevant factor – which makes them the stars of the show.

The ball offers the PCs plenty of opportunities to hobnob with the great and good of Ubersreik, and to get themselves into trouble with social faux pas – and also to advance the cause of their favoured family.

THE FAMILY SHEETS

As discussed in **Chapter Four: Family Affairs**, at this point the PCs may have aligned themselves with one for the three main contenders for the overlordship of Ubersreik. A family sheet is provided for each of them.

The goal of each of the rival families is to gain the support of the town's prominent citizens. A family with a solid majority can present itself to the Emperor as the people's choice, which will advance its cause considerably.

Social actions and social applications of the Perform a Stunt action are used to persuade key NPCs to offer their support. Every time a family member (or a PC working for the family) gains an "influence" result, advance the family's agenda tracker by one space. If a member of a rival family succeeds in influencing the same NPC, the agenda marker is moved back one space while the rival family's token advances one space. The various NPC standups, NPC cards, and family crest tracking tokens can aid the GM in keeping track of which NPC supports which family.

TIME

The masquerade ball is a unique sort of event, and the GM needs some tools in order to run it effectively. It is important to keep track both of the time and of the various NPCs who are not currently engaged with the PCs.

The ball starts at seven o'clock. The Events and Distractions section gives one event for each 15-minute increment until midnight. Only the Skaven Plot events are mandatory; the others add interest to the adventure, but any of them can be dropped if the event threatens to make things too busy for the GM or the players to handle.

The GM can advance the time tracker every 15 minutes of real time if desired, or do so whenever things slow down and another event is needed to keep the adventure going. Remember that the clock in the gallery strikes the quarter-hour, and can be heard throughout the ground floor of the mansion.



NPCs

NPCs in conversation with one or more PCs or another NPC are treated as engaged. During every 15-minute increment, each of the three competing nobles will enter a conversation with a key NPC and use a social action to try and gain his or her support. The PCs can do the same, either individually or as a group.

The key NPCs start in the following rooms (or proceed there upon their arrival):

- ✦ **Gallery:** Baron Manfred von Holzenauer, Margrave Reinhart von Mackesen, and Ernst Maler. Arriving at 7.15: Lord Rickard Aschaffenberg and his wife Ludmilla, Lord Heissman von Bruner, Maximilian Aschaffenberg. Arriving at 7.45: Schadrach Bürke. Arriving at 8.45: Lorith Silverleaf.
- ✦ **Banqueting Room:** Rogni Deepdelve and Borgun Foambeard (arrives early to oversee ale). Arriving at 7.30: Johann Brass, Graf Siegfried von Saponatheim, and his mother, Olga von Jungfreud. Arriving at 8.00: Gunther Emming. Arriving at 8.15: Physician Otto Krup. Arriving at 8.30: Heinrich Gutenberg.
- ✦ **State Hall:** Captain Erwin Blucher, Wolfgang von Falkenhayn, Alfred Karstat, Captain Andrea Pfeffer. Arriving at 7.30: Fritz Langenhorn. Arriving at 7.45: Christoph Engel, Florian Pfeifraucher. Arriving at 8.00: Marianne Hertzlich. Arriving at 8.15: Physician Bernhard Bayer. Arriving at 8.30: Jean-luc de Cadent, Duc du Grenouille.

NPCs may move about as desired. A good way to keep track of their current location is to place the stand-up for each NPC in the appropriate room on a map of the mansion or on location cards depicting the different rooms or sections of the mansion. This does not need to be overly precise, just providing a general sense of where folks are amidst the milling, amorphous crowd of partygoers.

EVENTS AND DISTRACTIONS

This section presents a list of things that happen at the ball, in order. Other than the masquerade ball officially starting at seven o'clock in the evening, exact timing is not essential. The events could flow as quickly as every 10-15 minutes, or at a more leisurely pace if desired. Alternatively, several can be bypassed or talked through as flavourful asides if the players are having a good enough time interacting with NPCs on their own, or if the additional complications threaten to overwhelm them.

The PCs can become involved with any of these side-plots if they wish, or simply look on and let events unfold. It is completely up to the players.

THE SKAVEN PLOT

The skaven make five attempts to corrupt the guests with warpstone. Related events are titled Skaven Plot below. If any attempt succeeds, mutations begin to break out within half an hour, and subsequent events do not take place – instead, the masquerade ball quickly dissolves into chaos (both figuratively and literally). When this occurs, proceed directly to Warpstone Poisoning on page 45.

There are three gutter runners involved in the attacks, although they act alone. Three gutter runner stand-ups are provided with this adventure. Every time one of them is killed or captured, the



GM should place one stand-up aside. If all three are killed, the plot is foiled and the attacks stop. Should this happen, refer to the “Curses! Foiled Again!” sidebar on page 43.

THE EVENING'S EVENTS

SEVEN O'CLOCK

Guests begin to arrive and the masquerade ball gets under way. Some of the guests, as noted on page 36-39 and 56, are either already in attendance or arrive promptly at seven o'clock. They chatter excitedly as they filter towards the rooms noted as their “starting” positions, all eager to get inside and away from the light of Morrslieb.

QUARTER PAST SEVEN

Lord Heissman von Bruner is announced, and Lord Rickard Aschaffenberg arrives a few minutes later. Both proceed to the gallery. The two studiously avoid each other until Graf Maximilian Aschaffenberg is announced. An **Average (2d) Folklore check** (add ☐ for Aschaffenberg's patronage) lets the PCs know that Maximilian is the youngest son of Lord Rickard's brother. Anyone in the gallery can see that Maximilian is dressed in von Bruner colours and with a fake tentacle (made of stuffed and painted cloth) attached to one arm; others will hear angry words exchanged at the door as Lord Heissman takes exception to this.

If the PCs persuade the young Aschaffenberg to leave (and possibly return in a more suitable costume), advance their favour with the Aschaffenbergs by one space. If they fail or do nothing, the Aschaffenberg agenda is set back by one space.

SEVEN THIRTY — SKAVEN PLOT I

Graf Siegfried von Saponatheim is announced, followed by Fritz Langenhorn of the Boatmen's Guild and Johann Brass of the Metalworkers' Guild. Graf Siegfried and Johann Brass proceed to the banqueting room; Fritz Langenhorn lingers in the state hall.

A dwarf emerges from the kitchen and speaks urgently with Borgun Foambeard. A successful **Hard (3d) Observation check** allows a PC to overhear that a cart bringing more ale to the ball had a run-in with some kind of beastman, but the dwarfs drove it away and it disappeared into the shadows.

Borgun speaks briefly with Captain Blucher, Captain Pfeffer, and Agnes Schild, after which Captain Pfeffer speaks briefly with one of the watchmen outside the mansion. The watchman goes back to the watch barracks and then to Magnus's Tower – defence in the town is being tightened after the sighting. The watchman will return at about eight o'clock.

If the PCs make a successful **Average (2d) Fellowship check** while talking to Borgun, a dwarf will guide them to the spot where the encounter took place. If the PCs investigate (see Tracking the Skaven on page 44) they may be able to find the creature's tracks.

QUARTER TO EIGHT

Graf Florian Pfeifraucher and Christoph Engel of the Grey Order are announced. They arrive together laughing uproariously, and appear to be a little drunk. They remain in the state hall. Shortly afterward Schadrach Bürke of the Temple of Morr is announced, and proceeds to the gallery.

While talking to Lord Rickard Aschaffenberg, Graf Siegfried von Saponatheim's manservant tries to slip a powerful emetic into his drink. Any PCs in the room will spot him on an **Observation check** opposed by the servant's Agility of 3 plus ■ for his training in Skulduggery.

If nothing is done, Lord Rickard will double over and be violently ill within ten minutes. A couple of servants carry him back to the Aschaffenberg mansion, and everyone assumes that he has drunk

too much (a disgrace so early in the evening). The Aschaffenbergs' agenda is reduced by two spaces and Lord Rickard cannot take any further actions at the ball.

If the PCs expose the manservant, he is ejected from the ball and Manfred has stern words with Siegfried, warning him that any further disturbances will get him expelled, as well. If exposed, the von Saponatheim family agenda is set back two spaces.

EIGHT O'CLOCK

Gunther Emming of the Temple of Sigmar is announced, accompanied by Marianne Hertzlich of the Temple of Shallya. She has come in place of chief priestess Marianne Altenblum, who is busy tending a dying family. Gunther proceeds to the banqueting room, but Marianne is pulled into a conversation with Christoph Engel in the state hall.

A couple of dwarfs approach the mansion and are stopped by the watchmen posted at the door. After a brief but heated exchange, one of the watchmen fetches Baron Manfred, who has a similarly heated exchange with the dwarfs. On an **Average (2d) Observation check** the PCs learn that they were sent by a moneylender in the Dwarf Quarter, from whom the Baron has borrowed a large sum of money.

If the PCs intervene and persuade the dwarfs to leave, they gain one favour with the von Holzenauer family. If they gossip about the incident inside the mansion, the von Holzenauer family's agenda is set back by one space.

The watchman sent out by Captain Pfeffer at seven thirty returns to the mansion and resumes his post.

QUARTER PAST EIGHT

Physicians Otto Krupp and Bernhardt Bayer are announced and proceed to the banqueting room and state hall, respectively.

A brawl breaks out when Heissman von Bruner is insulted by Graf Maximilian Aschaffenberg (if he is still around). Both use the Noble profile on page 67 of the *Tome of Adventure*. If the PCs do nothing, the two fight until they are separated by Baron Manfred's guards and the younger Aschaffenberg is sent home, reducing his family's agenda by two spaces.

If the PCs stop the brawl themselves and persuade Maximilian to apologise, he is allowed to stay and the Aschaffenberg family's agenda is only set back by one space.

EIGHT THIRTY

His Excellency the Duc de Grenouille is announced, his costume greeted by muffled gasps and a few chuckles. He proceeds to the state hall. The chuckles grow louder as Heinrich Gutenberg of the Temple of Verena is announced a few minutes later and heads to the banqueting room.

Heads turn at a woman's cry of dismay from the state hall, where Florian Pfeifraucher is forcing his attentions on the young priestess Marianne Herzlich. He drunkenly claims to "love the poor" and she is trying to fight off his wandering hands. If the PCs do nothing, Florian will be thrown out by the Baron's guards, and his disgrace reflects upon the von Saponatheim family, moving their agenda back one space.



If the PCs use non-wounding actions, spells, or blessings to rescue Marianne from Florian's attentions, advance their family's agenda by one space. If Florian is wounded in the process, set their family's agenda back by one space. In any case, since Florian supports the von Saponatheims, move the von Saponatheim agenda tracker back by one space.

QUARTER TO NINE

Lorith Silverleaf is announced. There are gasps at her beauty and the magnificence of her attire as she proceeds to the gallery.

Having had a few drinks too many, the Grey Wizard Christoph Engel animates the fox-fur stole of a lady guest in the gallery with the help of a vivid illusion. She screams loudly as it drops to the floor, thrashing wildly but unable to move since it lacks a skeleton below the neck. Any successful attack will kill it; a failed attack still kills it but the attacker suffers 1 wound in the process. A Chaos Star indicates that the attacker takes a critical wound.

If the PCs deal with the stole, their family's agenda advances by one space. Advance it by two spaces if any of the PCs is badly wounded in the process and thinks to play this up – the thing was clearly dangerous, and their actions make a greater impression.

NINE O'CLOCK – SKAVEN PLOT 2

The guard dogs begin barking furiously in their kennel, having been shut away for fear they might attack a guest. Like the town's two-legged inhabitants, the dogs have been on edge since Morrslieb rose. Anyone already in the yard can make an Observation (Int) check, opposed by the skaven's Agility of 5, to see a small manlike shape emerging from the well. If not stopped, the skaven gutter runner creeps to a stack of barrels (the ones brought by the dwarfs) and pours some greenish, slightly luminous powder into each one from a cloth bag before sneaking back down the well.

Unless the skaven is prevented from spiking the ale or the contaminated barrels are kept aside, mutations will start to break out within half an hour.

If the PCs investigate the area after the skaven has escaped, they may be able to find tracks leading between the well and the spot where the barrels were stacked (see Tracking the Skaven on page 45). If the dogs are let loose, they will rush to the well and start to bark down it.

Investigating the well will reveal a newly-dug tunnel about three feet in diameter leading to the town's sewers. If the PCs enter the tunnel and begin following the lead, go immediately to Tracking the Skaven on page 45.

QUARTER PAST NINE

Netta Volkmann and Physician Bayer steal away from the ball, heading upstairs for a romantic interlude in the first unoccupied chamber they can find.

After a while spent avoiding each other, Gunther Emming and Heinrich Gutenberg get into a heated debate over the incident of the witch hunter refused access to the library at the Temple of Verena (see page 19). Voices are raised and the two priests look ready to come to blows.

The PCs can defuse the situation by making successful Charm checks resisted by each priest's Willpower, or by using social actions that influence both NPCs. Initiates or Acolytes of Sigmar or



Verena gain ■ when speaking to a priest of their faith. If the PCs succeed, they gain one favour with the Aschaffenberg and their family's agenda moves forward one space. If the PCs fail, they will be unable to convert both priests to their cause. If both priests already support the PCs' agenda, then Gunther Emming withdraws his support.

In any event, Heinrich Gutenberg leaves the ball, very upset.

NINE THIRTY

A late-arriving guest dressed as a Sigmarite flagellant turns out to be a real flagellant. After a few moments haranguing the guests on their Chaos-loving decadence, he spots Margrave von Mackesen in his lifelike beastman mask and attacks with a howl of fury. The flagellant is unarmoured and armed with a short, multi-thonged whip that counts as a hand weapon. If the PCs take no action, von Mackesen eventually manages to take off his mask as guards and servants restrain the flagellant and throw him out. The unwelcome disturbance sets the von Holzenauer family's agenda back one space.

If the PCs can restrain the flagellant without wounding him (by using actions like Grapple or non-wounding spells or blessings) they gain one favour with both the Aschaffenberg and the von Holzenauers and their family's agenda advances by two spaces. If the flagellant is subdued but wounded, advance the agenda tracker one space. If the flagellant is killed, the PCs will have to do some fast talking to avoid facing trouble with the local watch (but this should not be too hard, as the man clearly attacked first), and the von Holzenauer agenda is set back one space as the event puts a damper on the whole evening.

SKAVEN PLOT RESOLUTION

After this scene resolves, if the PCs failed to stop the skaven from tainting the barrels out in the yard during Skaven Plot 2, attendees start suffering the effects of mutation! Proceed to Warpstone Poisoning on page 45.

QUARTER TO TEN

If Florian Pfeifraucher has already left the ball, ignore this incident.

There is a scuffle in the state hall and heads turn to see Florian Pfeifraucher twitching on the floor while Lorith Silverleaf stands above him, calmly adjusting her clothing. If the PCs investigate, she claims that he became “too playful” with her and she was forced to “teach him a lesson in manners.” Florian is shaken but not injured, though he drunkenly claims that he was only being friendly and the elf woman tried to kill him.

If this story reaches the ears of Baron Manfred, Florian is ejected from the ball. In any case, as a supporter of the von Saponatheims his disgrace sets that family’s agenda back by one space. If the PCs act immediately and persuade Florian to apologise to Lorith and leave, they will gain one favour with the von Saponatheim family for removing this embarrassing supporter from the ball, and prevent the loss of face and damage to the von Saponatheim agenda.

TEN O’CLOCK

Growing bored, the Grey Wizard Christoph Engel animates the stuffed boar in the gallery, which attacks the nearest guest until it is destroyed. It uses the boar profile on p. 49 of the *Tome of Adventure*. If the PCs destroy the boar, move their family’s agenda forward two spaces and their favour with both the Aschaffenburgs and the von Holzenauers forward by one space. Baron Manfred politely but firmly asks Engel to leave.

If the PCs fail to destroy the boar or do nothing, the disturbance sets the von Holzenauer family’s agenda back two spaces.

QUARTER PAST TEN — SKAVEN PLOT 3

A skaven gutter runner scales the wall nearest the kitchen and climbs to the roof, blocking the chimney with a mass of filthy rags. If the skaven is not seen and stopped, black smoke billows out of the kitchen a few minutes later, driving the staff coughing and spluttering into the yard and adjoining rooms. Once the kitchen is clear of people, the skaven sneaks in and mixes warpstone into all the spices being used to prepare the food, mull the wine, and mix the punch. Then it escapes over the wall. Unless the skaven is stopped or the contaminated spices are kept aside, mutations will start to break out within half an hour.

PCs investigating the area may be able to find the skaven’s trail leading between the kitchen, roof, and wall and from the wall to a nearby sewer outlet (see Tracking the Skaven on page 45). Close examination of the spices reveals the faintest eerie green glow with a **Daunting (4d) Observation check**. Alternatively, a character with Magical Sight can detect traces of warpstone on an **Easy (1d) Observation check**. If the PCs follow the trail, go immediately to Tracking the Skaven on page 45.

TEN THIRTY

Graf Siegfried von Saponatheim secretly hands a small cloth bag to one of the servants. The PCs can spot this with an Observation (Int) check opposed by his Agility of 4 plus 1 misfortune die for Skulduggery.

The bag contains more of the emetic used on Lord Rickard Aschaffenberg earlier in the evening. If the PCs do nothing, the servant, whom Siegfried bribed earlier, adds the powder to the food and drink, making all the guests ill within a half-hour (unless

CURSES! FOILED AGAIN!

Diligent, clever, or lucky PCs might succeed in foiling all five Clan Eshin attempts to mutate the partygoers. This is not a problem in and of itself, but if they couple that with a disinclination to go after the skaven responsible for the attack, you stand a chance of missing out on a large portion of the adventure as written.

If this happens, bring the fight to them! In angry, frustrated desperation, Rasknitt marshals his forces and attacks! Rasknitt brings sufficient clanrats to overwhelm the manor’s defenders and the more martially-adept guests (most of whom are too drunk to fight by now, anyway), leaving the PCs all that stand between the flower of Ubersreik’s citizenry and certain death. The battle should proceed more or less as described below, perhaps with more of Rasknitt monologuing from the stairs above the gallery before descending into the battle.

As described on page 48, as soon as Rasknitt suffers a wound, he flees. The PCs should be able to track him to his lair, which is important because it allows them to recover the orrery and potentially end Morrslieb’s unnatural behaviour.

mutations have already started breaking out) and brings the ball to an abrupt end. Baron Manfred will have failed in his attempts to impress the townsfolk and his family’s claim goes no further.

If the PCs expose Graf Siegfried and the bribed servant, the Graf is thrown out in disgrace and his family’s claim goes no further. The PCs gain two favour with the von Holzenauer family.

QUARTER TO ELEVEN

The Duc de Grenouille, sick of anti-Bretonnian jokes from various young nobles, challenges one of them to a duel. The two go out into the grounds, surrounded by a crowd of other guests, and fight with swords as the cheering crowd looks on. The Duc refuses to take off his costume, which makes the duel a somewhat odd sight.

If the PCs do not intervene, the Duc wounds the young noble lightly in one arm and his opponent backs down. The light of Morrslieb causes the noble’s blood to hiss, spit, and smoke on the Duc’s sword, and he drops it hastily. Everyone flees back inside, with many nervous glances at the sky.

If the PCs try to stop the duel, the noble onlookers object vociferously, calling them spoilsports and urging them not to interfere in a matter of honour. Their family’s agenda marker is set back one space.

SKAVEN PLOT RESOLUTION

After this scene resolves, if the PCs failed to stop the skaven from tainting the spices in the kitchen during Skaven Plot 3, attendees start suffering the effects of mutation! Proceed to Warpstone Poisoning on page 45.

ELEVEN O’CLOCK

Ignore this event if Graf Siegfried has been ejected from the ball.

While Lord Rickard Aschaffenberg is in conversation with Gunther Emming, Graf Siegfried von Saponatheim joins them and uses the Twisting Words action to try to make Lord Rickard embarrass himself in front of the priest of Sigmar.

Depending on their family allegiance, the PCs can join the conversation on one side or the other using appropriate actions with the Social or Support traits. Both nobles have Fellowship 4 and Charm trained; in addition Graf Siegfried has Guile and Skuldugery trained while Lord Rickard has Leadership and Discipline trained. The first faction to successfully influence the priest three times is victorious in this little social melee. (Use a progress tracker if necessary.)

If Graf Siegfried's action succeeds, the von Saponatheim agenda is advanced one space and the Aschaffenberg agenda is set back one space; if he fails, the opposite is true. If the PCs intervene, they gain one favour with the family they support and lose one favour with the family they oppose.

QUARTER PAST ELEVEN — SKAVEN PLOT 4

Having murdered a young noble (Florian Pfeifraucher or Wolfgang von Falkenhayn are both good candidates) who was alone in the grounds and hidden the body under a bush, a skaven gutter runner sneaks into the house dressed in the ill-fitting costume and with a hood over its head. The skaven tries to dump a sack of powdered warpstone into the punch bowl.

A PC needs to pass an Observation or Intuition check (opposed by the skaven's Agility of 5 and with suitable modifiers for the distractions during the ball) to notice anything unusual about this partygoer; most of the other guests pay no attention, being somewhat drunk and involved in their own business at the ball. Unless the skaven is stopped or the spiked punch thrown away, mutations will start to break out soon afterwards.

PCs searching the grounds will be able to find the body of the murdered guest hidden under a bush on a successful **Average (2d) Observation check** with ■■ due to darkness. They may be able to pick up the gutter runner's trail over the back wall and to a nearby sewer entrance (see Tracking the Skaven on page 45).

If the gutter runner is stopped inside the mansion, it throws a smoke bomb to cover its escape. The PCs may try to pick up its trail regardless (see Tracking the Skaven on page 45).

ELEVEN THIRTY

The sounds of a fight are heard from upstairs. Volker Volkmann, Netta's husband, has surprised her and Pysician Bayer, and his hands are locked about the his throat as she stands by screaming for them to stop.

If the PCs intervene and resolve the situation without bloodshed, they gain one favour with the von Holzenauer family. If they do nothing or fail to resolve the situation, the von Holzenauer agenda is set back one space.

QUARTER TO MIDNIGHT

On a **Hard (3d) Observation check**, the PCs will see Graf Siegfried von Saponatheim slip something into Baron Manfred's clothing as the two are in conversation. Baron Manfred does not notice, but if the PCs intervene they find it is a note wrapped around a playing card.

The playing card comes from the infamous Tarot of Slaanesh and bears an unspeakably disgusting image. If the PCs find the note, provide them with the **Incriminating Note Handout**.

Graf Siegfried planted the note and the card on Baron Manfred to make it appear as though he and Lord Rickard are part of a secret Chaos cult. If the PCs do nothing, both items will fall to the ground when Baron Manfred draws his handkerchief, and Graf Siegfried will be there to point out that he dropped something. The resulting scandal sets back both the von Holzenauer and Aschaffenberg agendas one space and could lead to witch hunters investigating both the Aschaffenbergs and the von Holzenauers, leaving the von Saponatheims as the only remaining candidates for the lordship of Ubersreik.

If the PCs challenge Graf Siegfried and expose his guilt, the von Saponatheim agenda is set back 2 spaces. Graf Siegfried isn't actually a Chaos cultist, and if forced to admit that the card was his, he explains that he acquired it from a former servant of Andreas von Bruner, the deceased leader of the Chaos cult that Lord Rickard famously exposed. Exposing Graf Siegfried's deception will gain the PCs 4 favour with the von Holzenauer family and 2 favour with the Aschaffenbergs.

MIDNIGHT — SKAVEN PLOT 5

As a last-ditch attempt to carry out Grey Seer Rasknitt's orders, one of the gutter runners hides in the shadows outside the mansion with an improvised mortar and fires a bomb packed with warpstone dust through the window of the banquetting room. All the NPCs in the banquetting room automatically suffer 1 wound and gain the Staggered condition for the remainder of the scene.

PCs in the banquetting room must pass a **Hard (3d) Discipline check** or suffer 1 stress and 1 wound from the blast, then must check for warpstone poisoning (see page 45). If a PC generates a



Chaos Star during this check (regardless of whether the check succeeds or fails), he gains the Staggered condition for the remainder of the scene.

This particular warpstone exposure is less dangerous than ingesting the warpstone. The real danger is in running outside to escape the confusion, and allowing the light of Morrslieb to shine on the warpstone dust while in contact with one's skin.

Anyone who takes steps to clean themselves of the dust before exposing himself to Morrslieb's light suffers only minor exposure. Those who bathe in the light of the moon are affected exactly as if they had ingested the dust.

The gutter runner lingers behind to watch the outcome of his attack. He flees when he realises he's been spotted, or when the mutations begin to break out in about a half hour.

WARPSTONE POISONING

As quickly as 15 minutes after the skaven succeed in spreading their warpstone powder to the masquerade ball's guests, unfortunate partygoers will begin to mutate. The PCs may also be among the unfortunates afflicted! See the Corruption and Mutations rules on page 50 for more details.

A variety of partygoers and servants will mutate, potentially including the Duc de Grenouille, Wolfgang von Falkenhayn, Ernst Maler, and Physician Krupp, as well as any of the NPCs listed under "Leading Citizens" on page 37 who remain "unclaimed" by one of the noble families. It's also very likely that by this stage in the adventure, the PCs have solidly supported one noble and have made mortal foes out of another, leaving the third noble a bit of a third wheel as far as the story is concerned. Feel free to have him mutate here, as well.

Be sure to play up the sickening, terrifying nature of the sudden mutations in your description of the events, using the mutants' costumes, demeanours, or the included mutation cards as sources of inspiration.

RELUCTANT PCs

If the PCs seem reluctant to pursue the skaven, one of the party-goers who has formed a bond or favourable impression of the PCs may push them to help. Likewise, if the PCs bungled the ball and made a poor showing, one of the NPCs may tell them this is an opportunity to repair their reputation and earn the respect of some of the nobles.

Failing that, several of the surviving, un-mutated NPCs will start offering money to secure the PCs' assistance. This could lead to a humorous bidding war for their services, as several NPCs may try to outbid each other – to them, it's just another opportunity to gain prestige in the eyes of their fellow nobles and show Ubersreik that they helped during this time of crisis.

If the PCs still refuse to go looking for the skaven, refer to the "Curses! Foiled Again!" sidebar on page 43.

RESTORING ORDER


Pandemonium breaks out as the guests begin to mutate. The unaffected guests either scream and rush out of the mansion or try to restrain the mutants. There is a crush in the front doorway as the guests rushing out run into the Watch trying to get in.

Order is restored once all the mutants are either dead or tied up. If the PCs keep a level head about them and act quickly to apprehend or kill the mutants, they can gain up to three favour with the von Holzenauer family (depending on the skill and efficiency they demonstrate). If the PCs panic, flee, or otherwise disgrace themselves, they lose a like amount of favour and could even set their patron family's agenda back several spaces.

Once the outbreak of warpstone poisoning has been dealt with, the PCs can start to track down the culprits.

TRACKING THE SKAVEN

Skaven tracks can be found in five places: the alley near where the encounter with the ale cart took place during Skaven Plot 1; the area between the well and the place where the barrels were stacked during Skaven Plot 2; the area around the kitchen, kitchen roof, and nearby wall during Skaven Plot 3; the grounds and banqueting room during Skaven Plot 4; and a shadowed alley near the mansion during Skaven Plot 5.

In each instance, a **Hard (3d) Observation check** is needed to pick up the trail, which consists of strange, elongated, four-toed footprints. A **Hard (3d) Magical Sight check** reveals a faint trail of magical energy caused by the warpstone the gutter runners were carrying. Characters with both skills trained gain a  bonus to either check.

The trails can all be followed to sewer entrances. There is one by the alley in Skaven Plot 1, one a few streets away from the mansion in Skaven Plot 3, 4 and 5, and the tunnel from the well used in Skaven Plot 2. Assuming the PCs brace themselves and are ready to enter the sewers, transition to Chapter 6.

A STRANGE CREATURE

If one or more of the gutter runners is killed or captured, PCs who have never encountered a skaven before can attempt a **Hard (3d) Folklore check** to recall some elements of the so-called skaven myth – that beneath the towns and cities of the Old World there is said to live a race of creatures, half-rat and half-man, in league with the Powers of Chaos. For dwarf PCs, this is an **Average (2d) Folklore check**. Note that the Education skill is of little use here for humans – in the Empire, officially and academically, the skaven do not exist. However, dwarfs and elves are not so blinkered, and can use the Education skill instead of the Folklore skill to remember about the skaven.

If the PCs fail this check, the GM should choose a suitable NPC (such as Heinrich Gutenberg the priest of Verena or Christoph Engel the wizard) to give them this information.

When the PCs are ready to descend into the sewers, transition to Chapter 6.



CHAPTER SIX

SKAVEN & OTHER MYTHS

This chapter covers the finale of the adventure as the PCs venture into the sewers beneath Ubersreik to confront the skaven grey seer behind the plot. It is broken into three episodes.

- + **Episode 1: The Sewers** has the PCs searching for the entrance to the skaven lair and finding out that sewers are a very unpleasant place to be.
- + **Episode 2: The Lair** sees the PCs battling through traps and guards to come face to face with the adventure's main villain.
- + **Episode 3: Wrapping Up** covers the few tasks remaining after Grey Seer Rasknitt has been defeated.

Finally, there is a section containing ideas for continuing the PCs' adventures from this point.

EPISODE 1: THE SEWERS

The PCs can follow the skaven trail through the sewers to the grey seer's lair, but it will not be easy. As well as smelling awful, the sewers are a cramped environment with hazards all their own. Skaven, being used to conditions in the sewers, are not subject to these effects.

RASKNITT'S PLAN

Rasknitt did not attack the masquerade ball purely by chance. He has been moving soldiers, assassins, and spies into position throughout the Ubersreik sewers for weeks, and they are poised to strike as soon as the leaders of the town are incapacitated. He has as many clanrats, rat ogres, and gutter runners at his disposal as suits the needs of your story, so feel free to increase the number or quality of enemies in this section if necessary to challenge your group.

Unfortunately, they are skaven, which means that without Rasknitt's personal leadership the situation will quickly devolve into a series of double- and triple-crosses. The skavens' inherent ambition and mistrust foil their own plans and they will blame one another for the failures. If the PCs can drive Rasknitt off, Ubersreik will be safe. Unless, of course, you want to use the skaven threat as the core of your next adventure...

Included with this adventure is a Sewers Entrance location card. It contains the necessary rules for this environment.

NAVIGATING THE SEWERS

Assemble a six-space progress tracker with an event space on the 6th space. Place a token representing the PCs progress through the sewers on the first space.

Every time the PCs make a successful check or present a clever plan to track the skaven, advance the token one space. Also apply the following effects:

- ✧ If the check was successful, the PCs have encountered a hazard – see below.
- If the check was successful, advance the token one additional space. If the check was unsuccessful, the PCs still manage to pick up the trail from an obvious clue left by the skaven – move the token one space to the right.

When the token reaches the event marker on the last space of the tracker, the PCs have reached the skaven lair. Go to **Episode 2: The Lair**.

HAZARDS

When a hazard is encountered, the GM should select one of the following hazards the characters stumble upon:

- ✦ **Spike Trap:** The lead character steps on a trap laid by the skaven – a flat board spiked with nails and laid out of sight on the bottom of the sewer. Unless the character passes a **Hard (3d) Observation check**, the character suffers one random critical wound.
- ✦ **Gas Pocket:** A pocket of noxious gas has gathered in a section of the sewer. The PCs can make an **Average (2d) Observation check** to notice that the air is becoming even fouler than usual, followed by an **Average (2d) Intelligence check** to realise that it would be a good idea to extinguish all torches, lanterns, and other naked flames. Characters who have had experience working underground, such as ratcatchers and dwarf PCs add ☐ to this check. If the PCs fail to do so, the gas ignites and each PC takes three wounds from the flames.
- ✦ **Lurking Eshin:** A skaven gutter runner has spotted the PCs, and throws a warpstone throwing star before trying to escape. The PCs require a successful **Observation (Int) check** to see the stealthy creature, opposed by its Agility of 5. If the check is failed, the skaven escapes and goes to the skaven lair to raise the alarm. Otherwise the PCs can try to kill it before it escapes.
- ✦ **Slippery Step:** The slick sewer floor is extremely slippery. The lead character must pass a **Hard (3d) Coordination check** or slip into the stew. Until he can thoroughly clean himself, he suffers ☐ to all skill checks, or ☐ to all Fellowship checks.
- ✦ **Ominous Noises:** Strange sounds echo about the sewers, putting people on edge. Each PC must attempt an **Average (2d) Discipline check**. For each failed check, advance party tension one space, and a PC suffers 1 stress for each ✧ he generates.



EPISODE 2: THE LAIR

The skaven lair has been tunnelled out of the side of the sewer, and consists of a number of chambers one behind the other. A crudely scratched out map is provided as one of the handouts.

The whereabouts of the lair's occupants will depend on whether the alarm has been raised (see the Lurking Eshin hazard above). The table below gives the locations of the skaven under both circumstances. If any of the three gutter runners tasked with attacking the masquerade still survive, they ambush the PCs from behind soon after battle is joined in the outer lair.

ENCOUNTER 1 : THE OUTER LAIR

The outer lair consists of an entrance chamber and middle chamber.

ACT 1: SURPRISE! OR NOT. . . .

If the alarm has been raised, the PCs cannot gain the advantage of surprise. All six clanrats rush to attack the PCs when they enter. Two gutter runners stand behind the clanrats and attack with ranged weapons. The gutter runners only close in to melee combat if they see one or more PCs without an opponent. If the alarm has not been raised, only three clanrats are in the outer lair.

Once Act 1 ends, the GM should introduce a Rally Step.

LOCATION	ALARM RAISED	ALARM NOT RAISED
Entrance Chamber	6 clanrats 2 gutter runners	3 clanrats 2 gutter runners
Middle Chamber	rat ogre	rat ogre
Grey Seer's Chamber	grey seer	grey seer
Warpstone Laboratory	–	3 clanrats

ACT 2: REINFORCEMENTS

If they are not already in the outer lair, three clanrats join the fray on the third round. Gristlegore the rat ogre arrives a round later. Wait to roll initiative for each wave of reinforcements until the round they arrive. The new combatant adds another initiative slot to the side he's fighting for.

Regardless of which round the rat ogre Gristlegore joins the battle, the GM should introduce a Rally Step when the fearsome creature makes its appearance. When Gristlegore enters, read the following aloud:

A huge creature squeezes through the doorway – as big as an ogre, but with a huge rat-like head. Teeth as long as daggers drip spittle from its jaws, and its massive arms end in claws that are even longer. Despite its size, it seems at home in this confined space.

The creature's beady eyes settle on you and it utters a terrifying bellow that echoes off the walls of the chamber.

At this point the PCs should make their Terror checks against the rat ogre's Terror rating of 2.

Once Act 2 ends, the GM should introduce a Rally Step.

ACT 3: THE VILLAIN REVEALED

The grey seer, Rasknitt, enters the fray on the fifth round. The GM should introduce a Rally Step and read the following aloud:

The atmosphere in the chamber changes in some intangible way as the ratman leader enters. Dressed in a filthy cloak daubed with mud and blood, he nonetheless has a presence that you have rarely felt before. The darkness seems to weave and shift around his cloak, making him hard to see at times. On a chain around his neck he wears an oddly-shaped chunk of a greenish, glowing stone.

WARPSTONE POISONING

Any PC entering the lab suffers from minor warpstone exposure owing to the dust that has settled everywhere. See page 50 for more details on corruption.

In addition, there are the following sources of worse (moderate to major) contamination:

Calcination Chamber: This brick furnace sits in one corner of the lab. Beside it is a pile of wood scraps, rags, and other rubbish used as fuel. It is used to purify warpstone ore for further work. (Moderate)

Retort: On one bench, a human skull sits upside-down on a rack over a spirit burner. It is blackened on the underside, and the eye-sockets are rimmed with a greenish slag. A long tube extends from the skull's nasal opening, sloping down to a battered pewter tankard with some of the same slag solidified in the bottom. (Major)

Ore Sacks: Against one wall, four sacks stand in a row. They are filled with shards of dark rock veined with a softly glowing greenish mineral. (Moderate)

Arcane Orrery: The orrery incorporates a chunk of warpstone into its design. (Moderate)

THE ORRERY & THE CHAOS MOON

The behaviour of the Chaos moon, Morrslieb, is unpredictable and unprecedented.

One possible explanation for its unnatural fullness in the sky over Ubersreik (and only over Ubersreik) is Rasknitt's orrery, which he knicked from a Celestial wizard in a failed attempt to bring down the Colleges of Magic (failing only due to the incompetence of his subordinates; Rasknitt's plan itself was obviously foolproof).

The orrery depicts the position of both moons, the sun, and the known world and incorporates a generous amount of warpstone into its design. Destroying or rearranging the orrery might be enough to return Morrslieb to its normal orbit (or as normal as it gets).

Then again, it might not! That's up to the GM.

"Worthless manthings!" he screeches, "You spoilsport Rasknitt's goodplan! Fight-fight nogood to you! You die quick-quick!" A nimbus of magical energy plays around his outstretched paw.

THE GREY SEER'S TACTICS

Grey Seer Rasknitt wears his Horned Rat amulet and a cloak of shadows at all times. As soon as he arrives on the scene, Rasknitt performs the following actions round by round, in this order:

- + Cast **Vermintide** to help the clanrats overwhelm the PCs
- + Cast **Death Frenzy** on Gristlegore to make it more dangerous
- + Cast **Warp Lightning** into the fray

Rasknitt is craven, but not a fool, and will freely deviate from this routine if the situation warrants it. If he is wounded at any time (no matter how slight the wound), Rasknitt casts Skitterleap to retreat to his lair and treat his wound, shouting to his fellow skaven to "fight-fight" and promises "back-soon, big-strong."

Regardless, he leaves his followers to their fate. After all, his genius must be preserved for the good of all skavenkind.

WARPSTONE LABORATORY

This side-chamber is where Grey Seer Rasknitt conducts experiments with warpstone, including the creation of the warpstone dust used to poison the guests at Baron Manfred's ball. It is furnished with a couple of rotting workbenches and a variety of strange-looking equipment that looks vaguely alchemical in nature. Notably, Rasknitt's arcane orrery occupies one end of his workbench.

ENCOUNTER 2: GREY SEER RASKNITT'S CHAMBER

This chamber contains a rotting, vermin-infested straw pallet and a table that has been set up as a makeshift shrine to the Horned Rat. The encounter with Rasknitt the grey seer can be resolved in a rapid-fire series of quick acts, as described below.

ACT 1: A TIGHT SPOT

Grey Seer Rasknitt makes his last stand in this chamber. Leaving his followers to slow the PCs down and inflict a few more wounds, he waits for them with the Standard of the Horned Rat in one paw and his desolate blade in the other.

Upon reaching the doorway to the chamber, all PCs must make a check against Fear 1 as they see the grey seer holding aloft the Sacred Standard of the Horned Rat. Rasknitt blasts the doorway with the Pestilent Breath spell, and moves into the opening.

While Rasknitt is in the opening, only one PC can engage him at a time. Others can use supporting actions, spells, blessings, and ranged attacks like Threading the Needle, but the PCs cannot engage him as a group until he is forced back into the chamber.

To force the grey seer back from the opening, an action like Beat Back or Knockback Shot or a creative solution using Perform a Stunt must be used which either forces him to move back or knocks him prone. Only then can the PCs enter the chamber as a group.

Dislodging Rasknitt from his defensive position triggers a Rally Step, during which the grey seer curses the manthings who dare defy his scheme-plan.

ACT 2: AT CLOSE QUARTERS

If the PCs force their way into the chamber, they can engage the grey seer as normal. He continues to fight if he thinks he has a chance of defeating them, using the advantages of the Grey Seer's Lair location card and the Sacred Standard of the Horned Rat.

If the situation looks hopeless, however, he drops the standard and casts Skitterleap to teleport behind the PCs, then tries to escape into the sewers. In this case, the PCs must chase him back through the skaven lair and try to catch up with him. Rasknitt's escape triggers another Rally Step.

ACT 3: RAT IN A MAZE

Use the same tracker as for Navigating the Sewers above, and place one token for Rasknitt and one for the PCs on the first space. Rasknitt automatically moves one space per turn, and is immune to sewer hazards because of his familiarity with Ubersreik's sewer system.

The PCs, on the other hand, must make checks every turn as they did on the way in. Whenever both tokens are on the same space, the PCs can fight one round of combat before Rasknitt tries to disengage and escape. If Rasknitt's token reaches the end of the track, he escapes into the town and flees from Ubersreik as fast as he can.

EPISODE 3: WRAPPING UP

If the grey seer is killed, Morrslieb dims noticeably and does not rise the following night. All effects of Morrslieb cease, and the town returns to normal – apart from perhaps having some new mutants to deal with.

If Rasknitt escapes, Morrslieb follows him and the PCs can use the Chaos Moon as a means to track the grey seer down. By observing Morrslieb every night and making a successful **Daunting (4d) Education check** or by employing a Celestial wizard or an astrologer (Specialist NPC), the PCs can find out where the grey seer is

hiding and follow him – but that is another adventure. This one is finished, and if the skaven threat has been lifted from Ubersreik, the PCs gain several rewards.

ADVENTURE REWARDS

At the end of each play session, remember to give each player one experience point. If the players and their characters distinguished themselves with exceptional play and managed to thwart the skaven plot, you may wish to reward them with a single bonus experience point at the end of the entire adventure.

If you are playing one very long session, one experience point for every chapter completed is a good rule of thumb.

Based on how the party behaved and acted over the course of the adventure, this might be a good opportunity to allow the players to select a new party sheet for their group.

THE HEROES OF THE HOUR

In addition, the party gains one favour point with each of the (surviving) noble families vying for control of Ubersreik. Also, if the PCs have a patron family, it advances its agenda by three spaces. The GM can use this in various ways in further adventures that feature the struggle for control of the town.

The PCs also gain ☐☐ to all Fellowship checks when dealing with the people of Ubersreik for the next month. After that, the incident fades from memory and the skaven seem to be no more than the myth that most people of the Empire believe them to be.



APPENDIX: RULES & RESOURCES

CORRUPTION & MUTATION

These rules are abridged and adapted from the full Corruption and Mutation rules found in *Winds of Magic*.

CORRUPTION IN PLAY

Corruption is one way to track a character's exposure to the unpredictable effects of Chaos. It can attract misfortune, cause madness, or lead to the most overt sign of corruption – mutation.

When a character is exposed to a corrupting influence he potentially accumulates corruption. Corruption is represented by purple diamond-shaped tokens. These tokens are gained and kept in a similar way to stress or fatigue counters, and should remain visible to the players and GM. They come in 1 and 5 point denominations for easier tracking.

CORRUPTING INFLUENCES

A variety of different encounters or events may trigger the accumulation of corruption by prompting characters to make Resilience checks. The magnitude of the event indicates how difficult it is to shrug off the effects, as well as the potential amount of corruption that may be generated.

In each instance, a failed check results in corruption equal to the challenge level. Regardless of the check's success or failure, the character also suffers one corruption for each Chaos Star generated during the check.



For example, failing an **Average (2d) Resilience check** after minor exposure to a corrupting influence results in two corruption. Succeeding at a **Hard (3d) Resilience check** while generating one Chaos Star when exposed to a moderate corrupting influence results in one corruption.

MINOR EXPOSURE:

AVERAGE (2D) RESILIENCE CHECK

Examples from *The Edge of Night* include:

- + Prolonged exposure to Morrslieb's unnatural light (an entire night outdoors)
- + Touching or breathing the warpstone powder
- + Investigating Rasknitt's laboratory

MODERATE EXPOSURE:

HARD (3D) RESILIENCE CHECK

Examples from *The Edge of Night* include:

- + Prolonged exposure to warpstone artefacts, including several items of Rasknitt's gear
- + Being wounded by the Desolate Blade or the Warpstone Throwing Stars

MAJOR EXPOSURE:

DAUNTING (4D) RESILIENCE CHECK

Examples from *The Edge of Night* include:

- + Ingesting warpstone powder, either straight or diluted by food or drink
- + Exposure to Morrslieb's light while dusted with warpstone powder

CORRUPTION THRESHOLDS

The different races of the Old World have varying tolerance to the corrupting effects of Chaos. From the viewpoint of dwarfs and elves, humans tend to be frail and easily susceptible to the ravages of Chaos. This perception is partly due to the fact that dwarfs and elves enjoy an incredibly high tolerance to Chaos, and are not affected by mutation the way humans are.

An individual character's corruption threshold is based on his race and his Toughness rating.

Human: 5 + Toughness

Dwarf, High Elf, Wood Elf: 10 + Toughness

MUTATION & INSANITY

Once a PC has accumulated more corruption points than his character's threshold (based on the character's Race and Toughness), the corruption has ravaged the character's body and manifests as a mutation (for humans) or insanity (for elves and dwarfs).

MUTATION

For humans and other susceptible races, when the corruption threshold is passed, the player draws a mutation card from the deck. In addition to its other effects and rules, each mutation card has a severity rating, which indicates how much corruption is consumed in the transformation. For example, if the PC suffers from a mutation with a severity 4 rating, he returns 4 corruption point tokens to the supply when he draws that card.

If, after a mutation, the character is still above his corruption threshold, another mutation card is drawn, the process being repeated until the PC has corruption points equal to or less than his threshold.

INSANITY

Dwarfs and elves are notoriously resistant to the ravages of corruption. Not only do these races have a significantly higher threshold than humans before succumbing to corruption, they are not afflicted by physical mutations. Rather, when a member of one of these races accumulates corruption greater than his threshold, he gains an insanity. He draws an insanity card from the deck, until he has acquired an insanity with the Supernatural or Chaos trait.

In addition to its other effects and rules, each insanity card has a severity rating, which indicates how much corruption is consumed in the transformation. For example, if an elf PC suffers from an insanity with a severity 3 rating over the course of this process, he returns 3 corruption points to the supply when he draws that card.

If, after acquiring an insanity in this manner, the character is still above his corruption threshold, another insanity card is drawn, the process being repeated until the PC has corruption points equal to or less than his threshold.

MUTATION AND NPCs

There is no need to track corruption or apply these rules in full to non-player characters. They will mutate, or not, based purely on the needs of the story. Furthermore, there's no need to draw mutation cards for each NPC unless you want to – feel free to describe the horrific mutations afflicting them narratively, using their costumes, demeanours, or the included mutation cards as sources of inspiration.

MUTATION CARDS



Name. The name of the mutation, providing some flavour and context for the impairment listed.

Traits. Each mutation card has one or more traits. These may be compared to the triggering effect to see what sort of mutation occurs.

Effect. The mutation's game effect is listed here.

Flavour Text. The description helps add context and additional information about the mutation.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Severity Rating. This number indicates how severe the mutation is. The higher this number, the more corruption the mutation consumes as it manifests.

RASKNITT'S MINIONS

GREY SEER RASKNITT ☠☠☠☠

Grey seers are the priestly caste of the skaven race. They serve the Horned Rat, the evil god of the skaven, and are accomplished wizards in their own right. They are also highly adept in the use of warpstone.

Rasknitt is even more paranoid than most grey seers, and seeks to gain favour and standing with his fellow skaven and the Horned Rat with his schemes. Rasknitt wears filthy, tattered grey and brown robes, and carries a notched and twisted staff studded with sharp, broken teeth (treat as a quarterstaff), but will use his precious Desolate Blade should the need arise. He often has several small warpstone chunks on his person at any one time, and is quick to rely on his strange and unpredictable magic if threatened.

Rasknitt is usually accompanied by a retinue of clanrats and gutter runners when in his sewer stronghold, where his rat ogre, Gristlegore, is nearby.

Grey Seer: Rasknitt is a powerful skaven wizard. He has access to the Death Frenzy, Pestilent Breath, Skitterleap, Vermintide, and Warp Lightning action cards in addition to the actions presented here. Due to his flagrant use (and abuse) of warpstone snuff, it is not necessary to monitor Rasknitt's current power - simply assume he has enough to cast one spell per turn.

Nemesis: Rasknitt has a stance meter (2 Conservative, 2 Reckless) and suffers stress and fatigue just like a player character.

The Most Brilliant Skaven Ever to Live: Rasknitt is a genius! However, this genius remains unrecognised by other skaven or, indeed, this game system. He has no special training in any skills and must spend expertise rating to roll the expertise die.

Shadowcloak: Add ■■ to *Ranged Attacks* and *Spells* targeting Rasknitt from medium range or farther away.

GRISTLEGORE ☠☠☠☠☠☠

Rasknitt's personal rat ogre bodyguard is large, fierce, and in perpetual pain due to the unceasing experiments Rasknitt and his servants inflict on the creature's abused flesh. This makes him unusually mean. Considering Rat Ogres are pretty mean to begin with, that's saying something.

Gristlegore uses the Cheap Shot and Boneripper actions from the Skaven spread on page 63 of the *Tome of Adventure*, just like any other rat ogre. However, he is slightly faster and more cunning than other rat ogres, as reflected by his profile here.

Abomination: Gristlegore causes Terror 2.

Deadly Claws: Gristlegore's natural claws have been replaced by a series of sharp, metallic blades. Gristlegore has a CR of 2 on all attacks. In addition, Gristlegore may activate his CR twice per attack, if he rolls sufficient boons. Gristlegore retains the Pierce 2 of a normal Rat Ogre, as well.

Ferocity: Gristlegore's default stance is **R2**. When Gristlegore is suffering from one or more critical wounds, his stance becomes **R3**.

Grey Seer Rasknitt is the principle threat facing Ubersreik at this time (with the possible exception of its own citizens, of course!). He has at his disposal a variety of skaven minions, including a handful of gutter runners of Clan Eshin, and as many clanrats and rat-ogres as suit the needs of your plot.

Information and profiles for skaven clanrats, gutter runners, and rat ogres can be found on pages 62-63 of the *Tome of Adventure*.

RAT SWARM ☠☠

Rat swarms can occur naturally when rats flock to a good food source and are left to flourish undisturbed. They can also be summoned by skaven grey seers and warlocks.

A rat swarm is just what it sounds like: a roiling mass of normal-sized rats that moves and attacks as a single entity. Unless controlled by a spellcaster, a rat swarm attacks every creature at close range with it.

Swarm!: For every five wounds the rat swarm has remaining, add □ and +1 damage to its *Melee Attack* actions.

Infected Wounds: When a rat swarm inflicts a critical wound, the target must make an **Average (2d) Resilience check** to avoid taking one additional wound.

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
RAT SWARM	2 (3)	2 (0)	1 (2)	1	3	1	5/2/1	20	R1
RASKNITT	3 (4)	4 (1)	5 (2)	4	4	4	3/3/4	18	C2/ R2
GRISTLEGORE	7 (5)	6 (3)	3 (1)	2	4	1	8/2/2	25	R2*

RUN-RUN!

Skaven

STEALTH (AG) vs. TARGET OBSERVATION (INT)

Used By: Skaven
Must be equipped with a smoke bomb

Special: Add ■ to this action for each opponent the attacker attempts to hide from

Effect: The skaven hurls a smoke bomb at its feet and dashes into cover

☞ Affected enemies cannot see or target the skaven with their next action

☞☞ The skaven gains □□ to its next Stealth (Ag) check

☞☞ The skaven gains 1 aggression and 1 cunning die

☠☠ The skaven loses 1 aggression and 1 cunning die

✧ The skaven suffers 1 wound

WARPSTONE THROWING STARS

Skaven, Clan Eshin

BALLISTIC SKILL (AG) vs. TARGET DEFENCE

Used By: Clan Eshin Skaven
Target within medium range

Special: Add ■ to this action if the target is beyond close range. Add ■ to this action if the attacker is engaged with an enemy

Effect: The sneaky skaven reveals a hidden throwing star of a bizarre warpstone alloy and hurls it at the target

☞ The throwing star hits for Agility + 3 damage

☞☞ The throwing star hits for Agility +3 damage, and the target must make an **Average (2d) Resilience check** or suffer 2 corruption. The target also suffers 1 corruption for each ✧ rolled

☞ +1 critical

☞☞ +1 damage, +1 critical

☠☠ The attacker loses 1 aggression die and 1 cunning die

DANGEROUS WHEN CORNERED

Bestial, Swarm

WEAPON SKILL (ST) vs. TARGET DEFENCE

Used By: Swarms
Engaged with 2 or more enemies

Special: This attack gains □ for each engaged enemy

Effect: When the swarm senses it is surrounded, it struggles furiously to escape. The more enemies it is facing, the more vicious its attacks become

☞ The attack inflicts normal damage

☞☞ The attack inflicts critical damage, and the attacker may immediately perform a manoeuvre

☞ All engaged enemies suffer 1 wound

☞ All engaged enemies suffer 1 wound

☞☞ The attacker may immediately disengage for free

☠☠ The attacker gains the Overwhelmed condition for 2 rounds

OVERRUN

Bestial, Swarm

WEAPON SKILL (ST) vs. HIGHEST TARGET DEFENCE

Used By: Swarms
Engaged with 1 or more enemy

Special: This attack gains ■ for each engaged enemy. Each enemy engaged with the swarm is targeted by this action

Effect: The swarm pours all over the targets, biting and clawing

☞ All engaged targets suffer normal damage

☞☞ All targets suffer normal damage +2

☞☞☞ All targets suffer normal damage +2, 1 fatigue, and 1 stress

☞ Each target gains the Overwhelmed condition for 2 rounds

☞☞ Each target suffers 1 stress

☠ The attacker gains the Exposed condition for 2 rounds



UBERSREIK

Ubersreik is a free town of medium size, situated on the River Teufel a little downstream from the Grey Mountains. The town sits astride an important bridge where the road from Bögenhafen to Dunkelburg crosses the river, and trade flows along the road as well as downriver to Auerwald, Grünburg, Kemperbad, and Altdorf.

Over the centuries, Ubersreik has gone through many changes. Some minor, others more significant. New districts and businesses have grown and prospered, while just as many have failed. Assaults by Greenskin and beastmen forces have taken its toll on the outer defences and outlying lands, though the guilds do what they can to ensure the town's defence – and thus their own profits and trade.

Maps for Ubersreik vary greatly, based on a combination of factors: the skill of the cartographer, his vantage, the period during which the map was commissioned, and of course who commissioned the map in the first place. The map on the facing page, while slightly dated, remains one of the more reliable and detailed maps for a large portion of Ubersreik.

Locations that have a relationship with one of the noble families detailed in this adventure have the family crest next to its name.



Aschaffenberg



von Holzenauer



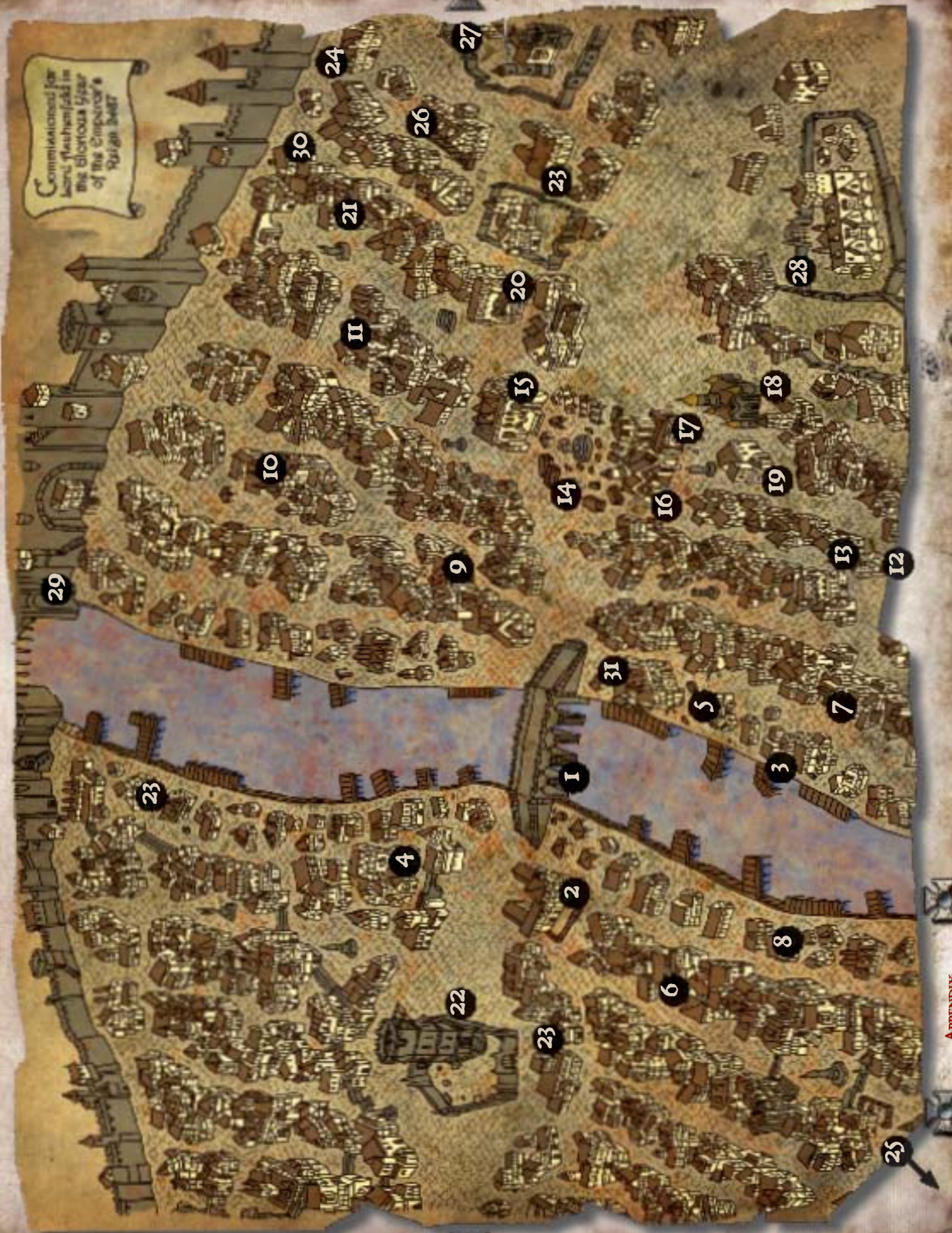
von Saponatheim

MAP LEGEND

1. Bridge
2. Customs House
3. Red Moon Inn 
4. Rugger's Boarding House
5. Boatmen's Guild
6. The Docker's Arms
7. Guild of Boatbuilders
8. Temple of Ranald 
9. Butcher's Guild
10. Metalworker's Guild
11. Carpenter's Guild
12. Axe and Hammer Inn 
13. Borgun's Brewery
14. Market Square
15. Town Hall 
16. Temple of Sigmar 
17. Temple of Verena
18. Temple of Shallya
19. The Physician's Guild
20. Merchant's Guild 
21. The Waterfall
22. Magnus's Tower 
23. Watch Barrack Stations (multiple locations) 
24. The Emperor's Rest Hostel
25. Morr's Field
26. Baron Manfred's Mansion
27. Aschaffenberg Mansion 
28. Von Bruner Mansion
29. The North River Tower
30. Madame Beaumartean's Costume Shoppe
31. The Bridge House

The front side of the Ubersreik map handout shows a miniature version of the map at the right, without labels.

The reverse side of the Ubersreik map handout highlights the main sewer lines and access points throughout the city.



Commissioned for
Lord Heston's
the glorious year
of the Emperor's
Reign 3447

TABLE — MASTER ROSTER OF NPCs & MASQUERADE TRACKER

NPC NAME	ARRIVAL	COSTUME	SUMMARY	AGENDA	AFFILIATION	BEGINS
Baron Manfred von Holzenauer	Host	A huntsman	Host, noble from Altdorf	Impress town council and others, acquire leverage	Holzenauer	Gallery
Borgun Foambeard	Early	Traditional dwarf helm	Dwarf brewmaster	Endure	None	Banquet Room
Agnes Schild	Early	Holzenauer colours, eye patch	Manfred's bodyguard	Protect the guests; Baron Manfred in particular	Holzenauer	Patrolling
Captain Andrea Pfeiffer #	7:00	Dress uniform	Commander of the Watch	Assess nobles, keep order	None	State Hall
Ernst Maler #	7:00	Trout mask	Burgomeister	Learn about all nobles, discredit all nobles, secure town council's control over town	Town Council	Gallery
Captain Erwin Blucher #	7:00	Dress uniform	Commander of Ubersreik's Garrison	Assess nobles, ensure future security of Ubersreik	None	State Hall
Margrave Reinhart von Mackesen	7:00	Lifelike beastman mask	Noble from Helmgart	Discredit all nobles	None	Gallery
Rogni Deepdelve	7:00	Very fancy armour and helm	Dwarf envoy from Karak Azgaraz	Report back to the Karak	None	Banquet Room
Wolfgang von Falkenhayn	7:00	Falcon mask	Lesser noble	Be on the winning team	Holzenauer	State Hall
Alfred Karstat #	7:00	Ubersreik bridge mask	Merchant's Guild Master	Assess nobles, make business contacts	None	State Hall
Lord Heissman von Brüner	7:15	Boar's head mask	Local noble	Embarrass Aschaffenberg, clear family name	None	Gallery
Lord Rickard Aschaffenberg	7:15	Warrior	Local noble	Impress town council and other nobles, distance self from von Brüners	Aschaffenberg	Gallery
Ludmilla von Bruner	7:15	Often-forgotten lady's mask	Lord Rickard's wife	Support her husband, Lord Rickard	Aschaffenberg	Gallery
Fritz Langenhorn #	7:30	Formal clothes	Boatmens' Guild Master	Assess nobles	None	State Hall
Graf Siegfried von Saponatheim	7:30	Stag's head mask	Noble from Bogenhafen	Impress town council and others, discredit von Holzenauer and Aschaffenberg, acquire leverage	Saponatheim	Banquet Room
Johann Brass #	7:30	Impressive metal mask	Metalworker's Guild master	Show off his mask, make business contacts	None	Banquet Room
Olga von Jungfreud	7:30	Twin-tailed comet mask	Graf Siegfried's mother	Support her son, Graf Siegfried	Saponatheim	Banquet Room
Christoph Engel #	7:45	Grey hat, robe, and mask	Grey Wizard	It's so BORING being a wizard some times ...	None	State Hall
Florian Pfeifraucher	7:45	Leaves, "fertility spirit"	Lesser noble	Chase women, party, pay off gambling debts	Saponatheim	State Hall
Schadrach Bürke #	7:45	Cult robes and skull mask	Priest of Morr	Represent the Cult of Morr, secure donation	None	Gallery
Gunther Emming #	8:00	None! Deception is of Chaos!	Priest of Sigmar	Test nobles' faith	Sigmar!	Banquet Room
Marianne Hertzlich #	8:00	Shallya herself	Young Shallyan initiate	Charity drive	None	State Hall
Bernhard Bayer	8:15	Frog mask	Physician	Tryst with Netta Volkmann, a servant	None	State Hall
Otto Krupp	8:15	Plague mask	Physician	Eat and drink; find work	None	Banquet Room
Heinrich Gutenberg #	8:30	Cross-dressing as Verena	Priest of Verena	Curiosity	None	Banquet Room
Jean-luc de Cadent, Duc de Grenouille	8:30	Ridiculous (but exceedingly fancy) knight costume	Bretonnian noble	Report back to the King	None	State Hall
Lorith Silverleaf	8:45	Silver mask and jewellery	High Elf Envoy	Entertainment, learn about human foibles	None	Gallery

This NPC wields some political clout and influence within Ubersreik, and is a potentially useful ally in one of the noble families' bid for power.



**GAMES
WORKSHOP**