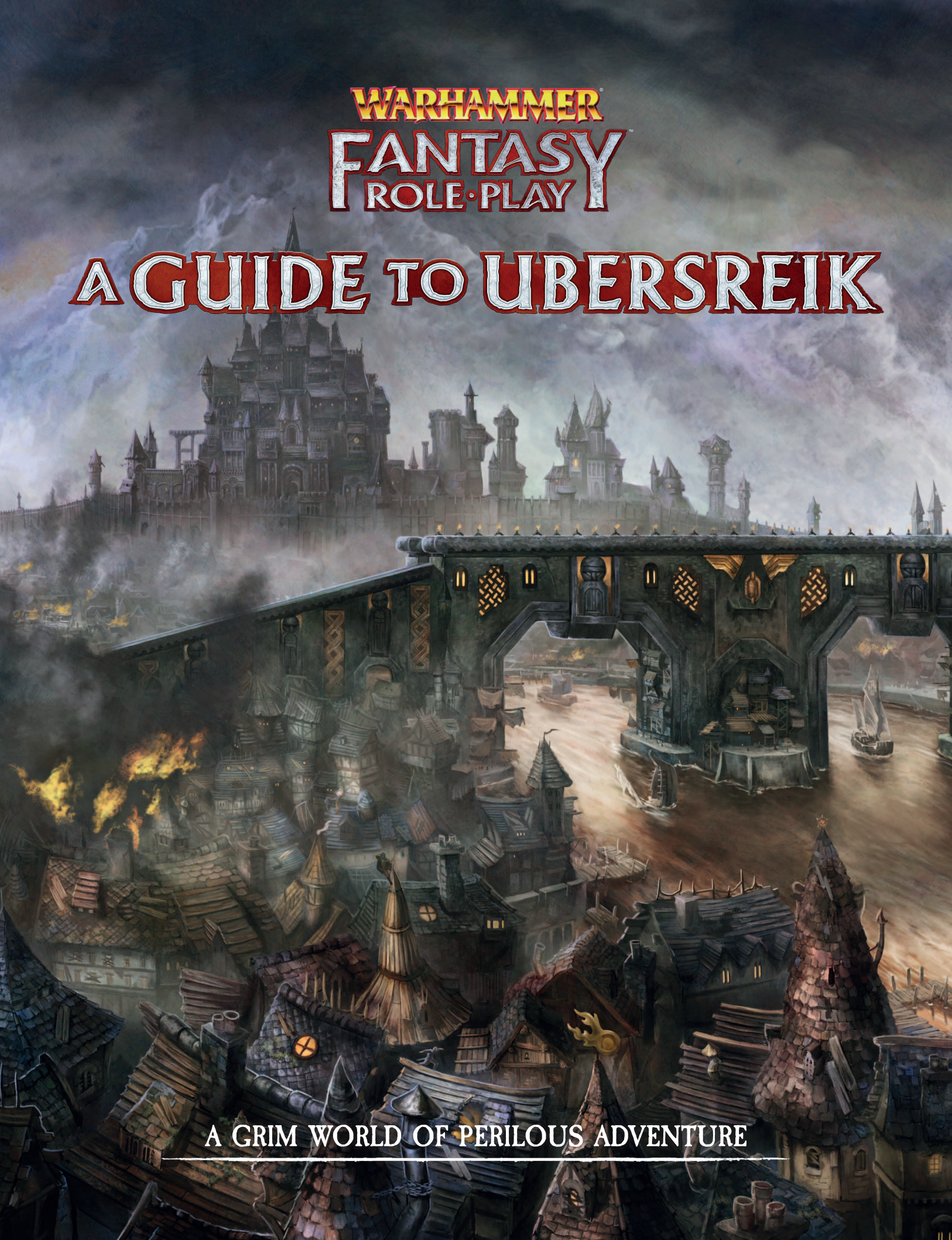
WARHAMMER FANTASY ROLE·PLAY

A GUIDE TO UBERSREIK



A GRIM WORLD OF PERILOUS ADVENTURE

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Ubersreik is one of the brightest jewels in the Reikland's crown. The striking fortress-town's magnificent bridge is both a spectacular feat of engineering, and an enduring symbol of our alliance with the Dwarfs. It connects the threading roads, rivers, and canals to the vast tapestry of trade and commerce in which our Empire is wrapped, forming an unrivalled mercantile centre. From a distance, Ubersreik may appear serene, but up close many signs reveal its tumultuous and violent history. Sadly, this great fortress-town has suffered under the calamitous misrule of the Jungfreuds. For too long that foul family has oppressed the people and stifled free trade, looking outwards with greedy eyes to helpless neighbours. For centuries the good folk of Ubersreik have cried out in sorrow and desperation, praying for deliverance. Praise be to Sigmar that His Imperial Majesty, Emperor Karl-Franz I answered those prayers and liberated the beleaguered town, and now, under his firm, guiding hand, Ubersreik will rise once again!

Ubersreik's streets run red with the blood of Reikland. Corpses of good, stout-hearted folk hang from the walls for no crime but obedience to their liege-lords. The Cult of Sigmar demands all honour their noble lords and masters, but the only reward for such loyalty in Ubersreik is a short drop and early passage to Morr's Realm. None can understand why Altdorf State Soldiers arrived to remove Graf Sigismund von Jungfreud from power. The Emperor claimed the old graf was preparing for war with the Duchy of Wallenstein to the north, that he had marshalled soldiers by the thousand in secret and was ready to strike. But few believe such elaborate claims, for the graf was a fair, strong ruler and beloved of the people. So, nobles and commoners alike gossip like fish-wives from the halls of power to the cheapest tavern. What could cause the Emperor to do this?



WELCOME TO UBERSREIK

'So, this is Ubersreik? Smaller than I expected.
Seize the castle and granaries, and if there are any Jungfreuds left, bring them to me. Put any who resist to the sword. For Karl-Franz!'

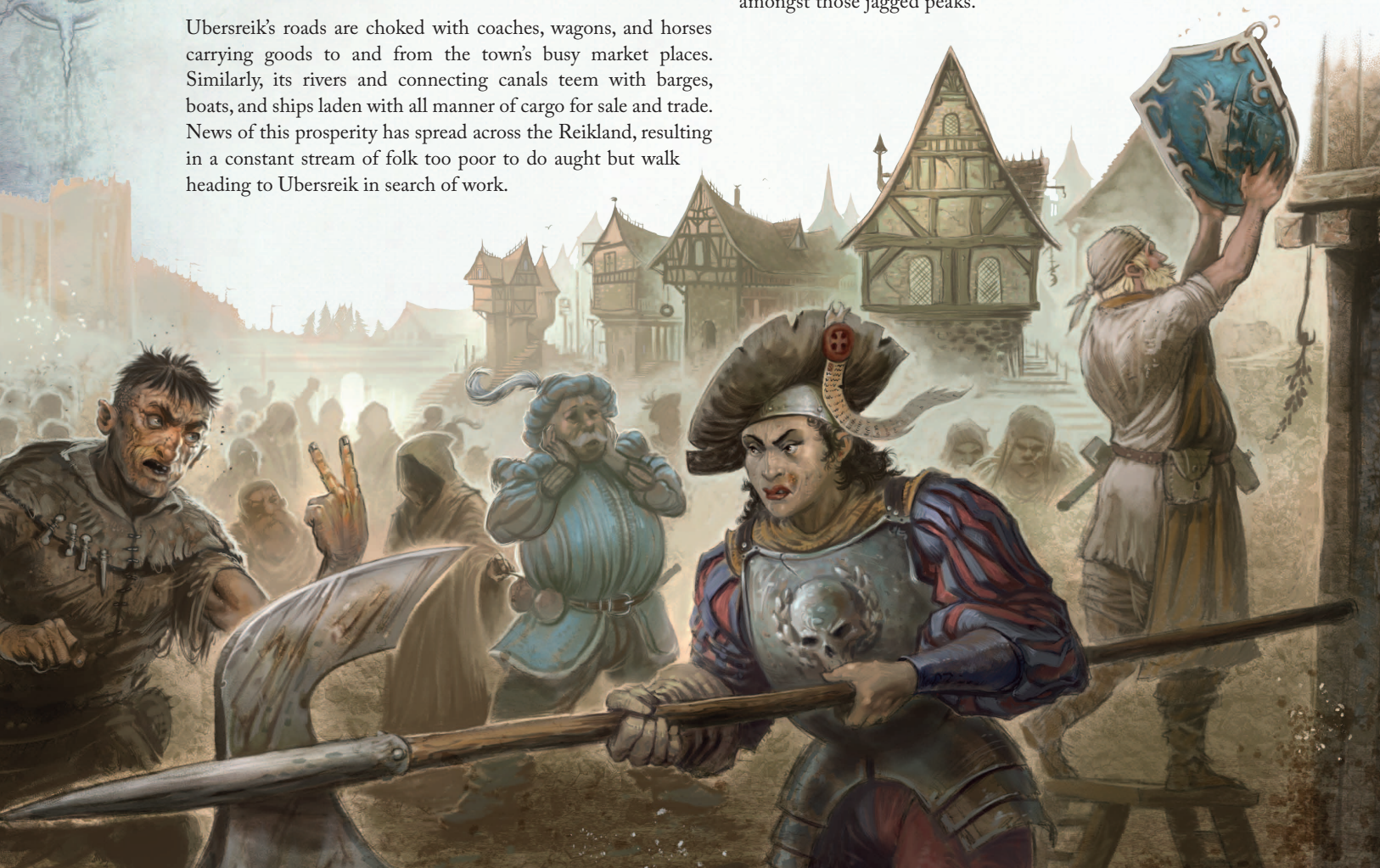
– General Jendrick von Dabernick

Nestled in the craggy shadows of the Grey Mountains, the fortress-town of Ubersreik guards the Grey Lady Pass, the only reliable trade route from the Reikland into the Bretonnian duchy of Parravon. It stands in the fertile Lady's Vale astride the river Teufel, and is connected by roads traversing the Reikland in all directions. The town profits from the never-ending stream of trade flowing through its busy mercantile districts, handling goods from Bretonnia and the Dwarf Holds of the Grey Mountains before exporting them across the Empire and beyond.

Ubersreik's roads are choked with coaches, wagons, and horses carrying goods to and from the town's busy market places. Similarly, its rivers and connecting canals teem with barges, boats, and ships laden with all manner of cargo for sale and trade. News of this prosperity has spread across the Reikland, resulting in a constant stream of folk too poor to do aught but walk heading to Ubersreik in search of work.

All this traffic makes the town surprisingly cosmopolitan. In addition to a sizeable Dwarf quarter, many Halflings call the town home. Humans from across the grand provinces of the Empire can be found walking its streets and drinking its ale. It is also host to a significant community of Bretonnian expats, and even a small Tilean compound.

Prospectors, hunters and adventures strike out from Ubersreik to delve into the Grey Mountains, seeking gold, fame, or infamy amongst those jagged peaks.



The town's taverns, inns and less salubrious drinking holes are full of scarred, cynical veterans spouting tales of the violence and misery to be found in the mountains, but most wide-eyed hopefuls are either too brave or too foolish to pay any attention to them.

Recently, Ubersreik's rulers, the Jungfreuds, were controversially removed from power following a decree from Emperor Karl-Franz I. This unexpected command was enforced by troops sent from the capital, Altdorf, and compliance was mercilessly secured. This occupying force garrisons in Black Rock Castle, Ubersreik's nigh-on impregnable inner bastion. Now armed soldiers sporting Altdorf's red and blue livery leave there to tour the surrounding land, enforcing the Emperor's justice with scant regard for the traditions or the wishes of the stunned locals.

History

Ubersreik's first founding is lost to the mists of time, but Dwarf scholars from Karak Angaraz claim the town began as a small, fortified settlement of the Unberogen tribe many centuries before the reign of Sigmar, the founder of the Empire over 2500 years ago. Its location on the river Teufel, and its close proximity to a number of Dwarf Holds, lent it significance, ensuring its continued survival and relevance through difficult times.

Following Sigmar's triumph at the Battle for Blackfire Pass, treaties with the Dwarfs bound the two races closer together, and Ubersreik flourished from the resulting increase in trade. In later centuries, further treaties with the neighbouring Kingdom of Bretonnia ensured that Ubersreik continued to grow and prosper, its coffers filled with revenues gleaned from the steady flow of goods and people.

However, Parravon, the Bretonnian duchy lying to the far side of the Grey Lady Pass, frequently warred with Ubersreik, mostly over control of the pass. So, while the treaties they signed brought mutual prosperity, they rarely lasted long.

Ubersreik was ruled by many noble bloodlines through the centuries, with House Jungfreud reigning for longer than any other, and House Bruner not far behind. Some 500 years ago, the ruling Jungfreuds became vassals of House Walfen after a bitter war of succession. In the following decades, House Walfen control over the surrounding duchies became so complete that the head of the household, Wiprecht von Walfen, declared himself a king.



Though widely decried, after significant donations were made to fund new temples, the new king secured the blessing of the Cult of Sigmar in Altdorf, and so the Holy Kingdom of Suden Vorbergland would flourish for centuries. But this all came to an end after the Great War Against Chaos, and the arrival of Magnus the Pious.

DRACHENFELS

Despite the veritable litany of enemies that laid waste to Ubersreik down through the centuries – Bretonnians, Greenskins, the Skaven, the Restless Dead – one ancient foe haunts Ubersreik and its environs more than any other: Constant Drachenfels. Drachenfels the Great Enchanter, Daemonologist, Necromancer, and Emperor-Killer, has lurked in the Grey Mountains since before the founding of Ubersreik. His foul schemes frequently ensnared the folk of the Vorbergland. His fell legacy still lingers like a shadow over the town, his name whispered in hushed, fearful tones or hurled at wayward children as a threat or warning.

Perhaps the greatest terror he unleashed was the Rift of 2203 IC. It is said that Drachenfels caused a great tear to open directly into the Realms of Chaos, unleashing terror, mutation and madness upon those living near the Grey Mountains. Chaos reigned for a week. The dark, malevolent presence of the Ruinous Powers could be felt everywhere: Daemons stalked the land, the skies bled, and liquid fire burned in the air.

In that week, almost all living souls from Bögenhafen to Ubersreik were annihilated. The few who survived were forever changed. Though no-one knows exactly how or why the Rift appeared and disappeared, all live in fear of the day it will return.

Magnus the Pious

Two centuries ago, the Empire was broken, having collapsed into uncounted independent kingdoms, princedoms, duchies, counties, baronies, and more. From this shattered patchwork, Magnus von Bildhofen was born. A noble from the city of Nuln, Magnus was not only destined to bind the petty armies of all the tiny provinces into a single force capable of facing an invasion of unprecedented size, but to also reforge Sigmar's Empire.

As Magnus led the armies of Humanity north to face the hordes of Chaos, Greenskins took advantage of the lowered defenses of Ubersreik and razed it. When the Great War Against Chaos came to an end, and Magnus was crowned emperor, he commissioned the Dwarfs of Karak Azgaraz to rebuild Ubersreik with help from the artisans of Nuln and Altdorf, once bitter rivals. Soon, new walls soared high, linking the still-standing Black Rock Castle to the new fortress of Magnus's Tower. Buildings were restored, made stronger, taller, sturdier, and a mighty bridge spanning the Teufel was built.

Within a few decades, Ubersreik was whole once more, though still bearing the scars of its former devastation as old ruins still poked free from the river, and many townhouses used the remaining, pre-Magnus foundations. The warrens and tunnels created by the older Ubersreik still lie beneath the town, and are used by criminal gangs, smugglers, and the poor as they lie far from the sight of watchful landlords and patrolling soldiers.

Magnus wrought many, significant political changes as he established his new Empire. Noble families supporting the Bildhofens were rewarded for their loyalty, granted new powers and larger lands, while many of their enemies were punished. House Walfen, the self-proclaimed monarchs of the Kingdom of Suden Vorbergland, was one family that felt Magnus's wrath. Stripped of political power and robbed of their status, the Walfens became little more than figureheads, their kingdom reduced and retitled as an Archduchy. What they lost, their erstwhile vassals — such as the Jungfreuds — gained as they capitalised on their provinces' regrowth, tightly controlling trade and reaping the benefits of greater autonomy.

In the decades since its reconstruction, Ubersreik's fortunes increased steadily, as did those of the Jungfreuds. Ores and precious metals were funnelled from rich seams in the Grey Mountains. Trade flowing through Ubersreik brought merchants, traders, artisans, and all manner of travellers by road and river, all of which significantly increased the tax yield.

This new-found wealth drew the attention and ire of the Dukes of Parravon across the Grey Lady Pass. When trade deals offered by Ubersreik were not considered sufficiently generous, war soon followed. Bitter clashes in the Grey Mountains soon spilled down the pass like blood from a fresh wound, and Ubersreik was besieged more than once. Eventually, a fragile peace emerged, with a treaty signed that recognised neutral territory in the Grey Mountains. But that treaty is frequently broken by both sides.

This conflict and success bred a succession of strong-willed, politically astute grafs in Ubersreik. This meant that as House Jungfreud's wealth and military might grew, it consolidated political power to match By the turn of the 25th century, its influence over the province was unrivalled, despite the best efforts of other local noble Houses such as the Bruners, Karstadts, and newly ennobled Aschaffenbergs. With their seemingly endless source of wealth in the Duchy of Black Rock and the loyalty and respect (if not outright friendship) of several neighbouring provinces, the Jungfreuds' status and position seemed unassailable.

BESIEGED

Ubersreik has been besieged many times, as often by Human forces from Bretonnia or neighbouring provinces as by Beastmen or Greenskins. On a number of occasions, the town has been completely reduced to rubble and ash by conquering forces. Such as when, over a thousand years ago, as Ubersreik's population was recovering from the Black Plague, the town was overwhelmed by the Skaven. The ratmen destroyed most of the city's buildings. When Count Mandred eventually relieved the town three years later, there was nothing but smoking ruins remaining.

After the sacking of the town by Skaven, Ubersreik was rebuilt with the help of the Dwarfs of Karak Azgaraz. This began a pattern which was to be repeated over the centuries: Ubersreik was threatened; it appealed to its Dwarf allies, who refused to help; the town was destroyed; then the Dwarfs rebuild Ubersreik, and charged handsomely for their efforts. This led to some resentment among Ubersreik's patriotic inhabitants, all of whom felt they were being exploited by their so-called allies.

The most recent instance of this cycle came during the Great War Against Chaos. Ubersreik's defenders marched north, leaving the town vulnerable to a great horde of Greenskins that poured out from the Grey Mountains, occupying and then destroying the town. Once again, the Dwarfs of Karak Azgaraz were commissioned to rebuild, but Magnus, ever the astute politician, ensured this would be the last time Ubersreik fell. The Dwarfs constructed high and broad walls. The bridge was reinforced with runes to ensure it would stand for an age. To this day, Grodni Surehammer, the leader of the Dwarf construction team from Magnus's time, advises on any major works and resides behind the stout walls he helped build. Surehammer serves as a talisman to the local population, a reassuring sign of their town's strength and the Dwarfs' friendship with Ubersreik.

The Emperor Strikes Back

The latest change to Ubersreik's fortunes took everyone by surprise. In early 2512 IC, Karl-Franz of House Holswig-Schliestein, crown prince of the Reikland and Emperor, passed a midnight edict through the Reikland Diet to seize Ubersreik from House Jungfreud.

The Emperor's army was poised not far from Ubersreik to enforce this political manoeuvre, proving it was no spur of the moment whim or idle fancy, but rather the culmination of a strategic strike against the Jungfreuds, one that completely stripped them of power in Ubersreik, sending them fleeing to their ancestral lands in the duchy of Black Rock.

Whilst the uproar this caused among the terrified Reikland noble houses was pronounced, reaction in Ubersreik itself was mixed, though the rough behaviour of the invading Altdorf soldiers skewed many opinions negatively. The handful of Jungfreud troops caught in Ubersreik were killed, their bodies displayed as traitors, despite the lack of treasonous activities.

Altdorfer State Soldiers replaced the town Watch and enforced the new rule of the Emperor. And though many inhabitants of Ubersreik remained loyal to the Jungfreuds, few were brave or foolish enough to state this openly, especially as rivals were keen to take advantage, bringing Altdorfer wrath.

These tensions were mirrored politically across the province, and through the Reikland itself. While lesser families were keen to capitalise on the power vacuum, more astute politicians feared for future stability. After all, if the Emperor could supplant and challenge a powerful, well-established family like the Jungfreuds, what was to stop him seizing the lands of any other noble house?

The obvious answer to this question was particularly troubling. So, many of most powerful nobles of the Reikland travelled to speak at the Reikland Diet in Altdorf, keen to ensure this travesty of justice could never happen to them. Many also turned to army building — should Altdorf march on them, they would be ready.

As the nobles scrabbled, Ubersreik's growing middle class sensed an opportunity for profit and power free from the prohibitive taxation of the shaken noble houses. The Town Council swiftly became the mouthpiece for these ambitions, and was soon promoting a message across Ubersreik of the stability it could bring if the province were instead a Freiburg, self-ruling, free from noble interference, but still answerable to the Emperor. Unsurprisingly, the local noble houses were strongly against this, but few spoke out for fear of drawing the wrath of Altdorf.

All of this uncertainty exists because the reasons for the Emperor's actions are as unclear as the long-term political ramifications. Ostensibly, Karl-Franz responded to recent tensions between the duchies of Wallenstein and Ubersreik. Indeed, the bill placed before the Reikland Diet in the small hours of the morning cited Graf Sigismund's belligerent and aggressive military build-up that challenged the limitations of his ducal rights as a primary reason for his removal.

However, while there was no love lost between the Wallensteins and the Jungfreuds, none of their backbiting and maneuvering was any different from the jockeying for power and position that takes place all over the Empire on a daily basis. Some speculate the Jungfreuds had simply grown too powerful, given their wealth, holdings in the Grey Mountains, and the Graf's impressive reputation. Others fear the Emperor is losing his mind, growing paranoid and erratic, or that he is under the sway of corrupt advisors with their own, sinister agenda.

Whatever the truth, none deny the event has changed the Reikland's politics forever. Some even fear that civil war could result as terrified nobles marshal their forces to protect their land and holdings from an unpredictable Emperor.



TIMELINE OF UBERSREIK

Being a summary of the major events in the history of the province of Ubersreik:

c. -500 IC

The Unberogen tribe of Humans settles the foothills of the Grey Mountains. A fortress town, a twin to the first Unberogen settlement of Reichsdorf (modern-day Altdorf), is founded and called *Übersreichdorf* (Over Reichsdorf). As centuries pass, this becomes *Übersreich*, and later Ubersreik.

-30 IC

Under the light of a twin-tailed comet, Sigmar, prince of the Unberogens, is born. According to Vorbergland tradition, this happens in Ubersreik. Orcs, maddened by the comet, come pouring from the Grey Mountains and attack. This, it is claimed, drove Sigmar's family to retreat to Reichsdorf in the north. This is hotly contested by the Cult of Sigmar in Altdorf.

82 IC

A temple of Sigmar is completed in Ubersreik, and consecrated by the first Grand Theogonist, Johann Helstrum. It is the third ever temple of Sigmar.

c. 150 IC

A lesser branch of the *Frewida* Clan of Unberogen Tribe, the *Junge Frewida*, come to prominence in Ubersreik.

197 IC

The founder of House Jungfreud, Odalrich von Jungefrewida, takes Ubersreik, becoming *'Herizogo'*, a title somewhat equivalent to duke. This is the earliest ancestor claimed by House Jungfreud.

828 IC

According to Karak Azgaraz's records, Ubersreik population reaches 10,000, which causes the High King to send emissaries to monitor the fast-growing town, and maintain cordial relations.

881–970 IC

The First Parravon War. Reikland assaults across the Grey Lady Pass and captures a wide swathe of fertile land from native Bretonii tribesman, driving back the local 'Duc de Paréfon'. However, the land proves difficult to keep as the locals refuse subjugation, instead conducting a guerilla war from the Grey Mountains. The Empire presses on regardless, and colonises the area, forming a new province called Grauesland. However, it is impossible to hold for long, and eventually the Bretonni tribesmen, aided by a local warlord named Gilles, drive the Empire from the south side of the Grey Mountains.

978 IC

The Human Bretonni tribes are bound together by Gilles the Uniter, founding Bretonnia. The existing lord of Parravon becomes one of Gilles's dukes, consolidating Bretonnian power on the other side of the Grey Lady Pass to Ubersreik.

1111–1115 IC

The Black Plague. The plague kills thousands, leaving only a few hundred souls alive in Ubersreik. The ruling Jungfreuds abandon Ubersreik and do not return. They withdraw to holdings in the Grey Mountains to avoid the disease.

1121 IC

Ubersreik is razed by Skaven who pour out from the Teufel. The town acts as a staging point for Skaven raids for the next three years.

1124 IC

Grand Duke Mandred of Middenland liberates Ubersreik. Ubersreik is left in ruins. Later that year the Grand Duke is crowned Emperor.

1221 IC

Ubersreik is rebuilt with help from Dwarfs of Karak Azgaraz. The Dwarfs also contribute a significant sewer system, large enough for a town many times its size, allowing for future growth. House Bruner from the southern Hägercrybs is installed as the new ruler. The town will pass through several noble families over the next four centuries, before eventually falling under Bruner rule once again.

1681 IC

The Night of the Restless Dead. Ubersreik's population halves in a single night as the dead rise. In response, Duke Lambert of House Bruner commands the Cult of Morr to never site its Gardens within the boundary of Ubersreik again. 'Morr's Field' is then established outside the town walls.

1707 IC

WAAAGH! GORKIL! Ubersreik is besieged by Greenskins. Dwarfs sent to reinforce the town from Karak Azgaraz are driven back. Ubersreik is razed. Warboss Gorkil then invades the Grey Mountains and sacks Karak Branar, taking control of the ancient hold. *Waaagh Gorkil!* joins with *Waaagh Gorbad!* in 1711 IC.

1714 IC

The Bruners finance the building of Black Rock Castle upon the ruins of Ubersreik. Stone quarried from Jungfreud holdings in the Grey Mountains is purchased to build the fortress.

1813 IC

The Grey Lady Pass is sealed to prevent Red Pox spreading from Bretonnia into Reikland.

1940 IC

The Poisoned Feast. The Great Enchanter, Constant Drachenfels, poisons the entire Bruner line of Ubersreik. Most of the other ruling families of Reikland, including Emperor Carolus of House Abernauer, are also poisoned. House Jungfreud marches and quickly takes control of Ubersreik and Black Rock Castle. The few remaining Bruners go into hiding in the nearby duchy of Walfen.

2009 IC

The Jungfreuds are formally recognised by the Reikland Diet as the rightful rulers of the Duchy of Ubersreik. This decree causes outrage from House Walfen, who believe they have the rightful claim, having married into House Bruner.

2010 IC

Duke Wiprecht von Walfen declares himself independent from the Prince of Reikland after talks concerning Ubersreik break down.

2012 IC

The forces of Duke Wiprecht besiege Ubersreik. Eventually, the Jungfreuds agree to swear fealty if they can continue ruling Ubersreik and all its surrounding lands. Wiprecht agrees, takes Jungfreud children as hostages to compel obedience, then moves on to conquest neighbouring lands.

2015 IC

Having conquered the duchies of Böhrn, Dunkelberg, Falkenhayn, Haalstein, Stimmeswald, Ubersreik, and Wallenstein, Wiprecht von Walfen binds them together under one flag. Then declares himself King of all Suden Vorbergland.

2049 IC

During the *First Vampire Wars* (2010–2051 IC), the Vampire Lord Vlad von Carstein besieges Ubersreik with an Undead host and mortal subjects from Sylvania. Appeals for aid from Karak Azgaraz are ignored, and the city is sacked in the early autumn. Duchess Ilona von Jungfreud is captured from Black Rock Castle and never seen again.

2141–2149 IC

The Second Parravon War. As Ubersreik troops are pulled by King Adalman of Suden Vorbergland to support Reikland allies to the north in their defence against the Undead hosts of Vampire Lord Mannfred von Carstein during the Third Vampire Wars (2124–2145 IC), the Duc of Parravon launches a surprise attack across the Grey Lady Pass aiming to secure Ubersreik. Ubersreik is sacked twice, though Black Rock Castle is never taken.

2203 IC

The Great Rift. A rift into the Realms of Chaos opens at Castle Drachenfels. A week of horror as Daemons walk the earth. Ubersreik's population falls to just 1,500 from over 15,000.

2302 IC

The Great War Against Chaos. The soldiers of Ubersreik are drained from the town to support Magnus Bildhofen's war effort in Kislev to hold back armies invading the Old World from the north.

2303 IC

Waaagh Zzadrag! Before the soldiers of Ubersreik return from the north, Greenskins pour from the Grey Mountains and besiege Ubersreik. Karak Azgaraz refuses to send help and Ubersreik is razed. The Greenskins move westwards and invade the Barony of Böhrn.

2304 IC

King Zaladrin of Karak Azgaraz agrees to help rebuild Ubersreik after meeting with newly crowned Emperor Magnus I. Part of the agreement involves new walls for the city 'at least 30 Dwarfs high!' For the next three decades, the exact measurement of a 'Dwarf' is bitterly disputed, with Zaladrin once presenting his newborn daughter as a suggested length.



2308–2310 IC

The Third Parravon War. Parravon attacks, finding Ubersreik's recent military expansion to support the newly rebuilt town unacceptable. The Bretonnians are driven back in late 2309, and a force led by Graf Haldebrand of House Jungfreud besieges Parravon in return, before peace is brokered a year later by King Zaladrin of Karak Azgaraz.

2401–2405 IC

The Fourth Parravon War. Even though Ubersreik is besieged twice, the second time for three years, it does not fall. However, the population drops by almost two thirds to less than 6,000.

2420–2422 IC

Waaagh Grom! Ubersreik weathers a storm as uncounted thousands of Greenskins roam freely across the Vorbergland largely uncontested as Emperor Dieter IV hides with most of his State Armies in Altdorf. The continued sieges leave Ubersreik's population at a little over 3,000.

2474 IC

The Fifth Parravon War. Duc Gaston of Parravon attacks in the spring, besieging Ubersreik. Before the State Armies of Reikland can respond, most of the province of Ubersreik is burning. After sixth months of skirmishes, Parravon withdraws through the Grey Lady Pass.

2491 IC

The Battle for la Maisontaal. Skaven allied with Undead invade the Grey Lady Pass. They are eventually driven back by Bretonnians. The lack of aid from Ubersreik increases tensions with Parravon.

2495 IC

Graf Sigismund of House Jungfreud inherits the Duchy of Ubersreik after his father dies. He immediately moves his court from his estates in the mountain duchy of Black Rock and takes up residence in Black Rock Castle in the town of Ubersreik. He soon establishes himself as one of the finest political and military minds of his generation, though he is known for his absolute ruthlessness and dedication to his family over all others.

2512 IC

Ubersreik Freed! Emperor Karl-Franz I passes a surprise edict through the Reikland Diet at midnight and uses it to seize Ubersreik, forcing Graf Sigismund to retreat to the Duchy of Black Rock. The town, and its surrounding province, are left without a formal ruler, although an Imperial Herald representing Karl-Franz fulfils almost all of that role. What this means for the future of Ubersreik, and the Empire, is uncertain.

Ubersreik Today

When the Jungfreuds withdrew ahead of the advancing Altdorf armies, they took hundreds of loyalists with them, draining several town districts as they fled to the nearby duchy of Black Rock. This left Ubersreik with a population of some 5000 Humans within its walls, alongside a few hundred Halflings dispersed throughout the town, and a further 1000 Dwarfs in Dawihafen — the Dwarf district. Most of the Dwarfs are sworn to the lost Holds of Karak Drakeni, Karak Sanda, and Karak Branar, though representatives from still-standing Holds, including Karak Baraz and Karak Azgaraz, also reside in Ubersreik, overseeing trade for their kin in the Grey Mountains. The Dwarfs mostly keep to themselves, disdainfully ignoring the 'manling squabbles' over the town's status. There are also a handful of Ogres earning pay as mercenaries and guardsmen, or working for one of the Halfling clans. Only Elves remain a rare sight, and should they be spotted, suspicious stares, gaping mouths, and scurrilous gossip follow in their wake.

The Town Watch is run by the Altdorf military, and is keen to stamp out the vestiges of any loyalty to the deposed Jungfreuds. However, the soldier's lack of familiarity with the town has allowed crime to flourish. In particular, the Lowhaven Halfling clan, a successful family of mobsters and racketeers that proliferate Reikland, have significantly increased their influence, capitalising on the chaos to replace or acquire extant criminal organisations. There has been some push back against this — in the slums under the bridge, a gang leader known only as 'The Baron' is organising local thugs, thieves, and ne'er-do-wells, mobilising them to resist any Lowhaven infiltration or crackdowns from the Watch. Because of this, Father Emming of the Cult of Sigmar is actively supporting the Altdorf forces, calling for calm and unity to see Ubersreik through these troubled times.

City Rulers

Without Graf Sigismund von Jungfreud, Ubersreik has no formal ruler. Although Arch-Duke von Walfen, the liege-lord of the southern Vorbergland's duchies, could claim Ubersreik, he is unwilling to do so lest the Emperor turn his wrath upon him, too. So, the day-to-day running of the town is shared between the Emperor's two primary representatives, Lady Nacht and General von Dabernick, and the local Town Council. The Town Council is a body whose role had hitherto been largely advisory and ceremonial, but now wields unexpected and genuine power.

This arrangement has — thus far — proven harmonious, although it is hardly a long-term solution, and all know civil strife is never more than a heartbeat away.



The Altdorfers

The Emperor ordered over five hundred soldiers to seize and hold Ubersreik. Now two strikingly different nobles represent his will in the town. General Jendrick von Dabernick is in direct command of the military forces. The general is a stiff-necked man of average height in his mid 30s. He wears his heavily coiffured hair swept up in blond twin-tailed comet, a gesture as distinctive as it is devout. He constantly shouts orders from beneath his enormous moustache, and is never seen without his privately tailored red and blue uniform, complete with a gilded breastplate, medals, and gold-trimmed, green-velvet cloak.

However, despite von Dabernick's seeming authority, the true power lies in the hands of the quietly spoken Imperial Herald, Lady Emmanuelle Nacht. Standing over six feet tall, she is a strikingly beautiful woman, with dark hair, delicate cheekbones, and a steady gaze that could give a Manticore pause. She always dresses in the finery of a noble fresh from the Imperial Court, her green-velvet cloak pinned at one shoulder with an expensive, but understated, gem-studded brooch.

While the Burgomeister and guildmasters scrape and bow to bellowing von Dabernick, most of the Ubersreik's noble households — most notably the Aschaffenbergs and Bruners — seek to curry favour with elusive Nacht.

WHAT YEAR IS IT?

This book presumes the year is 2512 IC, and the reasons for the recent seizure of Ubersreik are directly tied to the events described in **The Enemy Within** campaign. Refer to **The Enemy in Shadows** for more on this. If you wish your Ubersreik to chart the same course as ours, it will eventually become a Freiburg in 2516, ruled by a council of guildmasters and clerics, and will later suffer terrible attacks by Skaven and Beastmen in the early 2520s. Of course, your game may go in a very different direction, especially if your Characters take a direct hand in Ubersreik's future. For more on this possibility, refer to the adventures in **Rough Nights & Hard Days**.

Town Council

When the Jungfreuds ruled Ubersreik, the Town Council had little influence beyond occasionally advising the duke. However, when the Imperial Herald replaced Duke Sigismund, she declared it was the Emperor's will that the council maintained the status quo whilst new rulership for Ubersreik was decided. So, the burgomeister suddenly found himself thrust onto a wider political stage, replete with threats and pitfalls, not to mention opportunities.

In an attempt to consolidate this power, the burgomeister approached Grodni Surehammer, the de facto leader of the town's Dwarf population. Surehammer felt the Jungfreuds were betrayed by the Emperor, and would have no truck with such underhanded business.

Currently, Burgomeister Ernst Maler is head of the Town Council, a large, moustached man, fond of flamboyant hats and hearty fare. He is joined by the guildmasters of six of the town's most prominent guilds — the Merchants, Boatmen, Boatbuilders and Chandlers, Metalworkers, Carters, and Carpenters. Of those, the burgomeister's closest ally is Guildmaster Hans Fuhrmann of the Carters' Guild. Fuhrmann is a large man who spends most of his time ordering others around as he revels in the new powers of the council.

He has an abiding fondness for Eilhart wines, paying well over the odds to ensure he's getting the good stuff; though, in truth, he can't tell the difference from one wine to the next. His fondness for expensive wine and easy living has left him red-faced, fat, and gout-ridden.

Cults

The Cult of Sigmar's is the most widespread in Ubersreik, with ten temples and chapels within the fortress-town's walls; however, most other primary cults are also represented, with Verena's and Shallya's the more prominent, both with significant temples built by the town's largest square.

The town is also known for its sprawling temple to Katya and gambling den dedicated to Ranald found in the docks, and for its surprisingly large fortress-chapel dedicated to Ulric found in the walled-off Precinct district.

With the withdrawal of the Jungfreuds, the Town Council have approached the leaders of the cults of Sigmar, Verena, and Shallya to help organise town affairs, but, as of yet, none have accepted this offer.

Nobles

Dozens of noble families call Ubersreik home, most connected to one another through labyrinthine webs of intermarriage, partnership and rivalry. Three houses stand tall above the others — Bruner, Aschaffenberg, and the recently disgraced House Jungfreud — and most of the minor houses are their sworn vassals, acting as agents to accrue renown and favourable matches for the future.

All of their fortunes changed when the Jungfreuds were chased from the fortress-town. The fabulously wealthy Bruners were best placed to make a powerplay, but they were too busy dancing with glee to care, so it turns to the ambitious Aschaffenbergs or an outside House to make the first move.



Heading to Ubersreik

Ubersreik, is not only a centre of trade, industry, and military strength, it also stands guard over the most fertile region in the Reikland and one of the most important trade routes of the Old World. This makes it a popular rendezvous for all types of folk. Further, for those looking to stock up on supplies before heading out on an expedition into the heights, Ubersreik has the widest range of goods in the Reikland, barring maybe Altdorf, making it a favoured waypoint for explorers, antiquarians, and those foolish enough to believe the rumours of gold in the Grey Mountains.

Whilst there are many reasons to visit the fortress-town, for those looking to weave Ubersreik into their existing campaigns, the following provides some sample reasons for any group to head there.

- A courier has an accident on the road and is laid up with a broken leg. His company will pay if the urgent missive he carries is delivered to the post office in the Bridge House Inn (see page 15), and will pay double if the courier is delivered safely, too.

- A couple with a child on the way are heading to Ubersreik to find steady work. They are worried by stories of travellers going missing or being harassed by patrolling Altdorf soldiers, so need protection on their way. In truth, they are secret mutants seeking to avoid confrontation. When they arrive, they head for the Dunkelfeucht under Ubersreik Bridge (see page 30), there to join their fellow Shifting Grasp cultists (see page 62)

- Hansel von Grausee receives a letter demanding he return to Ubersreik to support an Aschaffenberg play for power in Ubersreik. Not only is he hiring guards to escort him, he is seeking a fast, reliable group to privately take word to the Aschaffenberg Manor (see page 42) of his impending arrival before any rivals can respond.

- A bitter, long-running border dispute has finally been resolved between two smallholders. The presiding Magistrate is keen that the solution lasts for more than a few years, so is lodging it with the distant Temple of Verena in Ubersreik (see page 33). She is looking for someone to deliver the paperwork for her, but both landholders now regret the deal, and are looking to make sure the paperwork never arrives.

- The State Army of Ubersreik needs new recruits after the majority of the town's soldiers fled with the Jungfreuds to the duchy of Black Rock. Troops from Altdorf currently fulfill the majority of military, road warden, and Watch duties, and General von Dabernick (see page 10) doesn't like it. So, billposters are placed across southern Reikland recruiting any with interest to join Ubersreik's finest. There they will be trained to act as watchmen, soldiers, and road wardens, all loyal to the Emperor, not to the Jungfreuds.

- Luigi & Salvatore (see page 46) sells luxury items in its many outlets across the Empire. Little known to most, the well-regarded company also employs fences in all major cities to buy high-end stolen goods at a cut price. These are then smuggled to L&S stores far from the original theft, and sold at an enormous mark-up. With the recent turmoil in Ubersreik, L&S are looking for thieves and burglars to ransack poorly guarded noble and merchant households. They are also recruiting smugglers to take goods to and from the town.

- From across the *Karaz Ankor* (the Dwarf 'Everlasting Realm'), disappointed diplomatic deputations head for Ubersreik. Most of the Dwarf Holds made deals with the Jungfreuds down through the centuries, and word that these deals have ended demands answers. These groups need guides through unknown terrain, huffers to help navigate rivers, and solid Dwarf muscle for support through dangerous territory. These groups will all make their way to Dawihafen (see page 22), and from there make their dissatisfaction known to Lady Nacht (see page 10). Repeatedly.



• UBERSREIK •
A VISITOR'S GUIDE



'They say that if you sit by the river long enough, you'll see all the bodies of your enemies float by. Well, I've seen all manner of things floating down the Teufel. Bodies is the least of it...'

– Gram'ma Rugger, proprietor of Ubersreik's cheapest boarding house

Ubersreik is a town with many marvellous sights on offer, from the soaring towers of Black Rock Castle to the ruddy flows of the River Teufel, over to the Market's Square's famous statue of Emperor Magnus the Pious that faces the fortress-town's most famed landmark, Ubersreik Bridge. Known as the cross-roads of the Reikland, Ubersreik protects a valuable gateway into the Empire from Bretonnia. As a prosperous trade hub, it also supports a lively service industry, with inns and lodging houses to suit every class of merchant, traveller, or reveller. Similarly, there are shops and trading houses selling a broad variety of goods, both legitimate and illegal.

The town is so used to outsiders moving through that they are almost always welcomed as long as they have something to buy or sell, or are willing to spend coin. The townsfolk recognise their prosperity is sourced from the free flow of trade goods and people — assuming the appropriate tariffs are paid, of course — so strangers are expected and accommodated.

Long columns of those seeking access to Ubersreik are common at peak hours in the mornings and early evenings. Fast entry is offered to: those with the correct documents; nobles; wizards from the Colleges of Magic; registered coaches; and local guildsman. Others must wait. It's common to find hawkers and vendors selling trinkets, holy artefacts, prayer parchments, and local delicacies to any in the queue with spare coin.

Approaches

As a strategically important fortress-town, Ubersreik is well-served by several primary roads. The main routes into the town are the Bögenhafen Road, Auerswald Road, Nuln Road, and the Parravon Road. The Parravon Road leads through the Grey Lady Pass into the neutral territory of Frugelhorn and then into Bretonnia. Beyond the Azgaraz Trading Post, which marks the junction between the Parravon Road and the road to Karak Azgaraz, the quality of footing decreases significantly. In spring and summer, vast trains of 40 or more heavily laden wagons are a common sight rolling down from the Grey Lady Pass, bringing goods from Bretonnia and the Dwarfs of the Grey Mountains. However, no matter how busy the pass may be, of all the routes into Ubersreik, the Nuln Road is the most heavily used.

UBERSREIK FESTIVALS

The Reikland is renowned across the Empire for its many different festivals. Ubersreik is no different, it hosts several unique carnivals, fairs, and holidays alongside the many other Empire-wide festivities. The following are an example of these.

Festival	When	Celebrates
Zwiebelfest	2nd Week of Winter	**Onions**. All the town's squares are given to onion stalls and farmers from across the province attend. Onion-based activities abound!
Silburmesse	5th Sommerzeit	**Silverwork**. Ubersreik is famous for its silver goods. This trade fair may not be the largest, but it brings significant revenues to the town.
Magnustag	10th Sigmarzeit	**Magnus the Pious**: A day-long carnival where competing districts try to build the biggest 'Maggies' — large effigies of Magnus the Pious.
Brynkulti	1st Jahrdrung	**Dwarf Gold Adornments**: A trade fair celebrating Dwarf gold goods from Dawihafen and the Grey Mountains.

Most of the trade goods entering and leaving Ubersreik do so by river. The Jungfreud duchy of Black Rock is connected to Ubersreik by the Teuful, which is navigable up to Shluesselschlossscheucht, a deep-sided gorge. Until recently, trade shipments of valuable coal and iron ore from Black Rock were carried down the Teufel to Ubersreik by barge. However, with the recent upheaval, the Jungfreuds have chosen to ship along the Hagercyrb canal instead, which has led to a shortage of coal in Ubersreik. Downriver, the Teufel leads to the River Reik and on to Altdorf. This navigable link to the capital further strengthens Ubersreik's importance.

Recently, the Archduke of Upper Teufel helped finance a significant canal system. Two of these canals connect to the Teufel river: the Grey Lady Canal and the Hagercryb. The Grey Lady Canal leads down to Nuln, cutting out a lengthy diversion down the Teuful and back up the Reik. The Hagercryb, connects first to the River Tahme and down through the Bögen to the Reik downriver of Altdorf. Importantly, this connects Ubersreik to Carroburg, and on to Marienburg in turn.

These canals caused much consternation in the Imperial family, as they enabled the bypassing of Altdorf's customs and levys. In an attempt to combat this, Emperor Luitpold III tried to block the building of the canals in the Reikland Diet in 2484 IC. When this failed, he instead tried to dredge the Teufel where it meets the Reik — the marshes in this area are treacherous and notoriously hard to navigate. As a result of Luitpold's repeated failures to do this, this silty area of marshland is now known as Luitpold's Folly.

Getting In

Guarding Ubersreik is a massive, crenelated stone wall. Built during the reign of Magnus the Pious, it was designed by Dwarf engineers to connect to the fortifications of Black Rock Castle. Troops from Ubersreik's State Army once manned the battlements, but Altdorf's soldiers have taken over that duty for now. Towers, great and small, rise from the walls. The largest are the Helmsweg, Hugeldal, von Voglemann, and Magnus. Helmsweg is considered the 'luckiest' as it has never been breached. Hugeldal is leaning precariously, though most Dwarfs snort if any dare suggest it may topple. The imposing von Voglemann tower boasts heavy walls and multiple cannon, but can only be reached by a special lift, making duties there a mixed blessing. The Magnus Tower is tallest of them all, and lies in the heart of the Precinct district.

Three gates and a river pass through the high walls. According to the original specifications set by Magnus the Pious, the North and South gates are wide enough to allow 'a whole regiment at march'. They stand open from dawn to dusk, when the great horn on the Magnus's Tower blows warning of their imminent closure. A single, massive iron-bound, oak gate then closes in each gateway. A sturdy portcullis, a wide variety of murder-holes, and various deadly Dwarf mechanisms line each gateway passage, ensuring Ubersreik's sanctity. The smaller East Gate does not boast this security, but is only wide enough for two carts side-by-side. All three gates are watched over by a customs clerk and the Watch to ensure all appropriate taxes are promptly paid.

The Teufel River is safeguarded by heavy towers and enormous portcullis gates — one to the east and west. The portcullises are rarely shut as it takes almost half an hour to winch them up. The lowest storey of the towers also contain winch houses used to raise a massive Dwarf-forged chain, with links as long as a man is tall. The chain is lined with enormous spikes and gigantic blades capable of gutting a warship.



ARTISANS' QUARTER

The Artisans' Quarter is the industrial heart of Ubersreik. It lies to the east of the Grey Lady Road, on the north bank of the Teufel, where raw materials and finished goods are loaded and unloaded on wharves. By day the ringing sounds of hammers striking metal blends with the acrid stench of the town's tanners and chandlers.

The quarter contains several slum districts at the periphery supporting taverns and cheap shops servicing the town's workers. Even at night the streets are rarely empty as workers relax after a hard day's graft. Since the Jungfreuds were ousted and their trade embargo began, coal has become scarce. Now the streets are full of apprentices on the scrounge for anything to burn.

Bridge House Inn

Bridge House is perfectly situated in the centre of Ubersreik on the main thoroughfares near Ubersreik Bridge, offering spectacular views of the Dwarf-made marvel. The inn has large stables and a sizeable coach house, and also serves as Ubersreik's bustling post office.



Although locals rarely eat or drink here, balking at the prices, the fare is good, the portions generous, and the selection of beverages broad. Because of this, it is a common haunt for wealthier merchants, travellers, and those with coin to burn. The lower floor has a broad taproom, which also serves as a common room and dining room, and has several curtained booths for more clandestine meetings. There is also a spacious kitchen, a sizeable larder, two offices, two private dining rooms, and quarters for the staff. The two upper floors are set aside for the inn's private rooms, and the rooms above the coach house and stables are where visiting coachmen take their rest. The largest private room is on the top floor and commands an impressive view of Ubersreik Bridge.

Gunther Abend, a retired coachman, manages the inn. Being aware of the stresses of the job, he works hard to provide a hostel that fulfils their needs. He is supported by Hanna, his wife, and their three children, as well as nine others including cooks, servers, chambermaids, and a postmaster. An Altdorfer by birth, Abend has been very welcoming towards the visiting Imperial troops, upsetting his few local customers.

- Gustav Schtupp, Gunther's postmaster, is a spy. He quietly intercepts mail passing through his hands, trafficking the juicier gossip in coded messages. Whether he serves now the Imperial Herald, House Bruner, or a darker master, is uncertain.

- Gunther proudly maintains his independence, servicing coaches from three local Coaching Houses — Cannon Ball Express, Four Seasons, and Imperial Expressways. Elicha Hochs, a representative of the Four Seasons, is seeking capable folk to disrupt rival coaches and put pressure on Gunther to sell the inn to the Four Seasons for their exclusive use.

Carpenters' Guild

Given that much of Ubersreik is built of stone, the Carpenters' Guild is keen to promote their skills, demonstrating how beautiful intricate woodwork can be. The building's facade is cunningly wrought with complex wooden leaf scrollwork, framed by two pillars constructed from the trunks of great oak trees. The building houses guildmembers' demonstrations of their skill arrayed in the Masters' Hall, a long wood-panelled gallery used for ceremonial events and business meetings. Guildmembers' workshops are mostly located nearby, though several are located in the Docks, as they work closely with the boatbuilders and coopers.

Ernst Zimmerman, the current guildmaster, is remarkably tall, with a booming voice, though he is at pains to be outgoing and friendly lest his imposing stature prove intimidating. He is missing a finger on his right hand from a mishap with a chisel as an apprentice. His speciality is cabinet making. He has constructed wardrobes, cupboards and chests for the great and good of Ubersreik. He is a friend of the Burgomeister, and a popular, prominent figure amongst the town's burgeoning middle-classes. He is even a lay-member of the Cult of Sigmar, assisting Father Emming with services in the High Temple of Sigmar.

- Zimmerman is leading a double life, moonlighting as a thief. Much of the guild's seeming affluence is a result of his illicit indiscretions. As a cabinet maker, he has access to his clients' homes. He uses this to scout future burglaries. Some of his customers are growing suspicious, so he is on the lookout for bodyguards, or possibly scapegoats…

- Quality timber is hard to secure given the demand for wood to burn now that coal is scarce in Ubersreik. The party are hired by Zimmerman to accompany him into the woods in search of a particular grove, little realising it is home to a small herd of Beastmen driven into the area by something bigger…

Cordelia's Apothecary

Cordelia's Apothecary lies on a small, cobbled platz at the end of the Wizard's Way. A painted wooden mortar and pestle hang above a stout wooden door. Garlands of sweet-smelling flowers and herbs are strung above the wooden door in the hope of enticing more customers.

Cordelia Wesselingh is a handsome woman with silver hair, though her eyes retain the sparkle of youth and vivacity. She has maintained the shop for decades now, having taken over from her mistress before her. Cordelia is a kind, friendly soul, always ready to lend an ear to listen or a shoulder to cry on. This makes her a good source of gossip, though she would never share anything salacious or mean-spirited. Her prices are fair, and for customers of good standing she is willing to offer a discount and credit.

Unknown to most, Cordelia Wesselingh apprenticed in the Jade College in Altdorf, although she lacked the magical strength to become a fully trained wizard. However, she remains well-disposed towards the Colleges.

- Cordelia is friendly with the local network of Hedgefolk. Many Hedgewitches from the surrounding area visit her, trading information and concoctions for ingredients and expertise. Ida Vernt, recently arrived from Niemberg, is concerned over malicious spirits in the area that are beyond her capabilities. Aiding Ida would earn Cordelia's trust.

- Cordelia hides a deeper secret; she provides intelligence to the Grey Order of wizards. Her shop's cellar hides a secret entrance to Christoph Engel's tower (see page 18). When she finds the door open, a bloody trail leading into the passageway, she knows the wizard must need help. But who would be both brave enough to investigate and discreet enough to keep a secret?

Locksmith's Guild

A narrow building with steel-barred windows, this guildhouse is maintained by Ubersreik's only locksmith, Ludwig Schlüsselfert. The locksmith only works for a few hours a day, and only four days a week, meaning it can be a challenge to find him. The ground floor is his workshop, with tools neatly hanging around the walls. Upstairs are his personal quarters, a small parlour and surprisingly sumptuous bedchambers.

Ludwig Schlüsselfert is a cantankerous old curmudgeon. Well into his eighth decade, he has stubbornly refused to accept an apprentice, out of fear of competition. Fiercely litigious, he has exercised his right to refuse membership and permission to practise to any visiting locksmiths, ensuring he has an absolute monopoly (the only exception being the bylaws excluding Dwarf craftsmen operating on Dwarf buildings). He regularly hires a team to check the locks of buildings in Ubersreik, alert for any non-sanctioned work.

Should he discover any illegal locks, he will summon the Watch to remove the illegal pieces (and charge extra to replace them). His lawyer, Melina Spirren-Hirsch, is on retainer, always ready to prosecute anyone infringing the guild's rights.

- Schlüsselfert is, in truth, a member and blessed priest of the Crooked Fingers sect of the Cult of Ranald. Though he has no apprentice locksmiths, he uses his cellar to train aspiring thieves in the fine art of lockpicking, should they be good Ranaldans and able to pay.

- After several houses are broken into, Schlüsselfert hires the party to check a number locks for his customers. Though he had nothing to do with it, he cannot afford to have the Watch asking questions, so the players need to solve the crime or secure a scapegoat, and quickly.



Metalworkers' Guild

The Metalworkers' Guildhouse is a squat, unassuming, soot-stained building just off the Bögenhafen road. It is surrounded by forges, smithies, and workshops that ring with the sound of hammers on steel from dawn to dusk. The interior of the guildhouse is dark, and low-ceilinged, an attempt to appeal to the city's Dwarf populace, albeit one that is as transparent as it is unsuccessful. The Dwarf craftsmen are polite to a fault, but do not view their inferior 'shortbeard' counterparts as rivals.

Petronilla Merkle is the current master, a short woman with the broad shoulders and calloused palms of her trade. Her rivals in the guild have uncharitably suggested that she only achieved her position given her Dwarf-like appearance, though never within earshot. Though generally stoic in demeanour, when roused to anger her temper is fearsome to behold. As she is often busy in her workshop, the guildhouse is generally staffed by one of her skittish apprentices.

- Johann Messing, one of Merkle's rivals in the guild, is seeking to mount a coup. To do so, he needs a competitive edge. He is looking for adventurers to engage in a little river piracy. If the party can hijack one of the Jungfreud's (well guarded) coal barges before it enters the Hagercryb Canal, and bring it safely to Ubersreik, they will be richly rewarded.

- Following a terrible accident in one of the city's forges, Merkle is looking for someone to quietly investigate the explosion. Given the rumours of flickering green flames and unholy screams, volunteers are thin on the ground, so she is desperate. Should the players investigate, they will be noticed by Watch Sergeant Knopf, who is subtly ignoring the explosion, and by the Skaven who are paying him to do so.

Satrioli's Sausage Shop

Satrioli's Sausage Shop is a thriving business that offers a wide selection of sausages, cured meats, imported cheeses, and other delicacies to the workers of the Artisan's District. It occupies the ground floor of a stone building; the wooden storey above is rented out by the large family of Halflings who help the Satriolis cope with their rapidly expanding customer-base. Beneath the shop, there is a sizeable cellar used as a storeroom; it also has a shrine to Myrmidia, a goddess worshipped widely in the south of the Old World. There are a number of tables and benches outside the shop, but many customers take their food away to eat at home or in their place of work.

Gino Satrioli is a charming Tilean with dark hair, a ready grin, and no trace of his foreign accent. He tends the shop with his wife Carla, a woman known locally for her exotic beauty, and their son Furio, a boy of uncommon intelligence. They employ a gaggle of Halflings to assist with day-to-day tasks, and the small folk can be found scurrying about the shop at all hours.

There are rumours that many of the sausages are in fact made by the Halflings, and not by the Satriolis, but given the diminutive folk's reputation for culinary skill, nobody is complaining.

- Satrioli's is a front for the infamous Lowhaven clan of Halflings. This notorious family has operations in Altdorf and throughout the Vorbergland. Satrioli's is their main base in Ubersreik. While the Tileans tend the shop, behind the scenes a bevy of Halfling bullies exert their malign influence. Under the leadership of Mercy Lowhaven, they are muscling in on the other organised crime in town. They are always on the lookout for more help. Their standard operating procedure is to get someone in debt, before exploiting that weakness, so if any members of the party are looking for a loan…

- 'White Gold' is the most profitable product in Satrioli's, a particularly creamy cheese imported from Tilea. Recently, their supplier has signed an exclusive contract with Harzert's, a rival cheesemonger. Mercy Lowhaven is willing to pay handsomely for Harzert's supply, and won't ask any questions. Securing the contract for Satrioli's would earn a favour from the Lowhavens.

Wandiene Rookery

Of all Ubersreik's slums, Wandiene rookery is the largest and most notorious. It lies in the north-west of the Artisans' Quarter, packed tight to the high town-walls and the fortifications of the Precinct (see page 47). It is uncensused and massively overcrowded, and is known for its many bawds, thieves, and ne'erdowells. Its tall, unstable houses have no access to Ubersreik's extensive sewers. The buildings lean precariously against each other, and any available space between is filled with shacks and makeshift hovels. The few paths and alleyways are narrow, gloomy, filthy, and untrod by the Watch.

Guido Falck has retreated to Wandiene after the arrival of General von Dabernick and his soldiers. A decorated captain of the Ubersreik State Army, now retired, Falck is utterly loyal to Duke Sigismund Jungfreud, and leads a resistance against the 'Altdorf invasion' from the depths of the slums. He currently commands over 50 resistance fighters, but is a patient man, and will not attack his enemy openly.

- Falck plans to blow up Black Rock Castle during an important gathering of Altdorf luminaries and their allies. He has access to the sewers beneath the castle. All he needs now are unfortunate fools willing to buy large quantities of blackpowder then deliver it to him in Wandiene. Of course, when the Watch investigate the explosions, Falck expects it's the blackpowder buyers that will be persued, giving him time to retreat from Ubersreik with his co-conspirators.

- Karolus Dichens, author, journalist, and social critic is researching his next book, *Nonnie Verdreh*. He wants a tour of Wandiene, but can't find any he trusts to guide him through the dangerous rookery. So, he's taken to hovering near its periphery for hours on end, taking notes, asking questions, then retiring to the Bridge House Inn in the evenings (see page 15). He doesn't have much money, but will offer to include the party in his next book as incidental characters if they protect him during his slum expedition.

Wizard's Way

Graf Otto Strasse is a long, winding street that snakes through the eastern end of the Artisan Quarter. It is known colloquially as Wizard's Way, as it is home to the town's only permanent wizard. The street mostly comprises small shops selling herbs, books, and other esoterica, but it is dominated by the Grey Wizard's tower — a crooked, slate-roofed turret — that peeps above the other stone and timber buildings. Although the tower can be clearly seen, its actual entrance is seemingly impossible to locate. Curious visitors have circumnavigated the tower repeatedly in search of a door or alleyway, but to no avail; locals gave up long ago.

Grey Guardian Christoph Engel has called Ubersreik his home for as long as anyone can remember. He is a wiry, unassuming fellow with dark-grey eyes and a neatly trimmed grey beard. On official business, he tends to dress formally, in flowing grey robes, with a pointed, wide-brimmed hat and a staff. However, when seeking to pass incognito, he favours the nondescript clothing of a burgher, the better to blend in and avoid a scene.

- Engel is often bored with the responsibilities of his rank. He is not above quietly misusing his magic to create minor illusions to trick and disturb citizens for his own amusement. If he hears one of the party disparage wizards while out and about in disguise, he determines to make the party the butt of his jokes until they repent.

- A coalition of local burghers, concerned at plummeting property prices on the Wizard's Way, have clubbed together to pay a Witch Hunter to obtain proof of Engel's misuse of magic, and have him evicted (or burned). The Witch Hunter, Mattheus Hüpfen, is not above framing his targets. He has decided to hire some local muscle to help him confront the wizard.

The Worshipful Guild of Cutlers

In recent years, this guild has grown significantly in wealth and influence. In addition to forks and knives, they have begun selling weaponry. While the bylaws of Ubersreik specify that only members of the Metalworkers' Guild may make swords, the cutlers have exploited a loophole regarding how the handle is attached to the tang, allowing them to class their blades as knives (albeit knives with blades several feet long).

The building comprises the old guildhouse, which has been expanded to include a large forge and workshop area, and a small showroom. Here shoppers can purchase blades, which are of high quality and surprisingly good value.

Rudy Schlau, the guildmaster, is a skilled politician. Adept at obfuscation and misdirection, he says very little, but uses many words to do so. Unknown to almost all, Dordean Mournflair is the secret behind his guild's success. Dordean is an Elf who has called Ubersreik home for centuries. Until recently, he was grieving the passing of a lover who died in the Great War Against Chaos over 200 years ago. As the decades of grieving passed, the Elf grew fond of the locals. Now the period of mourning at an end, it was time he returned to a previous calling: following the footsteps of Vaul, the Elven God of Smiths. However, Dordean was spurned by the Metalworkers' Guild, whose Dwarf sympathies could not countenance an Elf smith. As a result, the Cutlers (who now worship Vaul) are benefitting from his calling.

- Petronilla Merkle, guildmaster of the Metalworkers' Guild, is livid at the Cutlers' circumvention of the town's bylaws, especially as they are producing a superior product for a lower cost. She is very interested in finding out the secrets of their methods and, if possible, destroying their guildhouse. Any morally flexible parties could profit by assisting her.

- Recently, Dordean's sibling arrived in Ubersreik, eager to persuade Dordean to return to Ulthuan. The party are offered a generous payment to out Dordean as an Elf, capitalising on resentment of Elf interference.



BLACK ROCK

Black Rock is less a district, and more a castle complex named for the dark granite that forms its ancient walls, and from the Jungfreuds' ancestral duchy, also called Black Rock, in the Grey Mountains. It dominates Ubersreik, covering almost an eighth of the town. It is ringed by huge parapets connecting directly to the town's walls, making it integral to Ubersreik's defence. A secure tunnel leads from Black Rock to the Magnus Tower, allowing for troops and messages to pass from fortress to fortress, should the town fall. For centuries it was the bastion of the Jungfreuds.

The invading troops from Altdorf made Black Rock their home, tearing down the silver and blue banners of the von Jungfreuds and replacing them with Altdorf's red and blue, a gesture of disrespect many locals find galling.

Within Black Rock's walls lies a bustling community. In many ways, it is a town within a town. The primary keep, Black Rock Castle, is the largest single structure within the complex. Many support buildings are also found there, including grain stores, workshops, museums, chapels, housing, watch-towers, animal pens, orchards, bath houses, muster grounds, gardens, stables, surgeries, kennels, and courts.

When Ubersreik was seized, any remaining Black Rock staff were forcibly ejected from the castle grounds, with the exception of Sister Habercorn in the Chapel of Sigmar, whose holy vows protected her. As many of these workers — including servants, gardeners, artisans, and more — were local, this has led to much resentment among the working classes of Ubersreik, not that most would voice their discontent to the foreign soldiers patrolling their town. Most of the workers' homes are now taken as billets by troops from Altdorf. Indeed, all five regiments led by General von Dabernick to seize Ubersreik are barracked in Black Rock. Two of these are normally found patrolling the surrounding duchy at any one time, meaning there are rarely more than a thousand Altdorf soldiers in Black Rock at any one time.

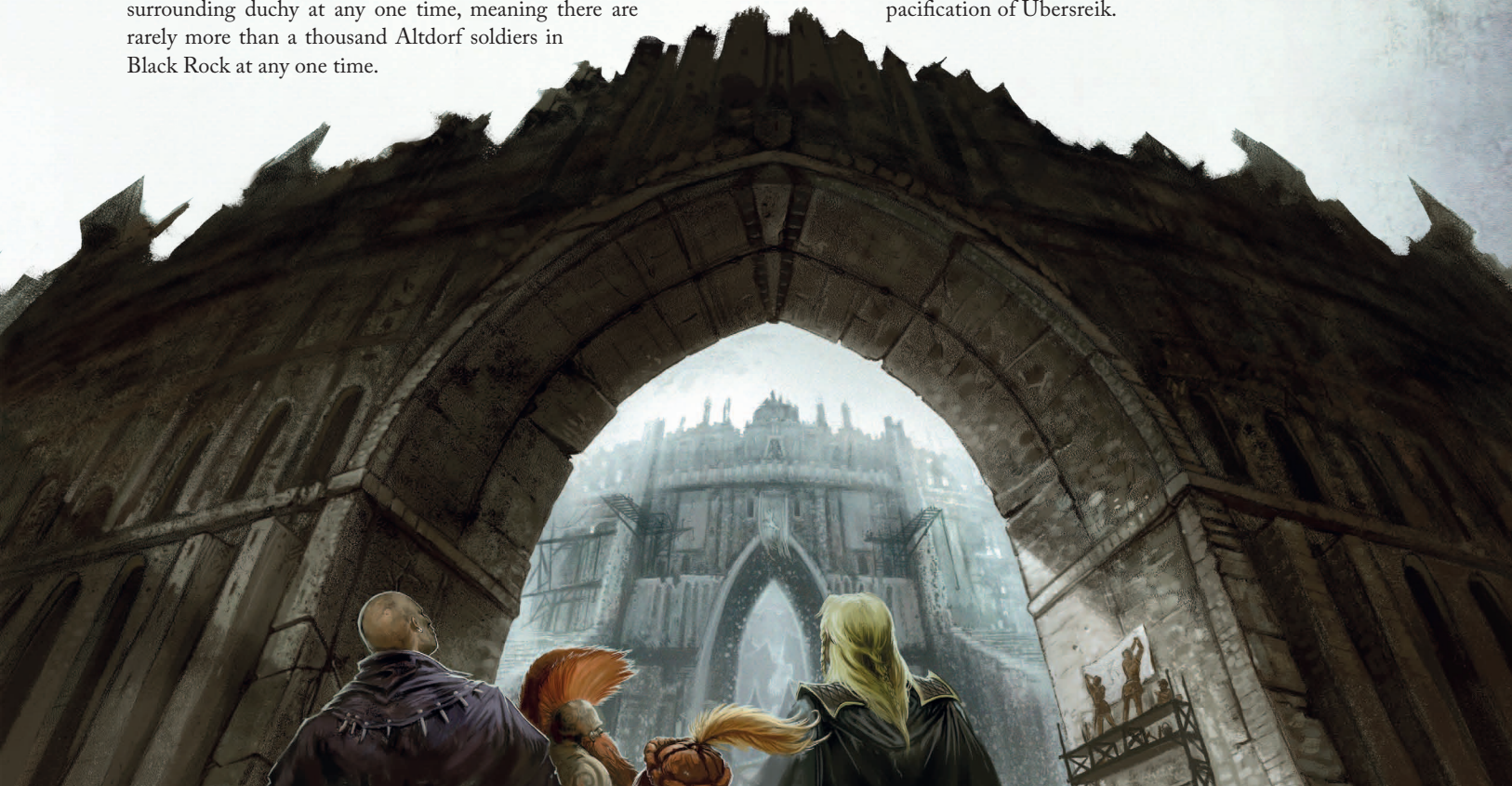
Black Rock Castle

Black Rock Castle is enormous, easily the largest fortification in the southern Vorbergland. Built 800 years ago by House Bruner, the castle was occupied by the Jungfreuds in the late 1900s and is now synonymous with their rule. It is warren of halls, salons, barracks, and private chambers, beneath which lie the extensive Ubersreik dungeons, where many Jungfreud enemies spent their remaining years. The castle's corridors, which once thronged with servants, now ring with the hollow echo of the invaders' footsteps. The huge fireplace in the Great Hall — once a beacon welcoming guests — lies empty and unlit. General Jendrick von Dabernick now rules the castle, and he puts on a good show of ruling the rest of Ubersreik with all the power and none of the responsibility of a duke. Von Dabernick is the scion of a minor noble line with a historic grudge against the Jungfreuds, and has a distant claim on Ubersreik from centuries ago. An abrasive presence, he is determined to root out any sympathisers for the exiled Jungfreuds, which earns him few friends locally.

Grauer Palast

The Grauer Palast is a squat keep to the north-east of Black Rock Castle. It was long used as the official residence of the Baron of Lady's Vale, the heir to the duchy of Ubersreik. It contains the largest ballroom in the Vorbergland, and is where the Jungfreuds once conducted their social functions and weddings.

The keep now houses Lady Emmanuelle Nacht, the Imperial Herald, and the true power in Ubersreik. The daughter of Duke Gregor Nacht, an ex-ambassador to Grand Cathay, she lived most of her childhood in the East. Nacht's life changed when her father was assassinated six years ago, which led her to the Imperial Court in Altdorf seeking answers. She would be there still, investigating the 'Purple Hand', a mysterious group she believes is responsible for her father's death, were it not for Emperor Karl-Franz's personal request to oversee the pacification of Ubersreik.



Saint Arnold's Chapel

Black Rock's chapel to Sigmar is dedicated to Saint Arnold, a martyr who died defending his sacred texts from desecration at the hands of invading Greenskins centuries ago in 1707 IC. As with most Sigmarite temples, its walls form the plan of a hammer, although the ravages of time and subsidence have left the nave somewhat crooked. Its walls remain stout, though slightly crumbling. It contains a beautiful stained-glass window, constructed by glaziers from Nuln, and many fine carvings depicting Sigmar's victories.

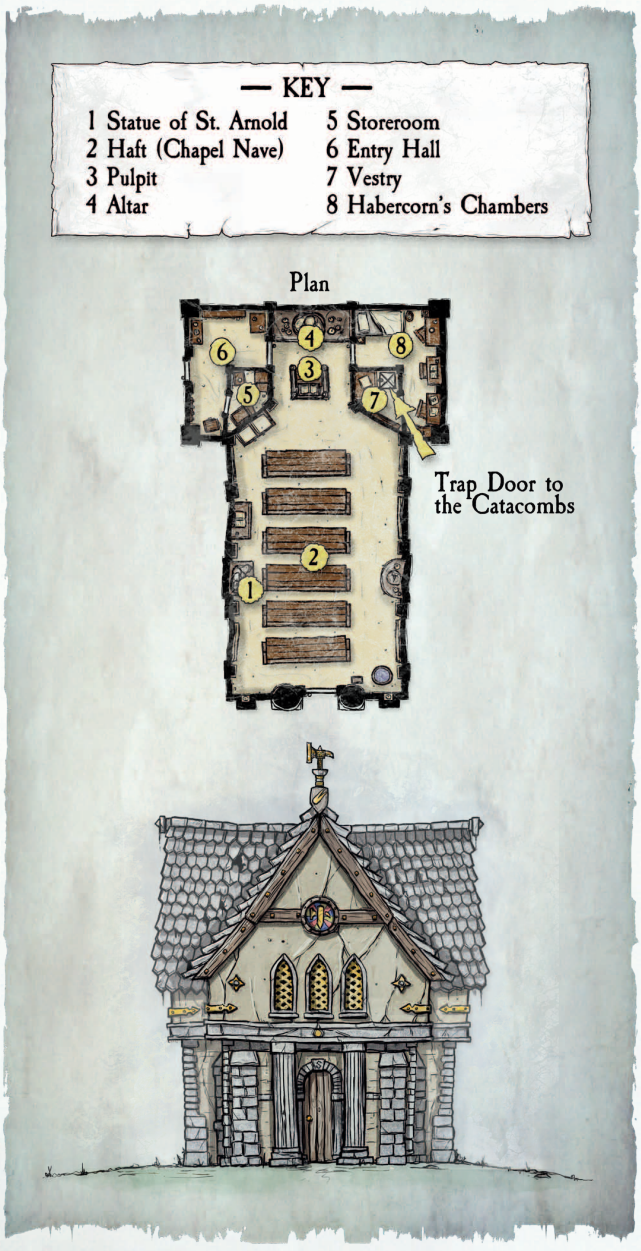
Since the occupying forces took Black Rock, few now attend Sister Habercorn's services at the chapel. Often it is only the Imperial Herald present, as General von Dabernick and his officers choose to attend throng in the High Temple, the better to project their piety publically, in addition to reminding the Ubersreikers who is in charge. Nevertheless, Sister Habercorn, previously the personal confessor to the Jungfreuds, maintains her chapel and performs her sermons to the near-empty chapel, maintaining a sense of normalcy as best she can.



Unbeknownst to the occupiers, a network of tunnels lie beneath the chapel. One tunnel leads to the keep, while another leads to the gardens within the castle walls. The tunnel walls are lined with Orc graffiti, a grim reminder of the time greenskins occupied Black Rock in the wake of the town's destruction two centuries ago. Sister Habercorn and the von Jungfreuds are the only ones aware of the tunnels' existence. She is keen to keep it that way, as the tunnels harbour a secret which she cannot allow the occupiers to discover.

When the forces from Altdorf swept into Ubersreik, Graf Sigismund von Jungfreud had already withdrawn, taking his wife and most of his forces and supporters with him. He joined his eldest son, also named Sigismund, in their ancestral seat in the Grey Mountains. However, his two younger sons, were not with him. His second son, Gerhardt, was studying in Altdorf, and has subsequently disappeared. His youngest son, Wendelin remained in Ubersreik. In the chaos of their departure he was overlooked when he hid under a bed. Wendelin was missing for several days before Sister Habercorn found him. She immediately hid him in the tunnels beneath the chapel.

Now the Sister keeps Wendelin fed and watered, and attempts to keep his spirits buoyed, which is no mean feat given the youth's overly sensitive nature. She is desperate to smuggle the boy from the castle, but can see no safe way to do so. Wendelin is aware that a tunnel does lead from Black Rock to beyond the town's walls, knowing that Gerhardt had used it in the past to sneak out on various misadventures, but he is unaware of its location. Sister Habercorn is doing her best to subtly search for the tunnel as she goes about her business, the ever-present threat of discovery both spurring her on and urging trepidation.



Sister Habercorn

Grethe Habercorn's early years did not mark her out for a life as confessor to an ancient noble line of Reikland. A racketeer and gang member, she was well into her adulthood when her faith found her. Sister Habercorn won't dwell on details of her past, save to smile somewhat ruefully and allude to a misspent youth. She bears the marks of these years still, in her badly scarred, though still functional, eye, and a distinctive tattoo on her face of a knife and teardrop. Despite her generally morose expression, Sister Habercorn is usually affable, though when roused to anger she is fierce indeed.

Wendelin von Jungfreud

A nervous and highly-strung boy of 12 summers, Wendelin is ill-suited to hardship or intrigue. A constant disappointment to his stern and uncompromising father, Graf Sigismund von Jungfreud, Wendelin sought refuge in his studies. A lover of nature, he would spend all the daylight hours in the Black Rock Castle's ample gardens, sketching flowers and butterflies, or observing the habits of insects, or the growth pattern of moss and lichen. Needless to say, he has found the tension of recent weeks, not to mention his confinement in the tunnels beneath the chapel, to be arduous in the extreme.





SISTER HABERCORN – NUN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	66	46	32	47	35	29	28	44	78	51	22

Skills: Charm 65, Intimidate 57, Lore (Theology) 68, Pray 63
Traits: Armour (1), Blessed (Sigmar), Champion, Magical, Weapon +7

WENDELIN VON JUNGFREUD – SCION

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	33	22	25	35	24	35	38	24	35	6

Skills: Dodge 35, Lore (Botany) 47, Perception 56, Stealth (Tunnels) 31
Traits: Afraid (Altdorf Troops), Skittish

BLACK ROCK AND A HARD PLACE

- A small group of locals is determined to wreak vengeance on the Altdorf forces for evicting them from their homes, and driving out the rightful rulers of Ubersreik. They are looking for accomplices to sneak into the castle and poison the garrison's supplies, and General von Dabernick's dinner, with Spritzenberries, a naturally powerful laxative.

- In desperation, Sister Habercorn has turned to the party to help her smuggle young Lord Wendelin out of Black Rock. If he is caught, the Altdorfers may injure or even kill him, given their general's attitude to the von Jungfreuds. They could seek out the rumoured secret passageway, or try to brazenly smuggle him out a main gate.

DAWIHAFEN

Ubersreik has maintained close ties with the Dwarfs since Magnus the Pious appealed to them for their aid in rebuilding the town following the Great War Against Chaos. In addition to the soaring bridge — a famous landmark hereabouts — the town's walls and many of its stone buildings are of solid Dwarf construction. Dawihafen, Ubersreik's Dwarf Quarter, is a tightly knit community of local Dwarfs. Only a handful of Humans and Halflings inhabit the area; mostly just the town's 1000 or so Dwarfs gather here. The Dwarf population largely keep to themselves.

The Axe and Hammer

The Axe and Hammer is the only dedicated tavern in Dawihafen, though there are also three inns. The Axe and Hammer has one floor above ground, containing a large common room and a number of smaller booths and meeting rooms. The walls, floors, tables, and chairs are all made of stone, and intricately wrought with images of Dwarf ancestors. The ceilings are low, and the building has no windows, being lit by lamps and a great fire roaring in the centre of the large open space. Although most customers are Dwarfs, all folk are welcome.



The basement level of the inn is for Dwarfs only, and it resembles the great hall of a Dwarf hold. It contains shrines to Grungni and Valaya — two Dwarf ancestor Gods. It is also the site of the Dwarf Engineers' Guild in town. Grodni Surehammer, a longbeard, leads this august institution. He answered Magnus's call for aid centuries ago, and has remained in Ubersreik ever since. He is the de facto leader of the Dwarf community in Ubersreik. Visiting Dwarfs consider it a great honour to meet Surehammer, and often frequent the inn just to shake his hand.

- Tunnels connect the tavern to the Khazalgirt, and from thence to the homes of a number of prominent Dwarfs. In pursuit of a Skaven menace, the Characters find themselves blundering into the basement, bringing them face to face with a group of irate Dwarfs convinced they are raiding the inn!

- Ivar Broadthumb, a Dwarf metalworker, is enraptured by Dordean Mournflair, the Elf behind the Cutlers' Guild. He wants to meet the secretive smith to discuss methodology, in defiance of traditional Dwarf attitudes to metalworking, and Elves. He needs the party to convey a message, secretly, and arrange a secure, private, neutral space for the meeting, if they can convince Mournflair to come.

Borgun's Brewery

Butted up against the Axe and Hammer lies Borgun's Brewery, Ubersreik's only Dwarf brewer and purveyor of strong, dark ales. The brewery consists of a number of discrete stone buildings, each housing a distinct stage of the brewing process. There is a mill, a mash-house, a boiler room, and a number of storage sheds — which Borgun calls halls — where barrels of ale are stored and matured. A covered passageway leads directly to The Axe and Hammer, Borgun's biggest customer, while wagons containing ale for trade in other inns and taverns, or even to neighbouring Dwarf Holds, pass out regularly.

Pink-faced Brewmaster Borgun Foambeard, who proudly claims to be a cousin to master brewer Josef Bugman, makes a number of ales, including Crownpeak, Old Subterranean, and their stronger sibling, Skullsplitter. The few Humans able to drink more than one pint of the latter have attested to the accuracy of the name the morning afterwards.

Foambeard is assisted by his two brothers, Hargan and Dwargun, and his grey-bearded uncle, Glavic Boarhand. Glavic spends most of his time drinking the best brews his nephew has to offer, and reminiscing about the good ol' times when Borgan's grandfather, Glargan the Everdrunk, ran the brewery with a somewhat laxer hand. Foambeard has too much respect for his uncle to comment, though every careless word Glavic utters wounds Foambeard deeply.

- The party discover that Foambeard is not, in truth, related to Josef Bugman, but has made the claim falsely to boost sales. Should he be confronted publicly, he would be shamed and would likely take the Slayer Oath. Perhaps the Characters can leverage this knowledge in some way that would be profitable?

- Sahra Tanner, a human brewer from the Artisan Quarter, is jealous of Foambeard's success. Her own brews, mimicking Dwarf methods, won't sell because of his competition. She has poisoned a number of his barrels, bound for a reception on the Hill, with warpstone, little realising the danger this poses. Can the party intercept the contaminated beer before the nobles begin to drink from it?

Harataken Hold

This suite of rooms within a large, squat block is the home of the Harataki clan of Dwarfs. A once noble line, they lost control of Karak Branar, their ancestral Hold, some 400 years before Sigmar's birth. Since then the clan have frittered their fortune away on a series of fruitless attempts to regain their land. Following Ubersreik's destruction, artisans from the clan assisted in the town's reconstruction, also building for themselves the large block they now inhabit. Over the years they have sold off rooms and sections of the building, funding ill-fated expeditions, leaving them with only a handful of rooms to their name.

Queen Vilda is the clan leader and has overseen the dwindling resources of her clan for over a century. Though her family have become increasingly desperate, and their relationship with honour more estranged, she is determined to regain both their Lost Hold, and their lost status amongst other Dwarfs. As such, she is alert to any insult or disrespect, and keeps her clan's *Book of Grudges* close to hand.

- Queen Vilda is planning another expedition to Karak Branar's ruins, which lie to the north of Grey Lady Pass. She needs a small party to range ahead, scouting and assessing the strength of the Greenskin forces arrayed against them. She will reward any volunteers handsomely, if she successfully retakes the Hold.

- Gjur Farlson, Karak Azgaraz's ambassador, publicly supports the Harataki clan's aspirations, but lacks the resources to offer any tangible support. If the players have any means to convince the ambassador to offer funds or troops, they will earn Queen Vilda's respect (though they may earn Karak Azgaraz's ire in the process).

Khazalgirt

Beneath Dawihafen, a network of sturdy Dwarf-built tunnels forms its own subterranean street network. A large shrine to Grimnir lies at the nexus of the passages — a natural meeting point for local Slayers to gather. The tunnels lead to most major Dwarf locations in Ubersreik, including The Axe and Hammer, Harataken Hold, and the houses of other prominent Dwarf families. The Dwarf tunnels are separate and discrete from both the Human sewers, and the Dwarfs' own sewer system, which lies deeper underground. The tunnels are regular, well-constructed, and well-lit, not to mention well-patrolled. Should any non-Dwarfs find their way into the network, they will be politely, if forcibly, ejected. Repeat offenders will not be treated gently.

- When the party stumble across the body of a rat-like beastman, they discover a neatly detailed map of the Khazalgirt, with a crudely drawn addition indicating another tunnel network seemingly connecting to the Dwarfs' passages. The party could warn the Dwarfs, which would avoid an impending Skaven attack. Or, they could keep the map, and perhaps use it to rob a number of wealthy Dwarf merchants. Decisions, decisions…

- When the players wipe out a small party of Goblins beyond the town walls, they discover the entrance to a tunnel leading beneath the Khazalgirt. Should they follow the tunnel they will see it leads to a number of barrels, full of blackpowder with the letters 'B-O-M' crudely daubed on the side, and the fuses are already lit!

Lord Gazul's Underearth

Deep beneath the Khazalgirt, at the end of a tunnel many hundreds of yards long, lies Lord Gazul's Underearth. Entry is through a guarded fifty-foot high cave mouth carved with a yawning Dwarf face. Within is an enormous, earth-floored cavern with thousands of carved stone sarcophagi, each grouped by clan into octagonal patterns around the oldest graves. In the centre of the cavern stands a twenty-foot statue of Gazul, great guardian of the dead, and the Dwarf Ancestor God who established ancestor veneration after the loss of his mother. Gazul looks troubled, and leans heavily on a great runesword.

Nargrimi the Quiet ensures Gazul's teachings are remembered. The ancient Dwarf is *Karugromthi*, a living ancestor, and the Dwarfs above whisper she was alive when the funerary cavern was first excavated many centuries ago. However, this isn't certain, for Nargrimi doesn't speak, confirms nothing, and all of her descendants are long dead. She tends to the Dwarf dead in Ubersreik, and consoles the bereaved with her soft, leathery hands and heart-felt tears. There are none alive in Ubersreik who can remember when Nargrimi last left the cavern.

- Reman Wardas and Gantz Ganev learn of the motherlode of corpses and artefacts hidden beneath their town from a drunk Harataki Dwarf. Hardly able to contain their excitement, the pair steal a map of the Khazalgirt and come up with a cunning plan: dig! Amazingly, after three months digging by a site near the bank of the river Teufel, they break through to the Underearth. Spying from a dark corner, they soon realise the place is well guarded, so seek a party of capable folk to create a diversion, promising to share any loot they uncover. However, on the day of the planned robbery, just as the diversion occurs beneath, the river swells with meltwater from the Grey Mountains. This water then floods down the dug passageway, flushing Reman, Gantz, and anyone with them into the Underearth, leaving them all with a lot of explaining to do.

- Nargrimi is not just a living ancestor, she is the true Queen of Karak Zanda, a Lost Hold not far from Helmgart. When news arrives claiming the ruins of her former home were uncovered by explorers, and expeditions are being organised by treasure hunters and adventurers, Nargrimi writes a note, making it clear she wishes to speak, but only to outsiders. When Barick Bullicksson brings the party to her in the Underearth, she explains that her Lost Hold must never be investigated, and that no Dwarf with honour may ever approach Karak Zanda. She will speak no more, but will provide 10 GC to any party who closes all routes to the ruins of her former home.

Nordwander and Son's Expeditionary Supplies

A large, low-ceilinged building, Nordwander and Son's prides itself on selling everything its clientele will need to mount expeditions into the Grey Mountains. A one-stop-shop for mountaineering, rock-climbing, and camping outdoors, it carries pitons, ropes, mallets, crampons, picks, chisels, rations, tents, bedrolls, and anything else a party may need before venturing out into the mountainous terrain to Ubersreik's south.

The shop initially catered exclusively to Dwarfs, but when word of the quality of their gear, and the fairness of their prices, spread, others soon made their way to Dawihafen. They now stock clothing and tools that better suit non-Dwarf physiognomies, yet are of the same fine Dwarf manufacture. Despite their broader clientele, the shop is still set up with Dwarfs in mind, with low ceilings and broad aisles.

Gudrum Nordwander is good natured, for a Dwarf. He is delighted to be sharing his high-quality wares with a wider customer-base, though he is quick to identify those who do not know what they are talking about. Customers expressing ignorance on a basic aspect of mining or climbing will find themselves treated to a lecture lasting far longer than most can tolerate. Belorn, an energetic beardling and Gudrum's son, assists in the shop.

Belorn dreams of leaving Ubersreik and undertaking his own expedition — not just outfitting the endeavours of others. He will gab excitedly to all customers, quizzing them on where they are going, and their plans when they get there. Although Belorn is sincerely enthusiastic, if a customer were planning something clandestine, they may find his interest off-putting.

- Belorn Nordwander offers the party a discount if he can accompany them on their expedition. Though charming and intelligent, Belorn has little experience of life beyond Ubersreik's walls, and will be something of a hindrance, a fact to which he is entirely oblivious.

- Legendary explorer Ernst von Schäkeldorf is planning an expedition to climb Mount Frugelhorn, and the party are to travel with him. He has managed to upset Nordwander by expecting a hefty discount based on his fame. Can the party resolve the tensions and bring everyone to a mutually satisfactory agreement, or will the expedition — and the party's generous payment — be called off?

TEUBRÜCKE (THE DOCKS)

Ubersreik docks spread the length of the Teufel in the centre of the town. The Docks comprise the usual mixture of wharves, warehouses, inns, guildhouses, cheap services, and tax and customs offices. Slums lie behind the bustle of these buildings — the housing quality dipping with every step taken from the river. Though officially listed as Teubrücke in the town's charter, this quarter, and all its attached slum and warehouse districts, is generally referred to as 'The Docks'.



Boatmen's Guild

The Boatmen's Guild meets in a converted two-storey riverfront warehouse in the southside of the Teufel. The lower floor has a subsidised tavern and dormitory for its members with almost everything sold at cost, and several private rooms also available. The food and drink is decent and plentiful. The upper floor, looking down over the drinking hall, contains the guild's offices and the guildmaster's quarters. The guild is affiliated with the Boatmen's Guilds of Auerswald, Kemperbad, and Altdorf, meaning members of one guild are given all the benefits of all the other guilds, including access to the tavern and dormitories, pensions for widows and orphans, and access to guild contacts.



Guildmaster Karsten Rugger has forgotten more about the waters between Ubersreik and Altdorf than most rivermen will ever know. He's a cantankerous old man now, though still respected. Rumours that he runs the majority of the river smuggling in Upper Teufel have never been proven. Robbo Brambledown runs the kitchens, and prides himself on being able to reproduce Dwarf and Elf cuisine, though the Halfling is rarely ever asked to do so.

- The guild's working relationship with Altdorf has kept them neutral in the town's political turmoil. For their part, the Altdorf troops have been turning a blind eye to any smuggling they discover. Should this be known publicly, it would undermine the authority of the Altdorfers, but will anger the guild.

- A shipment of brandy from Bretonnia is due to be smuggled into Ubersreik tonight. Nixie Dunkelstange is overseeing things, but cannot use guild members, as she suspects someone is feeding information to Geldfinger in Customs House. It's a dangerous venture, but profit awaits those willing to take the risk.

The Crooked Hammer

The Crooked Hammer is a slightly seedy, rough-looking tavern typical of those found in the Teubrücke. It serves a variety of hard spirits and watery ales, at cheap prices. It is an open secret that the drinking house is a front for a gambling den, run by the Crosses, adherents of Ranald, the God of Trickery, who view such activities as holy work. To the rear of the building, they operate a soup kitchen, using the profits of their gambling den to provide basic sustenance to the poor and needy of Ubersreik.



Gert Hunder runs the bar. Hunder is a scarred, intimidating fellow whose chief responsibility is lookout for the Crosses. Silvi Kreutzhame, a formidable woman in her 50s, with a sharp eye and sharper tongue is the leader of the Ranaldan cult in Ubersreik.

At any given time, gamblers of all walks of life will be found partaking in this particular brand of worship, providing they have ready coin or good credit. The authorities tolerate the gambling, in part because of the charitable work of the Crosses, and in part because so many influential citizens frequent the Hammer.

- While most are aware of the gambling den run by the Crosses, less well known is the clandestine fencing operation run behind the book-keeper's office. Here, the Crooked Fingers buy, sell, and trade stolen goods. Now, the party have been robbed and their goods will be there. That is, if they can talk their way past the Ranaldans.

- Dannel Meer, legendary thief, is putting together a crew to raid Black Rock Castle. He claims taxes from the Duchy of Ubersreik are coming into the fortress and simply piling up as the Jungfreuds are not there to ship them to Altdorf. Von Walfen, a local Archduke, is too afraid of Altdorf's power to take the taxes for himself, and so the gold languishes, unclaimed, in the vaults of Black Rock. There is a fortune there for the taking. Assuming Meer is correct...

Customs House

All tax collected in Ubersreik comes through Customs House, a large, sturdy building with a commanding view over the wharves and the river-traffic. All boats unloading in the town pay a tax of one silver coin plus an additional charge depending upon the cargo. Vessels potentially have docking fees to pay as well to the owners of the wharf in question, and fees to pay to the Dockers' Guild to load and unload any vessel. Wagons of trading goods pay their taxes at the town gates. Ernst Geldfinger runs the operation. Geldfinger is a thuggish man in his 40s who tightly controls his clerks. On an average day, one clerk is posted to each of the three gates into the city, a clerk can be found on both the north and south bank to collect from river barges, and the last works the customs house itself. He has a reputation for meticulous detail and unimpeachable honesty.

- When the party witness Detlef Schädler, one of Geldfinger's clerks, murdered en route to his post at the northern gate, they see the glint of opportunity. If they hide the body, they could take his place and pocket the day's taxes. All they need to do is fool the town guards and the merchants, keep the body hidden, and avoid whomever killed Schädler in the first place.

- Geldfinger has noted a drop off on tax revenue on brandy, due to a smuggling ring operating on the river at night. He suspects one of his clerks is on the payroll, so he is looking to hire a group of 'independent contractors' to investigate quietly, and shut down the operation. He is willing to pay handsomely, as well as offer a letter of recommendation, should the party resolve the issue discreetly.

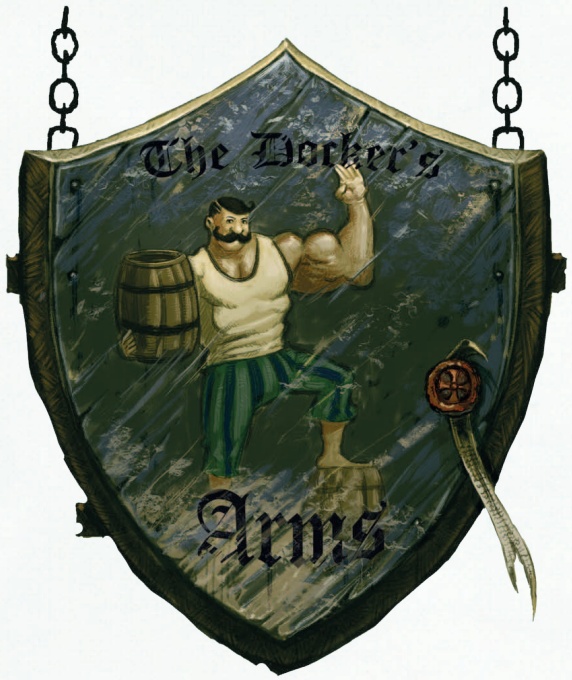
TAXING SITUATION

Before the Jungfreuds were removed from power, taxes owed by the duchy of Ubersreik to the prince of Altdorf were collated in Customs House and transferred to Black Rock Castle. From there, they were gathered by representatives of the arch-duke of Upper Teufel, then taken to Walfenschloss in the duchy of Wallenstein before heading for Altdorf. However, the right to gather those taxes, and the right to transfer them to Upper Teufel, lies solely with the duke of Ubersreik. But there is no duke. So, who collects the taxes and passes them to the Prince of Reikland?

No one knows. The vassals of the duke of Ubersreik are collecting taxes as normal, but some already refuse to pass any monies to Customs House, claiming there is no sworn liege-lord to receive them. Further, the arch-duke of Upper Teufel is being pressured to collect Ubersreik's taxes by the Reikland crown, but there is no direct vassal to pass them to him. This leaves General von Dabernick and Lady Nacht, the two figures currently governing Ubersreik, in a very difficult position. Dabernick favours enforcing tax collection, legal or not, with his soldiers; by comparison, Nacht prefers to organise a legal and stable replacement for the duke, and swiftly.

Dockers' Arm

This sprawling, timber and lathe tavern caters almost exclusively to the town's stevedores and teamsters, who have a monopoly on the loading and unloading of all trade goods in Ubersreik. Without paying their fees, none of your cargo moves.



The Dockers' Arms is effectively the Guildhouse for the Dockers' Guild. It not only acts as a centre for all Docker activity, but is also owned and managed by the guildmaster: Wilhelm 'Big Willi' Docker. Big Willi is a giant of a man with arms bigger than most men's thighs. The lower floor is given over to two tap rooms and a small kitchen. Upstairs is the Docker family living quarters, including a small kitchen, living space, and three bedrooms.

At any one time, several teams of Dockers will be drinking in the tavern, and many more will be working the wharves, warehouses, merchant houses, or streets, with some policing to ensure none load or unload without proper documentation.

- Aloysius Thorncobble III, a Halfling merchant has employed the party. He is in dispute with the Dockers' Guild, who are refusing to unload for him, until he settles an outstanding debt. As he believes he paid the debt (to the Dockers' Guild in Altdorf), he is unwilling to do so. As the party begin to unload his barge, a group of dockers arrive to point out the error in their ways.

- Little Willi, Big Willi's even-taller son, has been running a side operation, smuggling luxury foodstuffs for the Lowhaven Clan. But when the Watch confiscated his last load, on Geldfinger's orders, that left him owing the Halflings a lot of money. He is willing to offer free Guild Membership to the party if they help him break into the warehouse where the confiscated goods are, and help him steal them back.

Grail Chapel

The exterior of the Bretonnian Grail Chapel is unassuming, a modest warehouse, typical of those in the district. Only the innocuous wooden inscriptions of fleur-de-lys along the eaves mark it as anything special. Within the walls, however, the building is sumptuous. Its walls and columns are intricately carved and beautifully painted, redolent with frescoes depicting legends of the Lady of the Lake, and brave knights of Bretonnian Lore.

The building was used as an internment camp decades ago, during the Fifth Parravon War. The Bretonnian captives decorated the chapel. As a conciliatory gesture (and a long-lasting testament to the beauty and versatility of wooden buildings), the chapel has been maintained by the Carpenters' Guild ever since.

Hugo is the only permanent resident, an ancient Bretonnian with a white beard and kind eyes, whom local children are convinced was once a knight. Ex-pats and visiting Bretonnians often visit, paying their respects to the lady.



- Hugo was, in fact, a knight, but he left Bretonnia in disgrace over ungentlemanly conduct in a tourney. A recent visitor, Sir Pierre De L'Arbaque, recognised the old man, and, viewing him unfit to serve in the chapel, has forcibly ejected him from his home. Hugo is determined to fight the much younger Pierre, to reclaim his honour, but the party are convinced that if he does, he will be slaughtered.

- Nils Scherzer, an agitator, has been whipping up a frenzy of anti-Bretonnian sentiment, determined to make Reikland great again. He has raised a mob, intent on driving Bretonnians out of Ubersreik. He plans to burn the chapel to the ground, killing those within and potentially spreading fire throughout the town. There is no time to summon the Watch, only the party can intervene!

The Guild of Boatbuilders and Chandlers

This unassuming wooden building not far from Ubersreik's two dry docks on the southside of the river houses the offices for the combined Guild of Boatbuilders and Chandlers. Thirty years ago, the two guilds, both of which were important to the town but only contained a handful of members each, combined forces to amplify their voices. Today, the guild is still small, but it is also undeniably powerful due to its significant impact to the local economy.

Kurt Prochnow is the current Guildmaster. A lean, muscled man in his early 30s, Prochnow is surprisingly young for such a position. He toured the Empire as a young man learning his skills, apprenticing in Bechafen in Ostermark and securing the membership of shipwright and boat building guilds in seven different towns and cities. He is driven and intelligent with a voracious appetite for new approaches to construction. He is currently experimenting with metal and stone in his work, drawing upon Dwarf engineering as his inspiration.

At the most recent Magnustag festival, Prochnow's exotic, foreign mein, and his thriving business landed him the unwanted title of 'Most Eligible Bachelor of Ubersreik'. He has had little peace since, his offices receiving weekly visits from those interested in marrying into his wealth. His staff could not be more amused by this.

- Prochnow's latest prototype was stolen by river pirates. Should the riverwardens take it down, they will likely damage the boat or ask awkward questions, so he is willing to pay handsomely for a party to quietly recover the vessel, with a significant bonus should it be unscathed.

- Prochnow's travels and letters are a facade. He is a member of a widespread Cult, the Fractured Eye (see page 63), who pursue knowledge at all costs. Beneath the guildhouse he keeps a profane and illegal library. He seeks a particular scroll from the Temple of Verena, and would very much like some patsies to steal it for him.

SHIPPING DIFFERENCES

Although called the Guild of Boatbuilders and Chandlers, and although it may employ several shipwrights, the guild doesn't actually build boats or ships. It builds barges.

The differences may be slight, but to riverfolk, they are very important. In common river-Reik parlance, a barge is any river-borne vessel with a flat bottom, allowing for shallow-river travel and a much greater cargo-carrying capacity. By comparison, boats and ships have deeper keels, which aid ocean and deep-river travel. Ships are also larger, typically with at least three masts.

The Hog Pit

The Schwarzehalle slum's Hog Pit is a sprawling series of open pig pens. The pigs dine on the town's scraps and filth, which are sold to swineherds by enterprising gong farmers (excrement collectors). Citizens wishing to cross the Hog Pit use a series of elevated wooden platforms. These boards are treacherous, and more than one burgher has slipped, falling into the mud, waste, and pigs below.

Gart Fünke, an old farmer of both pigs and gong, is the Hog Pit's most influential man. Theoretically, any Ubersreik citizen can keep pigs in the Pit, but in practice they need Fünke's approval. He is only willing to provide this with the promise of purchasing any pig 'feed' directly from him. Fünke ensures his racket is unchallenged by providing the local Watch with a ready supply of pork.

- Dirk Schwengen, a protagonist who charges a toll to cross the Hog Pit, offers a choice: pay him, or end up in the muck.

- Rumours claim Fünke feeds his pigs mortal remains. Fünke recently provided 'pork' to Satrioli's Sausage Shop, leading to whispers that he disposes bodies for the Lowhavens. When the Ghost of Benno Nusbaum, a gang enforcer, haunts his daughter, she seeks help to retrieve his remains from the Hog Pit without alienating the Halfling criminals who put it there.

The Kat House

A stylised brass cat hangs above the Kat House, a dockside brothel dedicated to Katya, the Goddess of Disarming Beauty. The sizeable four-storey building caters to clientèle of all species and classes, and is protected by ever-present bouncers. Although most of its staff present as female, all tastes are catered for.

Frau Jalla Krump, a solidly built woman in her 50s, who rarely goes anywhere without one of her bouncers, handles all the day-to-day business of the Kat House. Krump is entirely beholden to Adelheidis 'Alisha' Keller, a young, blessed priestess of Katya who is committed to converting followers sworn to a single god to a polytheistic path. Alisha has already formed close relations with the new watch captain: Andrea Pfeffer, and has agreed to provide Pfeffer with intelligence concerning those she believes are cultists of the Dark Gods. However, Alisha only passes this over if she believes their souls are irrevocably lost.

- The Kat House is ablaze. Onlookers panic, and a number of Alisha's staff, as well as some wealthy patrons, are trapped in the burning building. It's a deathtrap, but helping could be profitable, and possibly troublesome when evidence seems to point to an outraged Initiate of the Cult of Sigmar.

- Albrecht Horsten, a wealthy grain merchant, is prone to weaknesses of the flesh and is a frequent visitor to the Kat House. Alisha believes he has fallen to the Prince of Pleasure, so he, noting her suspicion, has placed a bounty on her head. Alisha needs an escort to the Precinct, to meet with Captain Pfeffer, but a high bounty can be very tempting...

The Red Moon Inn

The two-storey Red Moon Inn primarily caters to boatmen plying their trade up and down the Teufel. It's the cleanest of the dock-side hostels, though still somewhat shabby. The lower floor is built from solid stone and includes a large drinking hall, common room, and small kitchen. The upper floor is timber and lathe and contains the inn's private rooms, and a room for the owner. The main drinking hall has a row of quiet booths all slung with heavy curtains and tattered linen to provide a little privacy.



Franz Lohner owns and runs the inn. A no-nonsense Mercenary-done-good, Lohner is a slightly overweight, dishevelled man in his 40s. He employs Ilse Frecht, a matronly woman in her 50s, to clean rooms and wait tables. Gunter Bisset works in the kitchens, cooking dinner, and two younger lads to help serve during busier times. All Bisset ever produces is potato and fish stew. A wholesome meal, but one that doesn't make the best breakfast in the morning when served as cold leftovers.

- While enjoying a tasty stew, the party overhear plans to allow brigands in through the town gates at midnight. One of the conspirators is in the Watch, but they didn't get a clear view of him, and without proof, the authorities will never believe them. The watchman had a distinctive voice, though. Have they got time to talk to all the watchmen in Ubersreik before nightfall?

- As the party are celebrating being paid by settling in to a round of good, strong beers, two masked hoodlums enter the Inn, bearing loaded pistols. Kürbis and Honighäschen, a pair of legendary married brigands, urge everyone to stay calm and hand over all their wealth. Honighäschen warns that should anyone move, she will execute every last patron in the inn.

Rugger's Boarding House

Rugger's is Ubersreik's cheapest inn, and for good reason: the beds are infested and the common room mouldy and damp. The lower floor has a dirty kitchen, a creaky dining hall, and the common room. The upper floor squeezes four private rooms (each with two double bunks) and the proprietor's room into a tiny space.



Anna Rugger, known on the docks as Gram'ma, is the aging proprietor of the boarding house. She is married to the master of the Boatmen's Guild, Karsten. Because of this, anyone causing Rugger trouble is likely to find a gang of hook-wielding men on their tail, all eager to help their Gram'ma out in any way they can.

- Gram'ma has a job. One of her lodgers, Herr Bleanich, passed away in the night. She'd rather not deal with the Watch, so make the body go away and Gram'ma will owe you.

- Gram'ma has another job. This one's a little bigger. Her husband, Karsten Rugger, is too scrupulous for her liking. She will be thankful if someone makes him vanish. Permanently.

Strohmann Markt

Strohmann Markt lies at the edge of the Teubrücke, where it connects to the fortified Precinct district. A relatively small, open square, it hosts a number of stalls by day, selling a wide variety of food and clothing.

Hocheim's Livery Stables dominates one side of the platz, where visitors to Ubersreik can stable their horses. Civilians are prohibited from riding within the Precinct, so the stables do a roaring trade as riders are turned back at the gates from the Docks. The nobility, wizards, and the Imperial Post are, of course, exempt from this restriction.

Scarred and wrinkled Sabina Hocheim owns Hocheim's Livery Stables. An enterprising veteran of the last Parravon War, she spends her last days sitting on a cushioned chair beneath the eaves of her business. She watches while her nephews and nieces do the work, and intends for them to inherit the business when she passes through Morr's Portal.

Next door to the stables, Marlies Zeitflug recently opened a small shop selling hourglasses and timepieces. Such devices are a luxury, so business has largely collapsed in the current uncertain environment, and Zeitflug is growing more concerned every day.

- Hocheim has altered her will so her stables will be sold off on her death, the money being used to support soldiers' widows and children. Her nephew, Tilman, would rather she support her more immediate family. Should the party be able to produce a good forgery of the will, they will stand to profit, following Sabina's eventual demise.

- Marlies Zeitflug needs some influential customers, in the hope that they may make her time-pieces more fashionable. Should the party be able to convince someone wealthy to buy a clock, they will earn a commission.



Ubersreik Bridge

Grodni Surehammer and his Dwarf Engineers' Guild designed and built Ubersreik Bridge over 200 years ago. At that time, Ubersreik was little more than a ruin recently retaken by the State Army of Reikland. The newly crowned emperor, Magnus the Pious, was keen to rebuild what was lost, so commissioned his Dwarf allies to construct a new crossing over the Teufel; the previous bridge had collapsed during the battles to retake the town from stubborn Greenskins.

Two centuries later, and the bridge still dominates Ubersreik. It is supported by a number of great, stone pillars sunk deep into the riverbed, to a height making it visible from much of the town. The pillars, tightly grouped near the riverbank, open out in the centre, offering two broad channels through which even tall masted river barges can safely pass. The bridge is inscribed with ancient Dwarf runes, ensuring strength and stability.

Local laws prohibit building atop the bridge, meaning those traversing it are greeted with some fine views of both sides of the town and the river surging beneath. Unseen from this vantage, the homeless gather under the bridge when the river isn't swollen. There they seek to avoid the worst the weather has to offer. Historically the Jungfreuds periodically swept this largely Human detritus away, though the poor and destitute would always return in foul weather.

Of late, the Altdorfers have shown no signs of clearing these unfortunates away. As a result, a small shanty town, known locally as Dunkelfeucht, has sprung up under the bridge's shadow. The Jungfreud supporters in Ubersreik turn their noses up at this development, citing it as yet another failing of the interlopers from the north.

Indeed, even the most loyal supporter of the Emperor has to admit that any right-thinking citizen of Ubersreik should be concerned at the unchecked expansion of the Dunkelfeucht. It has not only garnered a particularly foul reputation for attracting the very worst folk Ubersreik has to offer, it is also martialling itself, meaning any future attempt to clear the folk from under the bridge will be met with significant resistance.

Because of this, only the desperate now venture there. Gangs and footpads prowl, and few mornings pass without blood being shed or a fresh body found adrift on the river's current. Unsurprisingly, the Altdorf-led Watch now avoids the place completely, knowing there is little to be gained by antagonising the new powers-that-be below the bridge. This freedom from law-enforcement has allowed several makeshift jetties to be built by smuggling gangs. Finding their activities unchallenged, many of these gangs have become bold, often offloading large barges in broad daylight without fear of reprise. Of course, some onlookers mutter that such brazen criminality would never have been allowed when the Jungfreuds ruled, but such talk is divisive, and likely to start arguments, brawls, and even riots.

Recent rumours suggest the gangs of the Dunkelfeucht are being bound together by a new leader known only as 'The Baron'. Though a new arrival to Ubersreik, this criminal mastermind is already known for his ambition and utter ruthlessness. Few outside Dunkelfeucht have ever clapped eyes on him, though most Ubersreikers have heard of him and fear him. If rumours are to be believed, he already has scores of thieves, thugs, and smugglers under his control, and he intends to spread from the docklands quickly, quashing any attempts to thwart the rise of his newly forged criminal empire.



The Baron

Katerine Eule has been hustling her entire life. Growing up in the rookeries of Altdorf's East End, she has fought for everything she has ever owned, and in Altdorf the competition was stiff. When she saw the troops marching south, she sensed an opportunity and followed in the army's wake, keen to exploit the power vacuum. Her meteoric rise beneath the bridge is a reflection of her grit and skill. She bears a few minor scars and nicks from the foes she fought along the way, but not many: she always won. Eule adopted the name 'The Baron' to create an air of mystique, and to sow fear in the underbelly of Ubersreik.

The Eel

The beggar, known locally as 'The Eel', began life as Klaus Schleimischer, a greenfish from an affluent family of boatbuilders. Over time he became a riverrunner, smuggling goods past excise officers, eventually coming into contact with cultists of the Shifting Grasp (see page 62). Through his work for the cult, smuggling wyrdstone, he received a 'blessing' — a mutation. His skin became slippery, which left him unfit for smuggling, so he spends his time begging for coins on the Ubersreik Docks, keeping his eyes and ears open for his cult leaders.





KATERINE EULE – CRIME LORD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	69	67	51	52	45	45	29	44	60	50	17

Skills: Intimidate 73, Stealth (Urban) 59
Traits: Armour (2), Night Vision, Ranged +7 (30), Weapon +7

KLAUS SCHLEIMISCHER – MUTANT BEGGAR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	51	30	31	51	45	68	32	36	32	53	12

Skills: Dodge 79, Stealth (Urban) 88
Traits: Mutation (Slippery Skin), Weapon +5

DOWN AND OUT IN UBERSREIK

- The party have been hired by Klaus Osfer to locate his brother Ulli, who is somewhere in Dunkelfeucht. Ulli was kicked out of home by his father, who has now passed away, and Klaus wants him to come back. To get to him, the party will need to negotiate with The Baron, and her thugs, who seem more interested in selling the party's trappings – and body parts.

- Barrels of explosives have been reported stolen from the Miners' Guild, and the trail seems to lead to Dunkelfeucht. If the party investigate, they will discover the explosives are being stockpiled against some of the pillars of the bridge, with a view to destroying it. This plan is being orchestrated by Ernst Elsen, a destitute Human mason resentful of Dwarf influence on Ubersreik.

MARKTPLATZ

Ubersreik's Marktplatz quarter stands at the heart of the town. Every Marktag (the weekly market day), farmers bring their produce from the surrounding villages to trade in the busy market squares, while pedlars and merchants display cloth and other produce. Most retailers within Ubersreik also pitch stalls on Marktag, charging a little extra, in the knowledge that most customers favour convenience over trekking to the other side of town.

At the centre of the Market Square, the largest square in the quarter, an imposing statue of Magnus the Pious stands, commemorating his pivotal role in rebuilding Ubersreik after the Great War Against Chaos. Though busiest on Marktag, the Marktplatz bustles with activity on most days, and it is often used as a meeting point, especially by those new to town.

The High Temple of Sigmar

The High Temple of Sigmar, the Empire's patron god, was the first building rebuilt on the orders of Magnus the Pious after the old one was levelled by Greenskins during the Great War Against Chaos. It is the largest temple in town, dwarfing those in other quarters. The facade is lined with pillars, and the temple itself can hold hundreds of worshippers.

On especially busy Festags (festival days), poorer worshippers huddle outside the doors, straining to hear the service. Recently, locals have found the temple significantly busier, as it is filled with officers and soldiers from Altdorf.

Father Gunther Emming is the High Priest. A stern looking man in his 50s with thinning silver hair, Emming is famed for the severity of his sermons, and the sobriety of his demeanour. Though not unkind, he laces even his praise and comforting words with dire warnings of the consequences of vice.

- Irma Brantl, a pious if somewhat naive, young priestess of Sigmar has recently arrived in Ubersreik. Father Emming finds her gentle nature and incessant blithe chat incompatible with his view of the world. He is seeking ways to keep her out of his hair. He will pay the party well to escort her on a tour of the surrounding villages, to meet with the priests there. He will pay double if they take their time. Two or three months should do…

- Dark dreams haunt those who spend too much time in the basement. Recently a farmer's child disappeared on Marktag. The clues seem to suggest it was taken to the temple of Sigmar. Ernst Ricker, of the Order of the Cleansing Flame, is the only person with rooms in the basement of the temple. He may have lost his mind to the Ruinous Powers, but who is righteous enough to accuse him of heresy?

The Physicians' Guild

Across the square from the Temple of Shallya lies the Physicians' Guild, a modest but well-appointed building. Ubersreik has only three licenced physicians, keen to emphasise their status and education, and stamp out the epidemic of barber surgeons performing unlicensed back-alley surgery. Each physician has an office and consultation room on the timber-and-lathe first floor, while the stone-walled ground floor contains a shared reception area and waiting room, and a thoroughly sound-proofed operating theatre.

Doktor Otto Krupp is the eldest physician and Guildmaster. A born entrepreneur, Krupp's principle concern is advertising his services, rather than the care of his patients. Doktor Theodosia Grat is a bookish, driven graduate of the University of Altdorf. She spends a great deal of time at the temples of Verena and Shallya, and is keen to learn as much as she can about illness and disease.

Doktor Bernhardt Bayer is the youngest of the physicians. Charming and confident, Bayer sees his profession as an opportunity to meet and impress the young men of Ubersreik. Doktor Krupp offers a 'refer a friend' discount; Doktor Grat applies a discount to patients with diseases as opposed to injuries; while Doktor Bayer charges less to attractive male patients.

- Doktor Krupp is willing to pay a bounty of a shilling to anyone who can provide proof of a barber surgeon performing restricted work (such as the stitching of wounds) within the walls of Ubersreik. Of course, doing so would mean one's only future recourse for healing would be the Physicians' Guild, and their fees are steep.

- Doktor Grat is a member of the Tinean Fellowship (see page 60). Her obsession with diseases led to her worshipping Nurgle, the Chaos God of Disease. She has a secret shrine to the Plague Lord in the cupboard of her office, and has been injecting her patients with Bronze Fever to observe the effects.

BRONZE FEVER

Bronze Fever is more commonly found in the southern Old World, in more warm and humid climes, where it is spread via insect bites. Most afflicted will recover in a matter of days, but on rare occasions it can lead to complications, and even death.

Contraction: If you fail an **Average (+20) Endurance** Test after being bitten by an infected mosquito. If infected blood is injected or imbibed, you contract Bronze Fever automatically.
Incubation: 1d10days
Duration: 1d10 days
Symptoms: Fever, Lingering (Easy), Malaise, Nausea (for a full description of these symptoms, see WFRP, page 186).

The Temple of Shallya

The white walls of the Temple of Shallya, Goddess of Mercy, soar skywards near the Temple of Verena. It is a high-ceilinged building with a wide dome, all built in a classical style. Inside, there is an open space for worship and tending the sick. A series of curtained alcoves lie along both sides of the temple, where those with more severe or less dignified afflictions are placed.

Upper levels are cloistered for the clergy and visiting priestesses from other temples. The inside of the dome is painted with a beautiful fresco of crying Shallya reaching across the heavens, her tears falling as rain about a flock of untouched doves.

Marianne Altenblum is the High Priestess, a matronly widow who joined the cult over a decade ago. She has a bottomless well of empathy, but no tolerance for flippancy or timewasters. She is assisted by a number of initiates and lay-members, who tend the sick and provide alms to the poor.

- Altenbum has plans. She wishes to expand into the vacant building next to the temple, to create a hospice and infirmary for the town's poor. But to do so she will need donations and the blessing of the town's rulers. Any party able to secure either, or both, will find themselves in her good graces, and in receipt of free healing in perpetuity!

- Esther Schultz, a dairy farmer who lives a few days from Ubersreik was taken ill last Marktag. High Priestess Altenblum would like the party to escort Esther home, so that she may die in peace. Unfortunately, Esther is dying due to exposure to warpstone. Over the course of the journey, she will gradually mutate. The horrors awaiting at her farm can only be imagined. And what about anyone who ate her cheese?

The Temple of Verena

The Temple of Verena, Goddess of Wisdom, stands at the south-east corner of Handel Square. A modest building, its services are attended regularly by scholars, including members of Ubersreik's judiciary. Behind the single-storey temple lies the 'Annexe', a large library open to all. The Annexe contains a broad, well-lit reading room and many cases of books and scrolls, including the town's charter and bylaws, and minutes of the Jungfreuds' historical rulings. The more valuable, or dangerous, books are located in a locked room, only accessible with the high priest's blessing.

Heinrich Gutenberg is the high priest of the temple. A kindly man, with a long, flowing beard, Gutenberg believes knowledge is Verena's gift, and sees it as his sacred duty to share it with as many people as possible. While this makes him a mine of interesting stories, he can appear somewhat condescending, especially at parties. Gutenberg is assisted by Dagmar Schirma, a shortsighted librarian who is clearly besotted with the high priest. This is one piece of knowledge of which Gutenberg remains sadly ignorant.

- After a theft from the Annexe, librarian Schirma asks the party to hunt down and bring back the books from various dealers and private collectors around town. She doesn't want Gutenberg to know, so won't involve the authorities. She will reimburse the party the cost of repurchasing the books plus a small amount for their time. If the party can secure the books without paying, they could turn a profit.

- Andreas von Bruner (see page 43) badly wants to read a restricted book, but Gutenberg refuses him. Anyone smuggling Andreas into the locked section will be paid handsomely. Of course, as he's secretly a cultist in thrall to the Chaos God Slaanesh, doing so may prove a very bad idea.



Town Hall

Ubersreik's Town Hall is an imposing stone building, two storeys high with four towers, that looms over the northern side of Marktplatz. In addition to banks of offices belonging to the Burgomeister and his staff, it contains the stately Nobles' Court, a grand hall in which the Jungfreud rulers historically made rulings that affected the whole duchy. The towers were reserved for the Jungfreuds and visiting nobles to use as a residence when attending court, but now lie unused. Since the removal of the Jungfreuds, the status and influence of the Town Council, which meets weekly in the Town Hall, has risen dramatically, although the formal bounds of its power is very much in flux.

Ernst Maler is the current Burgomeister of Ubersreik and leader of the Town Council. His role was, until the arrival of Altdorf's troops, chiefly clerical. Given the potential for the town to become a Freiburg, things have changed — he is courted by Guildmasters, keen to exert their influence on the town's future, and resented by the nobility and locals loyal to the Jungfreuds, who suspect skullduggery.

- Beneath the Town Hall, there is an old, disused gaol, with a half-dozen cells. Maler would like the cells cleared, 'as a precaution, only!'. Unbeknownst to Maler, a colony of giant spiders are nesting there, so clearing the basement will take more than merely moving boxes.

- If the party have made contact with Maler, they will immediately come to the attention of the aspiring guildmasters, any of whom may contract the characters to lobby Maler on their behalf. Should different guilds coerce different party-members, the fallout could be messy...

Sprichstumpf

The Sprichstumpf is the stump of a great oak tree that once stood in what is now Market Square. It was felled during Magnus' reconstruction of the town, and its timbers form the roof of the Nobles' Court in the Town Hall.

The remaining stump, which is around eight feet wide, stands not far from the statue of Magnus. It has become the focal point for the town's agitators and pamphleteers, an impromptu pulpit from whence they can rant and extort to the masses.

- Anton Grimski, a firebrand agitator, has taken to visiting the Sprichstumpf most mornings, railing against the bourgeois corruption of Maler and the guilds, urging the common folk to rise up against their wealthier compatriots. Grimski is, in truth, in the pay of the Jungfreuds, who wish to show the Burgomeister is unable to maintain order.

- On Festag, a wandering Sigmarite mendicant begins to preach of the decadence of the Cult of Sigmar, drawing quite a crowd. The mood of the crowd begins to turn sour. A riot may erupt, unless the players take action.

Theatre Varieté

Originally, this building was a merchant's storehouse and shop, but it was converted a decade ago into a proscenium arch theatre, which plays host to actors, musicians, and entertainers of all sorts. It is large, stone building, with an expansive, vaulted, wooden ceiling. A large chalkboard hangs beneath the painted sign, on which the owner writes the name of the next performance, as well as a number of images to keep the illiterate masses informed. Inside, there are fifty seats in the stalls, another fifty in the upper circle, and two boxes, which are reserved for the town's nobility or its wealthiest citizens.

Benedict Gurkenfeld was an actor and playwright of some renown, once a fierce rival of the famous Detlef Sierck. He now runs the Theatre Varieté, booking performers and serving as Master of Ceremonies as required. During most days he can be found strolling around the Marktplatz observing the busking entertainers, scouting for talent. He has a number of stage-hands and ushers on staff to assist, and directs a company of local amateurs who perform on occasion.

- Disaster has struck. On the night of a sell-out performance, all of Gurkenfeld's performers have fallen ill after eating some dodgy shellfish. If the party have any skill at performing, this could be their big break.

- Like all good theatres, the Theatre Varieté is haunted. The ghost is tormenting the visiting performers, and Gurkenfeld is desperate. Should the party investigate, they will discover that one of the stagehands, a Dwarf named Ragnar Torsson, has been faking the ghost in the hope of boosting ticket sales so he won't be fired.

Watchstation

This small building, not far from the Town Hall, is not more than four-foot across at its base. It has a heavy, oak door daubed with a crude rendition of the heraldry of Ubersreik. Inside, there is a waist-height metal pole against one wall with manacles attached. The Watch once used the Watchstation to hold drunks or to imprison criminals during night-time patrols. However, the keys to Marktplatz Watchstation, and the other 11 Watchstations spread through Ubersreik, went missing during the Altdorf invasion.

- Captain Pfeffer (page 49), wants access to the Watchstations. She is advertising for any with the relevant skills to help her gain entry without causing damage so she can then replace the locks. However, the existing locks are Dwarf-wrought, and require a **Very Hard (–30) Pick Lock** Test scoring +3 SL to open. If any do so, there is a reward of 2 GC on offer.

- The Baron (page 31) has the keys for the Watchstations, and is using them to store smuggled goods. She will not be happy should others gain access, and will seek vengeance if her contraband is taken.

MERCHANT QUARTER

The Merchant Quarter extends eastwards from Marktplatz to the base of the Hill (page 42). It contains the Merchants' Guild, as well as a number of traders, retailers, and offices, as well as some smaller warehouses. Most of the buildings here are part stone, part timber, and even in these difficult times, several are being extended and redeveloped as trade in Ubersreik swells. By day, the quarter it is usually busy, filled with burghers of all classes, but at night it grows quieter the further you stray from the Market Square, though it is well-patrolled by the Watch.

The Dog Pens

The Dog Pens, a wide square near the centre of the Merchant Quarter, used to house kennels for dog fighting. The kennels have long since moved beyond the walls, but the name persists, kept alive by the sizeable statue of a Saint Saal, a local dog breed, in the centre of the square. The Pens now hosts a number of middle-class eateries and taverns, including Frau Dehne's Tearoom and Sauer's Slophouse.

The platz is popular amongst the burghers who live and work in the district, although it lies slightly off the beaten track. Because of this, prices are somewhat more reasonable than many better-known establishments, and the locals are keen to keep it that way.

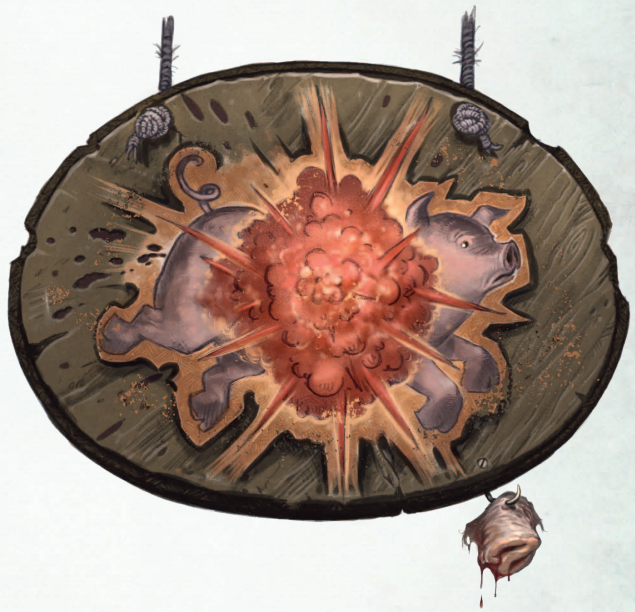
Frau Dehne runs her tearoom efficiently and effectively. She sells no alcoholic beverages, instead offering a carefully selected range of hot brews and cold cordials, many of which are surprisingly refreshing. To complement her aromatic drinks, she sells a wide range of cakes and pastries, purchased daily from the Halfling bakers nearby. In contrast, the Ostlander, Sascha Sauer, has a different focus. He offers cheap, easy meals sold with even cheaper pale ale. He only offers one item on his menu: 'slop', a boiled down, congealed stew of vegetable tops and off-cuts of meat. Though distinctly unappetising in appearance, the slop is tasty and nutritious, and costs just 3d for a bowl and pint (only 2d should you have your own cup and stein).

- Perhaps the name 'The Dog Pens' is more accurate than many believe. Sauer frequently finds affordable meat hard to acquire, and will resort to unconventional sources when needs must. When the party, or a close ally, loses their small but vicious dog, they may not be consoled with a large portion of viscous slop.

- Frau Dehne is a devout follower of Verena, the Goddess of Wisdom. After the death of her alcoholic husband, she came to believes that alcohol is the root of the Empire's current woes. She has started a temperance movement in Ubersreik, and it meets once a week in her tearoom. When she hears of the party's deeds, she makes a request that it publicly abstains from drinking to help her garner support amongst the populace. She can't pay much money, but her raspberry cordial is to die for.

The Exploding Pig

Just off Abrechnungsplatz lies the Exploding Pig, a large tavern frequented by merchants, traders, and, on Marktags, visiting farmers. Its two floors are a hive of gossip, especially among local burghers with an interest in trade and local politics. Since the arrival of the State Soldiers from Altdorf, the Pig is much busier than usual as Ubersreik's chattering middle classes gather to discuss the latest developments concerning the Town Council and then jockey for influence.



Hanno Rader, the landlord, named the inn after an accident in Dawihafen involving an abattoir and an armoury. He claims the town smelled like bacon for days, which he firmly believes was a blessed event granted by the gods, for Rader loves bacon. He is as gossipy as a Nordlander fishwife and rarely gives others a moment to talk. He is also notorious as a reliable source of unreliable information.

Rader's open support of the Burgomeister's efforts to secure Freiburg status for Ubersreik has earned him the disdain of locals loyal to the Jungfreuds, who rarely frequent his establishment any more.

- While exiting at closing time, masked brigands attack the party and other patrons. If they decide to report the assault to the Watch, they realise that one of the assailants was Watch Sergeant Tirza Bronstein. He's quite prepared to lock up any with wild claims of corrupt watchmen, and not above permanently confiscating any coins he should find when he does so.

- Rader uses one of his private rooms upstairs to host a group of guildmasters who are consolidating their efforts to influence the Burgomeister. Kurt Prochnow, guildmaster of the Boatbuilders and Chandlers' Guild (see page 27) who is not a part of this group, will pay the party 1 GC to spy on the meeting and report back what they discover.

Furlisdottir's Corn Exchange

A large, two-storey, stone building, the Corn Exchange used to be the primary market for all grain trading in Ubersreik. As Ubersreik and its population steadily grew, the trade it generated outgrew the space and moved to a larger site near the Teubrücke. Since then, the building has been reconfigured as an indoor market, with numerous small retail stalls present on most days. The ground floor is a maze of stalls selling clothes, food, homewares, and knick-knacks of all kinds. A mezzanine gallery circles the building. More expensive items may be purchased there, and guards circulate to ensure customers don't give in to the temptations of Ranald, the God of Thieves and Trickery, and try to lift stack without paying.

Numerous traders offer their wares here, including: Ekkehard Eich, trader in rare books; Heinz Giegerich, a scribe who will read or write letters for a fee; and Malasa Nusa, an Arabyan textile merchant. The stallholders all pay rent to scowling Elke Furlisdottir, the Dwarf landlord. Elke's brother, 'Mighty' Borin Bozaksson, is responsible for security throughout the Corn Exchange. Only the fastest or most foolish of thieves consider shoplifting under Borin's watch, as the girth of his biceps are obvious, and the sharpness of his eyes evident.

- As the PCs browse the Corn Exchange's stalls, a worried merchant asks them to cover his stall while he nips to the privy ('got a touch of Rumster's Revenge!'). After half a bell, the real owner returns, wondering what happened to his good-for-nothing nephew and the day's takings.

- Greta Klopstock, a young thief and initiate of the Crooked Fingers sect of the Cult of Ranald, is on her way out of the market, pursued by Borin. The party could intervene on either party's behalf, attempting to catch the thief in the hopes of a reward, or slowing the guard to ensure her escape in the hope of a future favour.

Merchants' Guild

The Merchants' Guild has become the political powerhouse of Ubersreik overnight. Following the Jungfreuds' removal, it is now the most influential force in local politics. Guildmaster Marta Müller is keen to exploit this influential force for the benefit of the guild and the town's merchants. She has undertaken a series of renovations, to ensure the guildhouse's facade reflects both civic pride and opulent wealth; but, for now, it is a mass of wooden scaffolding, swarming with surly tradesmen. There's a private club for local merchants, or visitors who are signed in by a member in the ground floor. Upstairs there is a suite of more formal meeting rooms.

Müller is a shrewd businesswoman with a jolly demeanour. Her family specialise in dairy products, as well as other foodstuffs. She has been the master of the guild for three years, but the position is contested annually, drawing from representatives of the town's four main trading houses: Brauninger, Hertie, Karstadt, and Müller. Given the political upheaval, the impending election will be more fraught than usual.

- Müller is secretly a member of the Brotherhood, part of the Cult of Ranald. She is instrumental in moving funds from the cult's illicit activities in the Crooked Hammer to more legitimate ventures. If the party contains a Ranaldan, or have assisted the cult, she can smuggle them out of Ubersreik to Altdorf, as long as they don't mind spending several days in the hold of a barge laden with cheese.

- Bengt Hertie, whose Merchant House trades in cloth and clothing, is very much the junior partner in the guild. No Hertie has ever been guildmaster, and this burns Bengt up inside. Keen to remedy this state of affairs, Bengt wishes to acquire gossip on his Brauninger, Karstadt, or Müller rivals, and will pay for any dirt. However, he's not the brightest man, and is easily fooled with any plausible 'secrets'.



The Old Granary

Dominating the skyline in the south of Ubersreik, the Old Granary is one of the fortress-town's tallest buildings. The conical construction is entirely built from stone, and has many doors up its north-facing side. It is wrapped with an external staircase that has seen better decades. Despite the name, it is currently the only granary within the town's walls. Outside Ubersreik, several smaller granaries can be found in nearby villages, but they are too far away for general use by local bakers. Over the years, a number of 'New Granaries' have been constructed in many sites across the town, but all have burned down after unfortunate accidents. Indeed, as flour is extremely flammable and prone to exploding, fire is a constant risk, and many precautions are taken to ensure there is never a problem. Because of this, the Old Granary is heavily guarded, and no naked flames, engineers, or wizards are permitted within ten feet by law.

The Blessed Guild of Lady's Vale's Master Millers owns and maintains the Old Granary. The guildhouse is located in a small adjoining building to the granary's rear. Most of the guilds' members live outside Ubersreik's walls in their farms, so the guildhouse has a dormitory to house visiting millers. Flour is sold from a small kiosk to the fore of the guildhouse, not from the granary itself. Purchasers receive a clay chitty that can be redeemed at the Old Granary in exchange for the purchased amount of flour. The chitty set is changed daily to make it difficult for counterfeits to be used.

Ruprecht Adelmann, a deeply tanned man with dark hair with tight curls, is the guild's Ubersreik representative. Also a member of the Merchants' Guild, Adelmann works to further the aims of both his guilds, ensuring all parties profit to their mutual benefit. He has a relatively plain office in the guildhouse, where he is often found after hours entertaining young men and women he picks up from local taverns and inns. Adelmann's family, who live in Grausee some twenty miles south of Ubersreik, are completely unaware of his frequent dalliances.

- The troops from Altdorf have come with their own supply of flour, which has driven down local prices and initiated a trade war between Altdorf and Ubersreik. Should something happen to the Old Granary, it would devastate the local market, opening it up to importers. Marta Kroll, an Altdorfer merchant, is hoping this happens so she can trade with importers.

- Adelmann's system of chitties is efficient and visionary. It is also very easy to counterfeit. The party is asked to acquire a chitty and deliver it to a fence, who will meet them in the Red Moon Inn. The 'Fence' is actually an agent of Captain Pfeffer of the Watch, on the lookout for a ring of counterfeiters. Quick-talking by the PCs might see them hired as her agents. A less spectacular result has them arrested as co-conspirators.

Saint Bastian's Hospital

Ubersreik's Merchants' Guild maintain this orphanage and school as a philanthropic gesture. Initially a smaller endeavour, supporting only eight children, under Guildmaster Müller's influence it has grown in size. The Hospital moved from the docks to a tall, narrow building in the Merchant Quarter (the better to demonstrate their generosity for all to see). The ground floor contains a reception area, office space, a refectory and kitchens. The first floor contains classrooms and bathrooms, and the top floor contains the children's dormitory. Staff quarters are in the basement. Frederich Gewinnguter runs the Hospital. A charming middle-aged man, he lives on site, with his wife Hilde, who assists him in his duties. During the day, additional staff attend, including Wolfram Weissman and Molrella Tüsch, who teach a broad and varied curriculum to the children.

- Mistress Tüsch wishes to take some of the children on a field trip into the Hagercrybs, to observe the natural flora and fauna, and take some samples. Given rumours of bandits in the area, the Merchants' Guild are willing to pay for an escort. In fact, there are no bandits there, but the children are sure to provide trouble enough!

- Unbeknownst to his employers, or his wife, Gewinnguter is a Daemonologist. In the evenings, while ostensibly going over the hospital's ledgers, he pores over his arcane grimoire, summoning lesser daemons, which he binds within an octagram. Despite dabbling in the dark arts, Gewinnguter is not yet in thrall to the ruinous powers, using the knowledge of these daemons to blackmail a number of rivals and quietly accrue more personal wealth. Gunther Grabbe, one of his victims, hires the party to investigate just how Gewinnguter gets his information.



Sisters' Bakery

A modest, stone built building, Sister's Bakery is tucked in between a leather shop and a milliner. It's a single storey, noticeably shorter than the other buildings on its street, a fact in which the Halfling owners take great pride. Inside, there is a small area for serving customers, lined with shelves laden with bread and pies, with more delicate confections kept behind the counter. Most of the building's deep footprint is taken up with the bakery itself, comprising a flour store, a preparation area, and two large ovens.

Om and Nom Tumbleberry, twin Halfling sisters, run the bakery. They are identical, and others find them very hard to differentiate. They have a tendency to finish each other's sentences. They will happily interject into their customers' conversations, no matter how sensitive the subject. Om specialises in fine confectionery, like her famous honey-cakes topped with spun-sugar fancies. Nom is more experimental, and has recently been aping various Altdorf recipes, such as her (immediately popular) lamprey pies.

- Nom needs some very specific ingredients from Satrioli's Sausage Shop, but cannot buy them directly out of fear of the Lowhaven Clan. If the party can buy the ingredients without arousing suspicion, free pies all round!

- The bakery is vandalised — the brick ovens hammered and the produce spoiled. When the short-staffed Watch take no interest in solving the crime, the Tumbleberrys turn to the party to investigate. If they follow the clues, they will discover a group of locals were riled up by Anton Grimski, an agitator, to target businesses fraternising with troops from Altdorf.

Spirren-Hirsch and Gärtner

Spirren-Hirsch and Gärtner are the foremost practitioners of law in Ubersreik. The timber and lathe office is is currently being extended to allow for their growing number of clerks. The building is notable for its multiple entrances and exits, to allow discretion on the part of their clientele, particularly useful given the firm's propensity for representing both parties in civil cases.
Wilhelm Gärtner and Melina Spirren-Hirsch are the firm's chief partners. Spirren-Hirsch is an intelligent, sophisticated woman in her 60s. Gärtner is only 30, with a brash, arrogant streak. Many student lawyers and clerks assist the partners.

- In addition to their numerous street-front entrances, and one in the back-alley, there is a secret entrance into the sewers. This secret entrance is used by some of the firm's less savoury clientele. Bjorn Fellstren, a skittish racketeer, requires an escort, and the firm will pay well for the party to offer protection from sewer jacks, rats, or anything nastier.

- Prosperity Lowhaven, a lawyer and representative of the not-inconsiderable holdings of the Lowhaven Clan, is in litigation with one of Gärtner's clients. He will pay the party handsomely, if they can pose as clients, infiltrate Gärtner's office, and steal the relevant documents.

Thulmannplatz

A small square, Thulmannplatz is home to Ubersreik's stocks. In addition to criminals being punished by Magistrates, the Altdorf forces have taken to imprisoning anyone resisting their instructions, or publicly supporting the Jungfreuds. Sometimes these poor unfortunates remain locked up for hours, or even days, before the Watch arrives to release them. Ever enterprising, a number of Halfling stallholders have begun selling rotting fruit and vegetables to public-spirited Ubersreikers, which they can hurl at wrongdoers. The goods, which would otherwise be discarded, can now be sold at a reasonable price, although this is denying Sascha Sauer (see page 35) cheap supplies for his slop.

- Genoveva Grün, an agitator who supports the expulsion of the Jungfreuds, has taken to riling crowds up, exhorting them to pelt their supporters heavily with rancid fruit. Sharp-eyed Characters may note that she is being paid in turn by the Halflings for increasing their trade, making a hefty profit. She is also employed by a crooked Sergeant in the Altdorf troops, who ensures she is on hand when he locks up any dissenters. When the party find themselves in his crosshairs, will this knowledge protect them?

- When Severin Pfister, a visiting wool merchant, is arrested on trumped up charges, just because some of his wool is dyed in Jungfreud colours, the crowd is so incensed that it swarms the stocks, intent on tearing him limb from limb. Will the party stand by and watch an innocent man be murdered? Will they step in and save him? Or join in, and loot his corpse?

Unterdaumen Warehouses

Seven small warehouses are ringfenced to the north of the Merchant's District and well-patrolled by private guards. They are owned by the Unterdaumen Merchant House, an Ubersreik merchant family who trade in whatever is cheap that season, in order to sell it at a profit elsewhere. Each warehouse has large double-doors, is around ten-yards long, and has no windows.

Grigerid Underdaumen is an octogenarian with a nose for profit. She is utterly ruthless, and enjoys nothing more than to destroy her rivals completely, taking their every last penny, and their lives. She lives frugally in Underdaumen Warehouse VI, and has her favourite guard, Fritz Fritzman, wheel her to the Merchant Guild every morning to catch the best business.

- Underdaumen deals with the Baron, the Lowhavens, Guido Falk, and several other criminal gangs. However, she doesn't want her guards caught up in obvious unlawful activity, so hires cheap outsiders to run errands and collect contraband.

- Fritzman is a Yellowbelly (page 63) who spies on criminal families for his masters. He reports to Slippery Jacob, a bawd from the Docks, and is overheard sharing Lowhaven secrets. They could be lucrative if sold to the correct party.

Von Holzenauer's Potion Shop

A spacious three-storey building, the Potion Shop has large arched windows illuminating the ground floor, where potions are made and sold. The first floor holds the spacious and well-lit private quarters of the owner, Siegfried von Holzenauer. The staff quarters lie above this, in the cramped attic rooms.

Siegfried von Holzenauer owns and runs the shop. A minor scion of the noble family, he dabbles in potion-making as a hobby. Something of a passion-project for von Holzenauer, he is far more interested in discovering and devising new recipes and sourcing rare ingredients, than he is in turning a profit. As such, his staff will happily acquiesce to hagglers, offering potions at significantly discounted prices.

- Though von Holzenauer developed his Ameliorative Elixir as a painkiller, it is often used recreationally (not that he realises this). The potion is almost absurdly cheap, and is sold at a markup in seedy establishments in the Docks. Viktoria Häussler, a bawd, will pay the party to purchase large quantities of the potion and bring them to her.
- Gustavus Guggenheimer, a Wizard Lord of the Gold Order attached to the Altdorf State Army, is concerned that von Holzenauer's potions have unnatural effects. Given Holzenauer's noble status, Guggenheimer is reluctant to officially intervene, so has asked the party to investigate and determine what goes into the mysterious potions.



POTIONS FOR ALL SEASONS

Von Holzenauer's experimentation has resulted in some success. The following potions are available only in his shop, some of which require rules found in the WFRP rulebook.

Item	Cost
Ameliorative Elixir	1/4
Focusing Philtre	5/-
Liquor of Luck	1GC
Katya's Cordial	6/-
The Marvellous Medicinal Mixture	8/-
Reactionary Restorative	1GC
Tonic of Sight Beyond Sight	10/-

Ameliorative Elixir: Containing Weirdroot, this earthy, thick potion brings a sense of euphoria and pleasant hallucinations. The potion gives a +10 bonus to Willpower Tests, but a penalty of –10 to Agility, Initiative, and Intelligence Tests. **Duration:** 1d10x10 minutes.

Focusing Philtre: A dark, bitter draught, this philtre focuses the mind and aids concentration. It gives a +20 bonus to Intelligence and Endurance Tests. When its effects wear off, gain 1 *Fatigued* Condition that lasts for at least a day. **Duration:** 1d10 hours.

Liquor of Luck: A bright-blue liquid with a faint scent of liquorice. Consuming it grants +1 Fortune point. Additionally, while under its influence, when you spend a Fortune point, roll 1d100. If you roll a double, you regain a Fortune Point. When the effect wears off, lose all Fortune Points and gain 1 Fatigued Condition that lasts for at least a day. **Duration:** 1d10 minutes.

Katya's Cordial: A sweet-scented suspension with a glistening-pink pearlescence, and a fiery taste. This potion subtly enhances the drinker's attractiveness, for a cost. While under its influence, the drinker receives the benefit of the *Attractive* Talent. However, after it wears off, the drinker suffers a penalty of −20 to all Fellowship tests for 1d10 days as skin and eyes slowly excretes a foul-smelling, yellowish discharge. **Duration:** 1d10 hours.

The Marvellous Medicinal Mixture: A cloying fish-scented liquid, anyone wishing to take this concoction must first pass an **Average (+20) Cool** Test. This done, the drinker receives 1 *Fatigued* Condition, which can only be removed after a good night's rest. The potion offers no other effect. However, it tastes so bad von Holzenauer's customers remain convinced of its efficacy to cure almost any malaise.

Reactionary Restorative: A thick, blood-red liquid, this foul-tasting brew enhances the drinker's reactions to danger. While under its effect, you never gain the *Surprised* Condition. When the effect wears off, gain +1 *Fatigued* Condition that lasts at least a day. **Duration:** 1d10 hours.

Tonic of Sight Beyond Sight: A dark green liquid, its label inscribed with a large, red eyeball, this potion promises to enhance the imbiber's vision. Drinking the potion will provide you with the benefits of one or more Talents as follows (roll 1d10): 1-2: *Acute Sense (Sight)*; 3-4: *Holy Visions*; 5-6: *Magical Sense*; 7-8: *Second Sight*; 9-10: all of the above. **Duration:** 1d10 minutes.

Wahlund's Rat Catchers

Until recently, the rat catchers of Ubersreik barely had a guild. They met once a month in the Red Moon Inn to discuss rodent nests, but otherwise kept to themselves. The duke of Ubersreik funded a rat-tail bounty, which was just generous enough for them to make a living. But then the Jungfreuds were removed from power, and the rat catchers, bountiless, seemed doomed.

However, just a week later, Wahlund, a foreign rat catcher, arrived in Ubersreik with his 'Exterminators'. Wahlund bought an old inn, which he offered the guild if it let him lead them. Somewhat stunned, the rat catchers warily agreed, and Wahlund became Guildmaster Wahlund. His first act was to approach the Town Council to demand a new rat-tail bounty. The burgomeister was reluctant, but wanted to appear as capable as the Jungfreuds before him, so agreed. Wahlund then printed pamphlets advertising new, higher rates, each containing numerous testimonials from satisfied customers. He then hired a small army of street urchins to hand them out. And then the money rolled in.

Wahlund's Rat Catchers, as the guild is now named, is located in a former tavern on Grossweg. Wahlund purchased it from a retired seaman. The tavern's sign had depicted a snarling, fat shark, so it now has a dead rat painted hastily into its mouth. The old taproom serves as a meeting room and clubhouse for the rat catchers and their visitors. The cellar houses a kennel for their dogs, and also contains a secure entrance into Ubersreik's sewer complex, which is why the inn was chosen.

The guild comprises only nine members. It is lead by Guildmaster Wahlund, who arrived in Ubersreik shortly before the Altdorf forces invaded. Wahlund brought with him a small company of experienced, heavily tattooed Sewer Jacks: Anders de Geer, Mårten Stormdal, and Rickard Blomberg. They joined the town's five local ratcatchers: Melina Heilbronn, Günther Burkharrt, Reineke Rattenfanger, Fritz Vogelman, and Thormo Hakenbein.





Guildmaster Wahlund

Guildmaster Wahlund is a scarred veteran Sewer Jack from the north. Unbeknownst to most Ubersreikers, he is also a High Priest of Stromfels, the god of Wreckers and Pirates, proscribed in the Empire. He and his three compatriots are all that remain of a secret cult of Stromfels that was wiped out by a Skaven assault some years ago. Now they travel the Empire, slaughtering the ratmen, and seeking out Grey Seer Rasknitt, the architect of their cult's destruction.

They have followed rumours of Rasknitt to Ubersreik. In establishing a base in the newly restructured Ratcatcher's Guild, Wahlund secreted a small shrine to Stromfels hidden in the basement, beside the sewergate.



GUILDMASTER WAHLUND – HOLY EXTERMINATOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	82	48	53	63	56	41	36	46	65	60	23

Skills: Dodge 78, Stealth (Underground) 63
Traits: Armour (2), Champion, Magical, Night Vision, Weapon +9

Melina Heilbronn

For years, Heilbronn was Ubersreik's only professional Sewer Jack. A soldier from the age of fourteen, she developed a deep dislike of the Beastmen that haunt the Reikwald. She retired in her 30s, and chose to patrol the sewers of her hometown, believing rodent-like Beastmen occasionally ventured down there. A tough, experienced fighter, the other ratcatchers hold her in high regard. Since Wahlund's company arrived she has been somewhat sidelined. While she has no flair for, or interest in, politics, she is distrustful of the outsiders who will not let her accompany them, despite her obvious skill. A stocky, broad-shouldered woman with freckles dusting her stub-nose, Heilbronn bears a jagged scar on her chin, a memento from a Beastman she fought long ago. She has no time for fools or wastrels, and is remarkably direct in her communications. Indeed, if looks could kill, most who met her would already be dead.



MELINA HEILBRONN – SEWER JACK

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	63	62	45	60	30	33	24	27	44	22	26

Skills: Dodge 79, Stealth (Underground) 53
Traits: Armour (1), Night Vision, Ranged +7, Weapon +7

I SMELL A RAT

- Wahlund wishes to hire the players to hunt rats, freeing him up to focus on hunting Skaven. Their discretion is appreciated and will be rewarded. Of course, once down there, it's likely they will inevitably encounter the four northerners on the hunt, and may well become embroiled in their secret quest for vengeance.

- Thormo Hakenbein, one of the guild's most unassuming members, is secretly a Witch. With the guild's expansion, he fears discovery and will hire the party to investigate Wahlund and his friends, hoping that his coin will prevent them from looking into his own activities.

MORGENSEITE

Morgenseite, known locally as 'The Hill', is the most affluent quarter of Ubersreik. The homes of Ubersreik's wealthier middle-class families form a terrace leading up the Hill to the manors, mansions, and small estates of the wealthiest nobles, guildmasters, and clerics. Curving around the bottom of the Hill, Osterstrasse hosts the town's elite shops, including high-class couturiers, eateries, jewellers, armourers, and other luxury goods. The Watch patrol Morgenseite enthusiastically. Undesirables and those inappropriately dressed are likely to be moved along with a swift boot.

Aschaffenberg Manor

The Aschaffenberg residence is the second largest estate on the Hill. The striking two-storey manor has a coach-house and stables built into the north side, and a selection of out-buildings to the south, all of which are built in a classical style. It is officially the home of Duke Brynich of House Aschaffenberg and his wife, Duchess Eleanor. However, the uncertain future of Ubersreik, and the casual way in which the von Jungfreuds were removed from power, has persuaded the duke to retire to his lands in the Duchy of Aschaffenberg. He has left his wife to wrap up their affairs in town as he prepares his castle for her arrival. However, she has absolutely no desire to replace her palatial residence with a dingy tower in the windswept Blitzfelsen hills, and plans to do everything she can to never leave Ubersreik.

Duchess Eleanor Aschaffenberg is the only noble currently resident in the manor. Tancred Davieu is the head of staff, the manor's caretaker, and the duke's trusted servant. Davieu's family serve as maids and servants. He has been tasked with cataloguing and preparing the manor's contents for auction. His work is seriously impeded by Eleanor, who has no desire to see the contents of her home emptied and auctioned by her aging husband.

In addition, ten of Duke Aschaffenberg's personal guard are garrisoned to watch over the property, though most of their time is spent lounging with beer.

- In the chaos and upheaval following the Duke's departure, Davieu's daughter, Krystal, sought to secure a nest egg by pilfering some of the silver, assuming its loss would be ascribed to the dangers of transportation. Now the goods are to be sold in auction, she needs to get the silver back to avoid suspicion. The silver is in a warehouse in the Docks belonging to Pip Shufflepig, Mercy Lowhaven's nephew and a low ranking member of the Lowhaven Clan (see page 17).

- A shifty stranger claiming to be working for Duchess Aschaffenberg wants to hire the party to disrupt the impending auction, by stealing Davieu's list of goods. Entrance through the grounds should be relatively straightforward, there's just the matter of the Duke's guards to contend with.



Brauninger House

Owned by the Brauninger merchant family, this building is modest for The Hill, it contains 16 rooms, a large servants' quarters, and separate stables and coach house. The Brauningers built the house over two centuries ago. The merchant house has contracts with several noble families and mercenary outfits across eastern and southern Empire to supply arms: the family's primary business. Many of the town's forges are under the family's control, and the Metalworking Guild is a close ally.

Sigmar Brauninger is a slight man in his early 50s. His house's business has grown impressively since it was established in the time of Magnus. It now has a strong reputation, with offices in Nuln, Altdorf, Carroburg, and, most recently, Marienburg. This last acquisition may prove costlier than expected as the competition in that city is cut-throat, and enemies already circle.

- Marius Strooper, a 'freelance consultant' from Marienburg, wants to hire a group to deliver a 'message' to Brauninger. The 'message' is to be secretly delivered directly into his office. Should his employees succeed, they will be 'wealthy'. Should they fail, they may cause a diplomatic incident.

- A shipment of Brauninger's arms is missing. Three wagons, containing blackpowder weapons, were en route from Nuln to Ubersreik. In the power vacuum following Karl-Franz's decree, Brauninger was keen to secure a contract with the burgomeister to supply the Watch. He will pay generously for a party to hunt down his missing weapons, and bring the, presumably well-armed, culprits to justice.

Bruner Palace

Von Bruners have lived on the site of Bruner Palace for centuries, though the actual building has been reconstructed many times. The family is rich from its mines in the Hagercrybs, and it spends lavishly on the palace. It is the largest building on the Hill, with an impressive 239 rooms. It is in such a prominent position it can be seen from almost every part of the town. A large stables and coach house are built to the east end of the walled grounds, and a small jetty juts out into the Teufel at the foot of the Hill, where painted boathouses hold several pleasure barges.

The estate is nominally controlled by Heinrich von Bruner, the Graf of Grauwerk's younger brother and heir (see page 58). In truth, their mother, Lady Kisaiya von Bruner, rules. Indomitable and authoritarian, she is often 'gifted' the family's more wayward offspring to rear. Lady Kisaiya is currently raising three of her grandchildren: Andreas, Gutele, and Boniel. Andreas, the son of Heissman (her third son, a Magistrate in Altdorf) is in his early 20s. He, alongside his cousins Gutele and Boniel (the twin teenage children of her youngest son, Sigislieb), do their best to fill the space. They hold lavish balls and salons that often last for days.

So, the palace is regularly home to all manner of visitors, including nobles, entertainers, artists, and free thinkers. Rumours of decadent pursuits persist, despite generous donations to the Cult of Sigmar.

- The party are invited to the Palace, not realising they are the entertainment. Ordered to fight for their betters' amusements. Do they fight one another, in the hopes of securing funds and patronage, or do they try to fight their way out, past the von Bruners' guards?

- Liesel Mair, an investigator, has been following up rumours of Andreas's corruption. She (rightly) believes he is part of a profane cult, planning some kind of unholy ritual. But nobody at the Watch will take her seriously. Will the party help her uncover a monster?

Emperor's Rest Hostel

The six-storey Emperor's Rest sits at the base of the Hill by the northern end of the Osterstrasse and provides suites of rooms and fine dining for the wealthiest of Ubersreik. The prohibitive prices, and burly, if well-liveried, guards ensure the riff-raff are kept at bay. Political uncertainty following the change in Ubersreik's status has led to a drop in business, which concerns the staff.



The fabulously wealthy Duke of Telland owns the impressive hostel. He won the establishment in a high stakes game of Scarlet Empress during Black Powder Week in Nuln. Managing the hostel on his behalf, the scrupulously clean Hedrich Hann, a man of refined manners, careful movements, and sombre moods, monitors his 37 staff of varying positions with a general's eye and a firm tongue. He's an especially devout man, and confesses to the priests of Sigmar in the High Temple every Festag, quite convinced his petty, inconsequential sins are soul-damningly awful.

- Hann has a rodent problem. Should word of the rats in the basement get out, it could further affect trade, so he would like it taken care of quickly and quietly, which means no Ratcatchers' Guild. The evidence of the rats is clear to see, though the holes seem awfully large…

- One of the characters recognises a customer staying at the Hostel. It's Mikhail Ziegel, a Charlatan, posing as a noble, and clearly planning something bigger. The party could reveal the truth, earning Hann's thanks. Or they could speak to Mikhail, and get in on his scam.

Karstadt Estate

House Karstadt, the richest merchant family of Ubersreik, owns this bustling, and continually expanding, estate. The fortified grounds are the third highest on the Hill, though the primary manor it houses is relatively modest, for all it is significantly larger than most Reiklanders could ever dream of owning.

The main building has two floors containing a score or so rooms, the largest of which is a sizeable hall, extended just twelve years ago to accommodate larger functions as the family line swelled. Beside the manor is a stables and coach house with space for 24 horses and four coaches. Other buildings are spotted across the grounds, which also contain several copses of trees, ornamental ponds, and an impressive maze to amuse visiting guests.

House Karstadt is known for trading in ores, metal, and luxury goods, running mines, and, more recently, moneylending. It maintains a bank in Ubersreik's Merchant Quarter, and owns a number of well-guarded warehouses on the north bank of the Teufel. The Karstadts also have offices in Altdorf and Nuln, all managed by prominent family members, and finance several merchant trains crossing the Grey Lady Pass to Bretonnia and the Dwarf Holds.

Unknown to most, the Karstadts were formerly nobles of Ubersreik. Decades ago, Baron Victor Karstadt chose to surrender his nobility as a condition of a deal with the von Bruners to secure a significant loan. Contrary to all commentators at the time, it turned out to be a prudent decision. The family fortunes have significantly changed for the better since the von Bruner deal, as evidenced by their growing numbers and luxurious accomodations.

Hellin Karstadt-Stampf is the current head of the family and a woman so wealthy the Jungfreuds courted her for years, despite her effective lack of nobility. After teasing Sigismund von Jungfreud for almost three years, she eventually chose to marry a spectacularly wealthy merchant from Altdorf instead, a decision that caused uproar in Ubersreik at the time. For many years it was a matter of some debate whether she married for love, or for riches, though most suggested it was the latter.

Perhaps proving this opinion true, Hellin's husband, Leuthold, rarely leaves the Karstadt-Stampf offices in Altdorf. His primary interest is in banking, so he spends much of his time consolidating that business in the imperial capital. Consequently, he hasn't been seen in Ubersreik for several years, which is, of course, a juicy piece of gossip for local busybodies, who are quick to conclude the Karstadt-Stampf marriage has broken down. The hearsay concerning this is only exacerbated by Hellin's vociferous, and oft-shared, hatred for Altdorf, which means she has never travelled to see her husband. Unsurprisngly, most believe she has no love for her husband beyond his business acumen and deep coffers.

However, Hellin's love for her many children, strong-willed though they may be, is undeniable. She hosts lavish parties whenever one should return to Ubersreik, and goes out of her way to attend to their every need, no matter how grand. Helping Hellin achieve this, Josef Specht, the Karstadt-Stampf purser, is never far from her side. An unassuming fellow, Specht is an almost invisible presence, yet is quickly on hand with a quill and ink, or a supply of coins, should he be needed. Of course, the gossipmongers of Ubersreik presume Sprecht offers far more than simple financial advice to his mistress, for all it is widely known he is a happily married man.



Hellin Karstadt-Stampf

Hellin Karstadt-Stampf is a handsome woman in her 50s. She wears a small pair of reading glasses on a golden chain. She styles her hair up in a neat, stylish bun, and always dresses in elaborate black and gold clothing accessorised with expensive jewellery. Those envious of her wealth frequently claim she is as ostentatious and boastful.

A shrewd businesswoman, Karstadt-Stampf is the wealthiest woman in Ubersreik. She is utterly ruthless, and ferociously loyal to her family, who tend to the wild side. She will do anything to protect her children and their good name.



HELLIN KARSTADT-STAMPF – MERCHANT PRINCE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	31	25	33	60	30	37	73	48	58	12

Skills: Charm 65, Intimidate 45, Perception 80
Traits: None

Josef Specht

Josef Specht serves as Karstadt-Stampf's purser. He is a genial fellow, and a loving father and husband. With unremarkable features, brown eyes and hair, and an innocuous demeanour, Specht is always impeccably turned out, wearing the colours of his mistress: black and gold.

Despite appearances, Specht is a ruthless killer. An orphan with a traumatic childhood, he is an adherent of the outlawed God of Murder, Khaine. He came into Karstadt-Stampf's service after witnessing her loyalty to her children first-hand. She, in turn, recognised his capabilities. Specht is absolutely loyal to his mistress and her children. He will go to any length to protect them, or to retaliate should any harm befall them. He maintains a secret shrine to Khaine in the attic of the Karstadt Estate.



JOSEF SPECHT – ASSASSIN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	83	68	53	53	57	57	55	39	62	48	21

Skills: Dodge 81, Stealth (Urban) 72, Track 81
Traits: Armour (1), Champion, Night Vision, Painless, Ranged +8 (20), Weapon +9

SPOILED ROTTEN

- Hellin's son, Alfred, yearns for a title to complement the wealth he will inherit when his mother passes. He is convinced the von Bruners retain his Grandfather's patents of nobility. He will richly reward anyone who will break into the Bruner Palace to retrieve them.
- Hellin's daughter, Annika, has no interest in trade, longing instead to pursue a martial career. She will pay the party to train her in secret, hiring them to complete odd jobs around the estate to cover their furtive martial activities. But when Annika gets injured sparring, they will have to think fast.

Luigi & Salvatore

Luigi & Salvatore is where the wealthy and indulgent of Ubersreik shop. It is a dark granite, three-storey building faced with large windows, and is one of the larger L&S outlets in the Empire. Within, shoppers encounter a labyrinthine tangle of columns and shelves with dozens of attendants ready to help customers, or eject time-wasters and riff-raff. All manner of high quality, high priced goods can be purchased here: clothing, arms and armour, supplies, writing materials, and so much more.

Adriana Corolla manages the opulent shop. She spends most of her time dealing with paperwork in her office in the basement. She will personally serve her most influential clientele, and takes regular breaks to stride the shopfloor, making loud, supportive comments in her distinctive Tilean accent.

- The party are hired by Corolla to act as mystery shoppers. She believes one of her attendants, Tamara, is skimming. The party are given 20 silver shillings to spend, on the proviso that they catch Tamara in the act.

- To ingratiate themselves with Silvi Kreutzhame, Priestess of Ranald (see page 25), the party must each steal an item of value from the store and donate it to the poor. The item must be of use, and the theft must go unnoticed.

Wings of the Pegasus

The Wings of the Pegasus is the finest eatery in Ubersreik, and, so its owners claim, all of Reikland. It sits near the top of Osterstrasse, with a commanding view of the town spread below it. Customers willing to pay their exorbitant rates are treated to food that is both exotic and subtly cooked. Indeed, while pegasus wing itself is not on the menu, they often serve selections from rare and exotic animals and monsters. There is a small private dining room and balcony on the first floor.

Johann Zustrass is the head chef. A team of Halfling sous-chefs assist him. Zustrass is as legendary for his fiery temper, as for his varied and challenging menu. His standard response to criticism is that the diner's palate is unrefined. Maître d' Laurent Bonappetit manages the front of house staff. Bonappetit is a reed-thin Bretonnian with a wispy moustache and oily manners.

- Zustrass is about to entertain an influential customer, but he lacks a key ingredient: Manticore liver. His normal supplier hunts them in the foothills two days away, but is away on other business. Zustrass has a map and a wagon, and will pay the party to fetch a fresh Manticore corpse.

- Bonappetit is a fraud. He is really Dante Blau, a charlatan. He is trying to stay out of crime, but a noble lord he once conned out of a gold-plated harpsichord has a reservation for this evening. He has to work, so he is offering the party a free meal in exchange for them running interference, with one of them masquerading as Bonappetit while serving the lord in the private dining room.

Madame Beaumarteau's

The stone facade of this long, low shop is carved with the shapes of traditional masks. The carving is beautifully wrought, making the shop stand out, even compared to the other elegant businesses on Osterstrasse. Madame Beaumarteau's is the premiere boutique for an array of fine costumes as well as fancy masks and more austere garb. Madame Beaumarteau is an aging spinster, stout of limb and heart. She sews much of her work herself, but employs a gaggle of Halfling seamstresses to assist her. Despite her stern demeanour, she is a kind soul, and will often offer reduced prices to less well-off clients, while overcharging those who are arrogant and abrasive.

- One of Beaumarteau's seamstresses, Lolly Skelfsider, has gone missing. Madame Beaumarteau believes the Lowhavens have kidnapped her, and are holding her in Satrioli's Sausage Shop (see page 17). She will pay the party to return her, but the truth is that Lolly is in love with Sunny Lowhaven, one of the criminal gang's most ruthless enforcers, and has recently eloped with him. The Lowhavens are not happy.

- Given her position in society, Madam Beaumarteau is privy to all manner of secret intelligence regarding the comings and goings of Ubersreik's upper classes. When the Characters pay a visit to her boutique, they find the owner missing and her staff in disarray. They believe a gang of brigands have kidnapped her, looking to extort information from her. They left no clues, though the door looks like it was forced with some kind of curved metal blade, like a boot hook, perhaps?

Auld Odenhaus Pantera

Built in 1589 IC by the Knights Panther — a wealthy order of secular knights — this chapterhouse is a small, opulent building on the Hill. Stairs lead to an upper floor of grand chambers, including a smoky club house and library. Beneath lies an ornate stable, training square, and servant halls. For all its splendour, the building is crooked, sagging, and alarmingly creaky. No Knights Panther permanently lodge there, and it's rare for more than five to be in residence. Chamberlain Adella Markel leads the Odenhaus's 6 staff and 13 guards. All wear blue livery with a snarling panther on their chest.

- Man-at-arms Helrella Markel has waited all her 53 years to be Chamberlain, and will wait no longer. She needs a group willing to murder a 76 year-old grandmother, and will pay well. But she won't mention Adella trained with Knights Panther all her life, and is likely the finest swordswomen in Ubersreik.

- Knight-Captain Brander von Gerlbach of the Knights Panther is deeply suspicious of the motivations behind the seizure of Ubersreik, and has arrived to investigate. He works from the Odenhaus, and is looking for alert mercenaries to help him.

THE PRECINCT

The Precinct is Ubersreik's military district, centred around the fortress of Magnus's Tower. It was built using some of the foundations of the town from before it was razed. It is separated from the rest of Ubersreik by stout walls. Though the gates are rarely closed, in cases of civil unrest, they can be used to turn the district into a defacto fortress. In simpler times, the State Army, both the Watch and those guarding the walls and surrounding province, were stationed here. At the time, it was arguably the safest part of town. However, since the arrival of the troops from Altdorf, tensions have noticeably escalated. The uncertainty regarding jurisdiction has led to clashes between the local troops and the interlopers, resulting in fighting in the streets. While there have been no deaths as yet, commanding officers fear it is only a matter of time before one side or the other takes things too far.

Chapel of Ulric

Though worship of Ulric, God of Winter and War, is less common in Reikland in comparison to the northern realms of the Empire, the intense concentration of military folk in Ubersreik means this temple is more frequently attended than might be expected. Though called the Chapel of Ulric, it is actually a temple. It is a large, cold building with an imposing stone façade — resembling a fortress more than a temple. Within, a flame burns day and night, beside a large statue of a grim-faced Ulric.

Denfather Holst Kretschmer, a heavily bearded Middenlander, tends the temple. Despite coming from an affluent family, with a genteel upbringing, Kretschmer adopts a broad Middenlander accent, to better fit the part. In addition to two other priests, Father Reiker and Father Arbert, Kretschmer has a small contingent of Knights of the White Wolf stationed in the temple. Mostly older, they all bear some injury or another, and are missing several teeth. Nevertheless, they are fearsome fighters, meaning the temple has been spared the worst of the recent troubles, ironically making the Chapel of Ulric one of the calmest places in town.

- Captain Steyer, an Altdorfer, believes that Father Kretschmer has been assisting the local troops in undermining his operations. Keen to discredit the Ulricans, he wants the party to enter the temple and douse the flame that burns within. Doing so is a blasphemous insult, and one the temple's knights are unlikely to take kindly to. Then again, do the party want to make enemies of an influential officer in the Altdorf forces?

- Brother Yannik, a young priest of Ulric, joined the cult at his parents' insistence, but is not especially devout. At a recent conclave of the town's clergy, he encountered Sister Gabriela Brestrich, a Shallyan initiate. He tells the party that they have fallen deeply in love, and now plan to elope. Should the party help the love-struck teens, they may be surprised to discover she is unaware of his existence, let alone his feelings for her.

Magnus's Tower

Magnus's Tower is an imposing building, a tall spire surrounded by sturdy walls, a fortress at the heart of The Precinct. The tallest structure in Ubersreik, it has a commanding view of the surrounding countryside and dominates the town's skyline. Access to the tower is gained through a complex series of Dwarf-engineered elevators, powered by cunning use of counterweights and levers. The Tower is the only military position not controlled by the Altdorf State Army, and is instead manned by local soldiers who have disavowed the Jungfreuds.

Captain Erwin Blucher commands the troops stationed here. The significant force is largely comprised of halberdiers, crossbowmen, and engineers trained in maintaining and using the town's artillery. He is 'advised' by Field Marshall Antonin Sieber, an aged veteran of numerous campaigns, whose wits have largely fled and whose position is largely ceremonial. Sieber's honour guard comprises a small detachment of Reiksguard Knights from Altdorf, led by Captain Preis. Given the Reiksguard's close affiliation with the Emperor, the local troops now eye their erstwhile allies and comrades suspiciously.

- The Reiksguard are in a unique position to ease tensions in the town, acting as intermediaries between the forces of Altdorf and Ubersreik. Captain Preis, their de facto leader, is keen to do so, but cannot act without the Field Marshal's explicit authorisation, and he will not listen to her. However, it so happens he served with one of the Characters' grandfathers, and is keen to reminisce. Perhaps they can convince him?

- Blucher is an arch-opportunist, and sees the chance for personal betterment in the current disarray. While most of his men still secretly support the ousted Graf Sigismund, he is enjoying the freedom being masterless affords. He is keen to ensure Ubersreik becomes a strong, independent Freiburg. If Blucher is seen meeting with the Burgomeister, there will be mutiny, so he needs the party to smuggle him to the Town Hall, and ensure there are no interruptions.

THE STATE ARMY OF REIKLAND

The most powerful provinces of the Reikland are required to train soldiers to defend the 'State of Reikland'. This obligation to recruit and train State Soldiers was enshrined in law by Emperor Magnus the Pious after the Great War Against Chaos. In peace time, these State Soldiers act as road wardens, watchmen, guards, and defenders of the realm. In times of war, they can be summoned by the Prince of Reikland to form the Reikland State Army. The number of State Regiments an individual noble can muster is tightly controlled by a complicated array of treaties. It is said Magnus the Pious was determined to never allow any individual Noble House to become powerful enough to destabilise the Empire again, so strict limitations were imposed.

The Mess and Bucket

The Mess and Bucket is an inn that caters almost exclusively to the soldiery of Ubersreik. It has a large common room that is technically open to the public, although civilian patrons will draw disapproving scowls and jeers. The furniture is cheap, given how regularly it is broken in bar fights — the arrival of troops from Atdorf has only exacerbated things.

Upstairs, the inn offers a private club, with membership available to officers bearing their letters of commission. Access is via an external staircase, ensuring that officers and their guests need not breathe the same air as the rank and file. A more refined atmosphere pervades the First Floor Club, though younger officers can sometimes be seen listening wistfully to the raucous fun below.



Otto 'Cabbage' Klemp is head bouncer. A retired Sergeant, he now drills his bouncers — also former soldiers — in the fine art of conflict resolution, first with easy words, and if that fails, with brass knuckles. Dietmar Varttiger is the maître d' of the First Floor Club, a supercilious, oily fellow, whose sole aim in life is to ensure the smooth running of the club. Berthold 'Big Bert' Hanson tends bar downstairs. Bert is the owner of the establishment, although his relaxed approach to things regularly unnerves Varttiger.

- Tensions in the Club have been strained after the Altdorfers arrived. When Lieutenant Eisner, an officer in an Atdorf handgunner regiment, seemingly breaks his neck falling down the stairs, Varttiger employs the party to tidy things up, without involving Cabbage, or the Watch.

- Cabbage is always on the lookout for strong arms and brave hearts. PCs short on cash could work a few shifts breaking up brawling infantrymen, assuming they don't mind losing a few teeth.

North Temple of Sigmar

The North Temple of Sigmar is functional, without clever carvings or glittering icons. It is most commonly frequented by soldiers and non-commissioned officers. The higher ranks favour the High Temple, and the social and political opportunities it confers.

The high priestess in residence, Mother Dörflinger, lost her arm fighting Greenskins in the Grey Mountains. She was later stationed in Ubersreik to train the town's militia. Since the arrival of the forces from Altdorf, attendance at her weekly throngs and training sessions has significantly increased.

- Disgruntled locals are using the militia drills to train for an assault against the invading forces from Altdorf. Wise to this, General von Dabernick sends his men to infiltrate. When the party attend the temple, sparks fly.

- News of Goblin attacks in nearby villages concerns Mother Dörflinger. She believes Skarrik, the Wolfrider that took her arm, leads the raids. She needs help and vengeance.

Reiniger's Outfitters

Reiniger's has been the principal outfitters for Ubersreik's military forces for decades. A large, two-storey building, it bears an air of genteel charm at odds with its surroundings. The ground floor services rank and file uniforms, with a small office for bursars from the regiments to make their orders, and the bulk of the space used for storage and for a small army of seamstresses.

The first floor is reserved for Officers. Here the gentlemen and ladies of privilege can have their measurements taken, to ensure the perfect fit, uniform regulations playing second fiddle to the latest fashions from Nuln and Altdorf. Florian Reiniger is the chief tailor. His father founded the business. Florian has a relaxed and easy manner. He is as skilled at stitching as he is at talking his customers into buying an extra jacket.

- Florian is working for High Lord Holzgrug, the Imperial Spymaster. He is in a prime position to overhear important information from his clients. It was his intelligence that allowed Altdorf to take the town so quickly and effortlessly. Olla Olwin, a former colleague of Reiniger's, knows Florian's secret. Olla is languishing in the cells at the Watch Barracks, and is likely to spill the beans to Captain Pfeffer to escape punishment. So, Florian needs the PCs to infiltrate the cells and eliminate the threat.

- Reiniger's assistant, Herr Katz, has a secret. Reiniger rescued Katz from slavery over twenty years ago while sourcing exotic fabrics in Tilea. His former owner, Mario Malpensi, has a long memory and deep pockets. He has an agent, Davide Avido, in town, who will approach the PCs, seeking their assistance in returning Katz to captivity. The reward is great, but slavery is illegal in the Empire. Of course, should they refuse, they will have made an enemy in Malpensi…

Ubersreik 3rd Barracks

This sizeable barracks once billeted Ubersreik 3rd Regiment of Foot, the Reikland 33rd, nicknamed: 'the Fighting Stags'. The regiment retreated as the State Army of Altdorf approached, so the building now lies empty. A large wall rings the muster ground where the soldiers once drilled. Against the wall are towers, workshops, barracks, kitchens, refectories, and chapels, most of which are locked and quiet.

Aware the barracks may become a rallying point for Jungfreud sympathies, General von Dabernick ordered the walls patrolled with Altdorf soldiers. At any one time, two squads of eight halberdiers, each led by a sergeant, march around the periphery, thoroughly bored, dreaming of a better detail. When off-duty or resting, the soldiers gather in the north tower to eat, drink, play cards or dice, and chew wierdroot.

Sergeant Rikard Jaekel is making the best he can of the Fighting Stags's barracks. He's managed to requisition several barrels of ale, so life coule be worse. Since the nearby chapels are locked, he's built a small shrine to Ranald, God of Luck, and another to Ulric, God of War, in the north tower. The first is a pile of dice beside a crudely hewn cat, the other a stack of weapons by a whittled wolf.

- The banner of the *Fighting Stags* hangs in the main refectory. Gunner Wictor Franko recently arrived from the duchy of Black Rock intending to reclaim it for his regiment. However, he didn't expect security in his old barracks to be so high, so he's looking for help, or just a simple distraction…
- Rikard really misses his pregnant wife, Hanna. She works in a Ranaldan gambling den in Altdorf. Should Rikard die, he will not go quietly, and will persistently haunt any responsible until certain his wife is safe.

Watch Barracks

The Watch are responsible for keeping the peace and enforcing the law; however, the bulk of the old Watch members were recently dismissed due to suspicion they were loyal to the von Jungfreuds. So, much of the current Watch is made up of Altdorf soldiers who've been pressed into service, and who resent every minute of it. They have little interest in justice and swiftly resort to busting heads to keep order.

The Watch barracks include a number of offices, an array of holding cells, and basic quarters. The Watch regularly patrol the town in groups ranging from two to six, along with providing support to Geldfinger's raids on smugglers. While their patrols should cover the entire town outside Black Rock, in practice they concentrate on wealthier areas, seldom venturing far into the Docks or the Dunkelfeucht.

Captain Andrea Pfeffer commands the Watch. Pfeffer's a no-nonsense woman in her 20s with a distinctive mane of red hair. While she maintains a calm demeanour, the newly appointed Captain is concerned with the disruptions caused by the Altdorfers with whom she arrived. She is keen for the Burgomeister's position to be consolidated, or a new noble family installed, the better to calm Ubersreik.

- Captain Pfeffer believes one of her watch sergeants, Trudi Shrieber, is on the pay of the Lowhaven Clan of Halflings (see page 17). Unable to trust her Watch, she enlists the party to follow Shrieber and secure evidence of her wrongdoing.
- When resolving a bar fight in The Exploding Pig (see page 35), older members of the Watch want to arrest an off-duty Altdorfer, while his comrades, along with some 'newer' watch members, want him set free. The PCs stumble into this tense standoff...



THE SEWERS

Ubersreik's sewers are extensive and a source of local pride. Indeed, many a visitor to Ubersreik has had the misfortune of receiving a guided tour when merely feigning polite interest!

Two distinct networks exist: one to the city's north, and another to the south. Both networks discharge into the Teufel through wide, steel-grated culverts. The northern sewer-gate is named the Magnusschleuse, and the southern the Sigmarschleuse. Both are checked routinely to ensure no undesirables gain entrance to Ubersreik illicitly (or that those who do have bribed the right people). However, as responsibility for this task lay with the Jungfreuds, neither gate has been officially checked for some time.

Each network comprises around a dozen major, arterial sewers, through which a four-foot wide effluent channel flows, flanked by equally wide walkways. The ceilings are high to allow for the dispersal of noxious fumes and vapours. Smaller tunnels connect these arterial sewers. These have a lower ceiling and only a single walkway to one side. Vaulted chambers, twenty-feet across, sit at the junctions. Intricate carvings of Dwarf faces line the chambers' columns, though few consider the splendid sight worth the appalling reek. Most waste reaches the sewers through narrow lead pipes, though larger houses and estates have wider pipes that are more akin to small tunnels. Sewer grates are also found on the streets of the more affluent areas on the south side, such as the Hill, or the Merchant Quarter.

When Greenskins razed the town 200 years ago, the sewers were untouched, and many hid beneath as Orcs and Goblins rampaged above. Later, when Magnus the Pious returned to the Empire and marched to retake Ubersreik, Empire infiltrators, led by Dwarf scouts, entered the town through the sewer grates. Once inside, they crept through the streets and opened the town gates, surprising the occupying Greenskin forces by simultaneously attacking from above and beneath. This story is well known locally, but the invading Altdorfers have no idea just how easily the town walls can be circumvented.

What Lurks Beneath

Despite the best efforts of the town's ratcatchers, sewerjacks and Watch, the sewers remain host to a number of undesirable creatures. The southern network, known as the Sigmarsewers after its sewer-gate the Sigmarschleuse, is better maintained, especially of late, given the rat catchers' regular patrols. Nonetheless, there have been numerous sightings of fast-moving Beastmen, with ratlike visages and high-pitched, chittering voices. Anyone blundering about in the sewers, especially after nightfall, is likely to encounter something they would rather forget.

The Magnussewers lie underneath the north half of the town. These are less regularly patrolled, and since the Jungfreuds were ejected from Ubersreik, no-one has been clearing them out. In addition to the omnipresent threat of ratmen, other creatures call the sewers home.



Skaven Gutter Runner

The Gutter Runners of Clan Eshin are skilled infiltrators and assassins. Clad in dark robes, they move silently through the dark recesses of the sewers, even venturing into the town's dark alleys and rooftops on moonless nights. Many can speak crude Reikspiel (the language of the Empire), and they have been known to talk to Humans, whose assistance may prove useful.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	40	40	30	30	50	50	50	30	30	30	12

Traits: Armour 2, Night Vision, Skittish, Tracker, Weapon +8





Skaven Giant Rat Swarm

Rats are a common threat in the sewers of the Reikland. The Skaven make use of their presence, herding them in great swarms, directing them to attack their foes. Though individually weak, when attacking en masse, they can be surprisingly destructive.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	-	30	25	25	35	-	15	15	-	25

Traits: Bestial, Night Vision, Size (Small), Skittish, Swarm, Weapon +4

Brandt – Doppelganger

Brandt the Doppelganger has taken up residence in Ubersreik's sewers. Brandt is able to assume the form of other creatures, and prefers to consume the victims he duplicates so he cannot be discovered. In its natural form, Brandt is hideous, resembling a flayed Human with viscera, muscle, and bone on display.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	30	40	30	30	33	33	39	35	10	15

Traits: Afraid (Fire), Doppelganger, Immunity to Psychology, Size (Average), Weapon +4
Notes: Though generally immune to Psychology, Brandt is *Afraid* of fire, and observant Characters may notice it shying away from flames.



BEYOND THE WALLS

Beyond Ubersreik's broad stone walls, the land lies clear for hundreds of yards, the encroaching trees felled annually lest brigands or worse venture from the dark recesses of the forest. A local bylaw prohibits the erection of stone buildings within bow-shot of the walls, ensuring Ubersreik can be defended properly. An obvious loophole has allowed for wooden buildings to be constructed, though there are not many of these, with only certain buildings tolerated in order to spare the sensibilities of the citizenry. Shanty towns or impromptu marketplaces designed to avoid the town's taxes are not tolerated. Any make-shift towns will be torn down by the Watch or patrolling soldiers.

Fleshmarket

The Ubersreik fleshmarket lies to the north-east of the town. Given the law against stone, it comprises a handful of wooden buildings, with a number of stakes forming pens alongside pitches for tents and wagons, including a stables and a kennel, which are permanent fixtures. Other beasts (pigs, cattle, sheep, and similar) are driven to the pens on a rotational basis.

Juna Sattelrücken is Ubersreik's main horse-coper. A wiry Averlander in her 30s, she still carries a hint of the lilting accent of the land of her birth. She drives a hard bargain, but a fair one, and treats her horses kindly. On the other hand, Stanislaus Stockman, the hundsman, is a brute. In his 40s, he is handsome and tall, but his glittering eyes betray the cold heart lying within. He believes in discipline, and is not above beating his dogs, employees, and anyone else.

- On their way to Ubersreik, the party meet a downhearted farmer, Jan Boehm, whose precious pigs were stolen by bandits. When they arrive, they see the pigs have already been sold to Sartioli's Sausage Shop (see page 17). All they need to do is ask the Halfling crime family who sold them their pigs, and hope they weren't in on the theft.

- Juna Sattelrücken has heard there are wild horses, of good Bretonnian stock, loose in the foothills of the Grey Mountains. She needs an escort to accompany her as she tries to capture them. Unfortunately, there are monsters out there, but she can pay, or offer a good deal on a steed...

Morr's Field

To the northwest of Ubersreik lies the town's graveyard, Morr's Field. It is surrounded by tall and crumbling stone walls, religious buildings being exempt from the bylaws. Within lie the graves and ravenstones of Ubersreik. Mass graves for paupers, single plots for the middle-classes, and great mausoleums for the wealthiest families in town. Additionally, there is a shrine to Morr, which is attached to a larger hall, used by the Mourners' Society, an informal group of locals who offer solace to the grieving.

Schadrach Bürke is the ranking priest of Morr, the God of Death. Bürke is a tall, angular man with a long nose and a mournful aspect. He rarely leaves the Field, and has little Human contact, save when comforting those who have lost loved ones, or issuing instructions to his two gravediggers, Ewald and Oswald.

- Holst Rosenstock is a graverobber and a drunk. Having recently incapacitated himself by falling into the jakes of the Crooked Hammer, he is unable to fulfil a contract, and owes Doktor Krupp in the Physician's Guild a body. Holst will pay the party over the odds (up to 2 GC each) to do the job for him in order to preserve his reputation.

- Father Bürke has noticed someone or something disturbing the graves, and he would like to pay the party to deal with it. If they accept, and are brave enough to spend the night, they will discover a group of Ghouls that have been feasting on the dead.

The Tin Spur

The Tin Spur is a large, open-roofed, circular building near the southern Nuln Gate. It is used for various entertainments, including bear-baiting, dog fights, and pitfighting. It is occasionally used by entertainers to put on plays, both itinerant troupes or local players. The building lies outside the town's walls, owing to a bylaw put in place a few decades ago, because the sight of blood offended the delicate sensibilities of Lady Jungfreud. There are three floors of galleries for watching the performances. A series of pens lie attached to the rear of the timber and lathe building, where the animals are kept, alongside a meagre collection of costumes and props.

The Esteemed Company of Ubersreik Players own and maintain the building. Chief among them is their playwright, Wilhelm Shütteln, whose works tend to be overlong and wordy. Nonetheless, as the chief stakeholder in the company, he chooses the plays performed. It is a source of constant frustration for Shütteln that animal and pit fights always make significantly more money, meaning he performs but rarely.

- The Lowhaven Clan of Halflings plan to run their own pitfights in the Docks, but need a main attraction. As such, they're willing to pay the party to get Felix Seite, The Tin Spur's champion, drunk, before kidnapping him and taking him to their warehouse.

- Ubersreik's Animals Front (UAF) is an active group of concerned citizens of Ubersreik, led by a Shallyan initiate, Konstance Pfleger. They plan to sneak backstage during one of Shütteln's interminable plays and set all the animals free. As the members of UAF lack any real physical skills, they have hired the party to assist, without any real consideration of what bears and dogs trained to fight would do to strangers releasing them.

FIGHTING DOGS AND BEARS, OH MY!

Use the following statistics for the dogs and bears that fight in the Tin Spur. Most days there will be a single bear and 1d10 dogs kennelled behind the arena. During festivals and fairs, there will be significantly more.

FIGHTING BEAR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	-	55	55	30	25	15	15	15	20	42

Traits: Armour (Hide 1), Bite +9, Champion, Size (Large), Weapon +9

FIGHTING DOG

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	60	-	30	30	40	30	-	15	20	10	11

Traits: Armour (Hide 1), Size (Small), Night Vision, Weapon +6



THE PROVINCE OF • UBERSREIK •



DUCHY OF UBERSREIK

Ubersreik is not just the name of the fortress-town, it is also the name of the surrounding duchy. This duchy contains a swathe of the fertile Vorbergland region of Reikland. Its varied terrain includes soaring peaks, verdant valleys, swift rivers, placid lakes, dense forests, and fertile fields. But, it is most known for the Grey Lady Pass, one of only two safe routes through to Bretonnia from the Empire, making it critical for trade and security.

The duchy is also a Reikland Estate. This means its duke can sit on the Reikland Diet, Reikland's legislative body, and that none have authority over the ruling duke bar the prince of Reikland. The duchy contains seven fiefs, which are themselves split into many smaller estates. However, as Ubersreik currently has no duke, the rulers of Ubersreik's fiefs have no liege to swear to. The most obvious resolution, outside installing a new duke, would be to have these fiefs swear allegiance to Archduke Victor von Walfen, to whom the Duke of Ubersreik swore fealty previously. However, because of a quirk in Reikland law, doing this requires the fiefs be Reikland Estates, which they are not. Thus, these seven fiefs, with Ubersreik at the centre, are stuck in political limbo without a direct liege, and thus without a voice in the Reikland Diet. For all this brings disadvantages, it also leaves the Noble Houses of Ubersreik with an odd freedom few nobles in the Empire share: they currently have no direct liege.

Barony of Lady's Vale

The rolling farmlands of the Lady's Vale surround the river Teufel as it flows free from the Grey Mountains. Historically, the barony of Lady's Vale was the courtesy title of the heir to the duchy of Ubersreik, though it has never had any substantive power. The produce grown there supplies the fortress-town that guards it, with any surplus sold to other Reikland towns. The vale's villages and hamlets are taxed directly by Ubersreik, and also protected by that town's military.

With the von Jungfreuds' removal, the town of Ubersreik, and the surrounding Lady's Vale, has no ruler. This means Viktor von Walfen, archduke of Upper Teufel, should be in control. However, the archduke is little more than a puppet for Karl-Franz, so the Emperor has sent a herald, Emmanuelle Nacht, to represent him in all matters rather than allow the archduke any authority. Not only has this angered the archduke, but it is also rumoured to be an unwanted imposition on Nacht, who had business of her own to attend in Altdorf.

Currently, Lady's Vale is relatively depopulated due to repeated Greenskin raids down through the decades. To combat this, Altdorf troops have taken to patrolling the region, but this has only aggravated affairs rather than made the Vale safer, as Orc and Goblin warlords perceive the show of strength as a challenge they must meet.

THE ARCHDUCHY OF UPPER TEUFEL

The archduchy of Upper Teufel should be one of the most important provinces in the Reikland. It includes four important Reikland Estates – Ubersreik, Falkenhayn, Stimmeswald, and Haalstein – which encompass some of the most fertile land in the Empire, and some of the most strategically vital. However, its ruler only holds the title as a courtesy; in law, the title actually belongs to the prince of Reikland. Over 200 years earlier, Magnus the Pious stripped all lands and titles in the area from House Walfen and took them for himself. Now, the current prince of Altdorf, and Emperor, Karl-Franz, holds the title, and he allows House Walfen to use it only for as long as it remains loyal. He can, on a whim, remove the archduke without recourse to the Reikland Diet.

So, for all the current archduke, Victor von Walfen, is an imposing, cantankerous man and a respected veteran of many military campaigns, he is politically toothless. He is only responsible for funnelling taxes from his archduchy to the princedom of Altdorf. Any who swear fealty to the archduke are actually swearing oaths to the prince of Altdorf by proxy.

- Many expecting parents from Lady's Vale make pilgrimages to Fritha's Mount, a holy wonder standing alone on the edge of the Grey Mountains. There they leave offerings of sunflower seeds in the hope the dawn goddess will smile upon their offspring. But when three couples don't return, and a troubled hunter claims he spotted a pile of dung piled high like a crude idol at the base of the Mount, the village elders of Messingen beg for help from any who'll listen.

- While passing through the village of Geissbach, the party hear rumours of Greenskin activity nearby. Should they investigate they will discover a fearsome, masked Orc leading a significant mob of Greenskins. Troublingly, the Orc Boss's eyes seem to glow from behind the featureless face-covering as if in thrall to an even darker power…

Barony of Teufeltal

The barony of Teufeltal encompases the steep-sided valley carved by the River Teufel through the Grey Mountains. Teufel Lake is in centre of the valley, known locally as 'Rotsee' because of is dark-red colour. Scholars claim the Teufel picks up heavy iron deposits from the surrounding mountain ranges, but local legend claims it is the collected blood of the Dwarfs fallen to Greenskins through the millenia.

The barony guards the entrance to the Grey Lady Pass, and as such its primary road is reasonably well maintained despite the rough terrain. Schluesselschloss is the Baron's seat of power. This crumbling castle is built atop a rocky island in the middle of the Teufel. Its narrowest point controls Grey Lady Pass, where it enters the Schluesselschlossschlucht, a steep-sided gorge famous for its red waterfalls.



Baron Harald von Schluessel's steward, Reinhart Blickstein, handles the daily decisions and the baron's dwindling coffers. Baroness Mathilde von Schluessel has borne the baron two sons: Erik and Matthaus. The brothers do not get on. Erik is doughty, if dimwitted, and Matthaus is studious and sensitive.

- The Grey Wolf Temple hosts a sect of Knights of the White Wolf — templars of Ulric, the God of War — that only admits nobles. They patrol the Grey Lady Pass, escorting rich caravans and the most attractive nobles. However, when Brother Falkenhayn absconds, abandoning his vows, Cleric-Captain Krause needs the party to bring him back, without dishonouring the young nobleman, or Ulric.

- Philline and Elodie de Blanc run a unique school for girls high in the mountains. Philline is a refined schoolmistress, concerned with etiquette and decorum. Her wife, Elodie, worships Myrmidia, and ensures her girls are well versed in matters martial. The party is hired to escort Margaretha Holswig-Abenauer to the school, charged with retaining her physical and spiritual sanctity. Given all the marauding Greenskins and dashing knights, this will be no mean feat.



County of Widow's Vale

The highland County of Widow's Vale lies on the slopes of the Grey Mountains. Life here may be harsh, but a handful of villages and hamlets, and one fortified town: Grunwächt, can be found in fortified positions or deep in the valleys. It is not a particularly wealthy province, its main source of income being goat-herding, largely from exports of goat's milk and cheese to Ubersreik. Desperate prospectors are a common sight, each convinced there must be hidden seams of ore similar to those found in Black Rock, Lady's Vale, or Grauwerk. But if any have struck a motherlode that could turn Widow's Vale's fortunes around, they have yet to share their success.



The former rulers of the Vale, the Saals, were wiped out decades ago when Greenskins razed their castle. The current ruler, Count-Palatine Gregor Schadelfaust, bears the grandiose title 'Defender of Widow's Vale'. Schadelfaust is the illegitimate son of Graf Sigismund von Jungfreud's late older brother, Tywald. His military career culminated recently when he relieved the besieged town of Grunwächt. Emperor Karl-Franz was so impressed with his valour that he elevated him to the nobility, granting him a title and Höhewacht Tower from which to rule. This was a source of some irritation for Schadelfaust's uncle, Graf von Jungfreud, and Archduke von Walfen. Graf von Jungfreud is not happy with his illegitimate nephew's rise to nobility, and sees him as a threat to his family line. Archduke von Walfen was the commander who ordered Schadelfaust to Grunwächt, and he is not pleased with Schadelfaust's increase in power and status.

- The Lone Pillar is a mysterious ruin between Bamenz and Hugeldal. The ruin is of Elven origin, and the large pillar from which its name is derived is a waystone, channelling the Winds of Magic. It has been corrupted recently, and a pool of dhar, the tainted black wind, has formed, bringing with it a plague of the Restless Dead.

- The Tower of Vane lies high in the Widow's Vale, near the Frugelhorn Ridge. The Celestial College of Magic maintains the soaring spire. Currently, it is home to Sibylle Hagerdorn, a Wizard Lord known far and wide for her powers of precognition. A shipment containing precious lenses to upgrade her telescopes has been seized by Greenskins. She requires assistance retrieving the lenses, and will compensate the party accordingly.

Duchy of Aschaffenberg

The duchy of Aschaffenberg is a relatively small territory trapped between the south bank of the Teufel and the Blitzfelsen Hills. Emperor Magnus the Pious created the fief after the Great War Against Chaos, and there elevated the Aschaffenbergs to nobility, granting them land once ruled by a minor branch of House Walfen. Most of the duchy's wealth comes from ore mines and the river Teufel, both in terms of the trade and fishing. In particular, many Huffers (river guides) ply their trade in the town of Aschaffen, helping barges navigate the treacherous waters down to Auerswald. The highest peak in the Blitzfelsen Hills, Taubeberg, lies on the north-east border of the duchy, and is riddled through with Goblins from the Creeping Death tribe. Forays to clear the Greenskins from Aschaffen land near the mining town of Blitzhöhe are an annual event, meaning many of the local nobles have significant military experience.



The current graf, Brynich Aschaffenberg, is an ambitious man with many heirs. In recent years he has secured for his eldest son, Tobias, the prestigious position of Margrave of the Grey Lady Pass. He also negotiated a marriage between his second son, Rickard, and Ludmilla von Bruner, Graf Steirlich's only daughter. This planned union is an impressive feat given the historic tensions between the two noble households. Not long ago, Byrnich returned to the duchy from his manor in Ubersreik after the Emperor removed his erstwhile allies, the Jungfreuds, from power. He now plots his next moves cautiously.

- Redclaw Monastery is home to an order of monks and warrior priests, who dedicate their lives in service to Ulric. Though not recognised by the cult of Ulric, the Redclaw monks, with their distinctive robes with red-dyed sleeves, are well known in the area. The monks are engaged in near-constant battle with the local Creeping Death tribe of Goblins. Father Kretschmer from the chapel in Ubersreik (see page 47) has heard a disturbing rumour that the Crimson Skull, a proscribed cult of Khorne worshippers, have infiltrated the monastery. He would like the party to investigate.

- No-one knows why Graf Stierlich von Bruner allowed his only daughter to marry Brynich's second son. If the party were to discover the truth, they may be able to leverage that to secure influence with the noble families. Or they may wind up face-down in the Teufel, their blood mixing with the red waters.

Duchy of Black Rock & Graustadt

The mountainous duchy of Black Rock is preparing for war, and the rampant Jungfreud stag flies as troops march. As the fortress-town of Neufaljung grows overcrowded as refugees and soldiers arrive from Ubersreik, Black Rock Mine works double-time to compensate. Historically, its goods were shipped through Ubersreik and sold to Altdorf. But since losing the town, the Jungfreuds secured a new trade-route with Baroness von Böhrn to the north, who was appalled at the Emperor's unjust actions.



The barony of Graustadt is also ruled by the Jungfreuds, but it is isolated, no longer connected to Black Rock by a Jungfreud-held lands. To mitigate this, Rudolf Trocheim, the finest Jungfreud strategist, has been appointed its steward, and granted three regiments to defend the province. But Trocheim is not loved locally, having married the illegitimate daughter of Duc Gaston de Parravon, the hated instigator of the Fifth Parravon War.

Graf Sigismund, who once ruled all the duchy of Ubersreik, is now ensconced in Neufaljung Castle, greatly diminished. He is quick to anger and a hard man to love, but is known for his firm but fair rule. While his enemies and rivals were quick to capitalise on his fall from grace, his friends and allies, appalled at the Emperor's actions, have quietly rallied around. By the graf's side stands his eldest son and his new bride, the mercurial Greta Trott. It was a hasty marriage, but one that has secured significant reinforcements from the duchy of Tahme. His two younger sons are both missing, and there is a significant bounty for their heads in Ubersreik.

Given the depth of the Jungfreud coffers, the stout walls Neufaljung, and the sheer number of soldiers they employ, it is hard to imagine the dispute between the Emperor and the graf will be resolved any time soon.

- Rikard Fischer, an agent of the graf, is looking to hire guards for coal barges bound for the Hägercryb Canal. The job is dangerous, and may require tussling with riverwardens, but for those brave and morally flexible enough it pays well.

- The Black Cairn lies on a desolate, wind blasted slope that is tormented by terrible screams and unearthly howls every night. A Tomb Banshee haunts the site, and when Andreas Richter, a cartographer, contracts the party to accompany him on a surveying trip, they unwittingly release it...



Duchies of Grauwerk and Karstadt

The densely wooded duchies of Grauwerk and Karstadt are havens for hunters and trackers, and pay host to parties of visiting nobles keen to hunt game. The forests are dotted with hunting lodges, and even the seat of the ruling Bruners, Steirlich Manor, is a heavily fortified lodge. House Bruner draws immense wealth from its deep mines sunk into the southern Hägercrybs, and despite centuries of affluence, the mines there show no signs of playing out. The Bruners bought the neighbouring duchy of Karstadt some decades ago from the troubled House Karstadt, which brought fertile farmlands and the major road into Ubersreik under Bruner control, not to mention a number of profitable tollgates. The Bruners demanded the Karstadts surrendered their patent of nobility as a term of the sale, which was supported by the ruling Jungfreuds at the time, effectively making the Karstadts commoners. Whilst few could fathom this decision, the enormous success the Karstadts secured when they established a new Merchant House (see page 44), eventually making them one of the richest families in the duchy, soon silenced their detractors.



Graf Steirlich rules both provinces directly, though he has many vassals. He, like his manor, was named after one of his illustrious ancestors, and he is a driven and determined man. He regularly rides his land, hunting bandits, beasts, and fowl with equal enthusiasm. He takes little interest in politics, leaving such affairs to his mother Kisaiya von Bruner (see page 43) and his nephew, Heissman. But he does love his family, and recently gifted the castle of Ulmeturm to his niece Ludmilla as a wedding gift, celebrating her union with Rickard Aschaffenberg, a gesture Kisaiya is said to consider foolish and profligate.

- Graf Stierlich is advertising for staff to assist an annual hunting party in Grunewald Lodge, a small estate in the Duchy of Karstadt. Unbeknownst to those applying for the work, they are to be the prey…

- A Troll is sighted in the ruin of Karstadt Lodge deep in the Reikwald forest. Johann Zustrass of the Wings of the Pegasus (see page 46) has commissioned the party to bring it back to Ubersreik alive, as he is keen to have an ever-regenerating supply of flesh. But the graf won't tolerate unsanctioned hunting on his lands, so they'll have to travel to the lodge, capture a Troll, and transport it back. All in secret. And then somehow get the Troll in Ubersreik.

March of Grey Lady Pass

Deep into the Grey Mountains, beyond the barony of Teufeltal, the March of Grey Lady Pass is the Reikland's first line of defence against the Kingdom of Bretonnia. Ringed by glaciers, the pass through the centre of the fortified fiefdom is usually impassable in the depths of winter. Though it has been decades since the last conflict with Parravon, the State Army regiment garrisoned in the march is always ready, which is especially prudent given the number of Greenskin tribes making their home in the mountains. Graumarkschlosse, the fief's largest castle, is located high on the cliffs to the north of the road overlooking the pass. Entrance is made via a complex lift powered by steam. The pass is littered with the ruins of less fortified castles sacked by Greenskins in previous centuries. Now the blackened bones of these fallen fortresses are home to nothing more than the restless shades of the fallen. The only other settlement of any size is Teuquelle, a frozen village heavily defended with cannons and mortars.



Margrave Tobias Aschaffenberg, eldest son of Brynich Aschaffenberg, became the ruler of the March after the previous margrave died without heirs. Even though he ruled the province for several years, Tobias had never set foot in the isolated, freezing barony until recently. A quarrelsome braggart and skilled duellist, he preferred spending his time amongst the bright lights of Reikland's finest festivals with an occasional dip in Nuln's waters come Blackpowder Week. But when the Jungfreuds lost Ubersreik, Tobias's father sent him to Graumarkschlosse to put his house in order, ensuring the defenses were unimpeachable to better enhance the Aschaffenberg name and ensure Grey Lady Pass didn't fall under the sway of another Noble House.

- The Grey Lady Pass is home to undying rumours of the Grey Lady, a restless spirit who appears as an omen of impending doom. The spirit appears when the party are stranded amidst the ruins while the lift is repaired. The Grey Lady foretells nothing less than the end of the world before vanishing, never to be seen again.

- Wandering the March, the party discover a wounded giant, acting aggressively. Should they defeat the giant, and not flee, it will address them with its dying breath. In stilted, childlike Reikspiel, it bemoans the cruelty of fate, and begs the PCs to look after its child. As its dying breath rattles in its throat, they hear the loud wails of a six-foot long baby.

From The Desk of Emmanuelle Nacht

My Lady,

As requested, I have compiled my estimations of the population and military breakdown of each major fief in the duchy. Unfortunately, the Jungfreuds never used the postal service, preferring their household messengers, so I don't have any hard detail for them. Further, I don't have access to the 2507 census they commissioned from the High Temple of Verena to use as a foundation. So, these numbers are very loose, and in some cases, naught more than educated guesses. Nevertheless, I have done my best.

Might I also take this opportunity to stress that, as I've mentioned previously, the military build up from the Jungfreuds was real. Indeed, I fear, if anything, they are now recruiting even more heavily. I've heard there is an open call for mercenaries, and I interceptad a letter sent to Miragliano to recall Trott's Marauders. I fear my previous apprehension concerning the marriage between Houses Jungfreud and Trott has consolidatad a power base. I cannot stress how much of a threat I believe this to be. I suggest that it is imperative that more reinforcements be deployed before it s too late.

With hope as I walk in Verena s light,

G Schtupp

Gustav Schtupp

E,

Don't get caught up in KF's mess. I'll have words at court if I must. Holstorg is having kittens, and there will be a backlash. Don't use any of his men.

Also, you should do something about P. He's clearly upset. And don't forget to write to Ambassador Aoki. I ow owe him.

Father

Emma,

Come home. Whatever you're doing can't be more important than what we discussed at the Grange. Please, darling, come home. I have something I want to ask you.

Pietr Schalen

Emma,

It's bloody messed up out here. The sooner we're done this job, the better. Verena's my witness, if I could only understand why we're doing this at all! Just what is KF doing? It makes no sense. I know, I'm frustrated. I should meditate. Maybe next time. Anyway, three areas of interest to point out this time. These will be problematic.

Hugeldal – Mining Town – It's defensible, has over 500 souls. It seems totally loyal to the Jungfreuds; they may withdraw here; making it worse. There are College wizards there, so someone is consolidating.

Neufal jung Castle – Burg – Along with the village of Veloren, there are easily over a 1000 in the area, possibly more. It's high in the mountains, well stocked and supported by foreign witches; this will be bloody and hard.

Graustadt – Town – High walls and a bloody good General is leading them; seems they have coin, too, so Telacher clearly didn't intercept that! We could end up with a big mercenary problem here. As soon as word is out, all the companies will come flocking here, and the Jungfreuds are too rich; last scout had a garrison of over 300 in place.

Also, received word that Schtupp hates the Jungfreuds, so be careful of his numbers. The man has an agenda. Let's see if we can avoid a civil war, eh?

K

Karo

Name	Province	Population	Garrison	Notes
Ubersraik	Fortress Town	6000	1000	Garrison is massively inflated due to Altdorf troops; and overall the town is depopulated due to mass evacuations from previous wars
Lady's Vale	Barony	5000	50	Area depopulated because of repeated invasions and raids
Black Rock	Duchy	10000	1000	The garrison could easily be far larger if rumours of mercenary armies are true
Karstadt	Duchy	4500	300	Don t let the name fool you, this is Bruner territory
Graustadt	Duchy	4000	1000	Jungfreuds have this one wrapped up tight. It s possible there is even more soldiers than my notes suggest.
Aschaffenberg	Duchy	2500	150	These numbers are unsure
Widow's Vale	County	2500	200	Widow's Vale had a population of over 10000 just 40 years ago
Teufeltal	Barony	2000	250	No idea if this is accurate, but I m told it is
Grauwerk	Duchy	1500	150	Grauwerk s numbers could be very wrong; one miner daims S denhager alone may have over down a single shaft!
Grey Lady Pass	March	1250	400	These numbers are pure guesswork

That suggests a population of maybe 40,000 people in the entire duchy. If it does come to war, this will become problematic.

• DARK CULTS •



DARK CULTS

While many Reiklanders find solace in the tears of Shallya, Ulric's fury, or the uncompromising rigour of the Cult of Sigmar, others succumb to darker impulses. Beneath the veneer of civilisation, the Empire is riddled with corruption and moral decay. Scratch the surface and you will find secret cults and fanatics willing to risk their very souls (and the lives of their neighbours) to appease and placate whatever dark master has them in thrall, whatever form they may take.

KHORNE

Those who fall to Khorne, the Chaos God of Bloodshed, tend to be violent and unrestrained in their savagery — such displays of wanton ferocity run contrary to conventional Reiklander decorum, meaning cults of the Blood God are relatively rare. Thus, Khornate cultists tend to be visitors from the wilder northern realms such as Middenland and Nordland.

The Crimson Skull

The Crimson Skull dates back to before the Great War Against Chaos. Rare amongst Khorne cults, its adherents understand the need to be circumspect in their bloodletting, ensuring their continued survival. To that end, the cult infiltrates military organisations, offering plausible justifications for extreme violence.



The Redclaw Monastery in the Duchy of Aschaffenberg (see page 56) is home to a cell of the cult. The Redclaw sect is not only not recognised by the Cult of Ulric, it was, in fact, founded by a cultist of the Crimson Skull to attract Ulricans and convert them. Abbot Hölleblut, and his inner sanctum of seven monks, secretly worship Khorne, dedicating their own kills, and those deceived Ulricans at the monastery, in service of the skull throne.

- Hölleblut has heard a rumour that a servant of Ulric, with the ability to shift his form into that of a great hound or wolf, is residing in Ubersreik. Should they capture and convert such a figure, they would become a powerful champion in the Blood God's serried ranks, so they are willing to pay others to capture him.

- The Redclaw Monks wage a near constant battle against the Creeping Death tribe of Goblins. Characters of a martial bent will have many opportunities to fight there, earning favour with Ulric or, if especially savage, a bloodier god...

NURGLE

Sickness is everywhere in the Reikland, and wherever a soul should succumb to the ravages of disease, the infected, afflicted followers of the Plague Lord are sure to be lurking close by.

The Tinean Fellowship

Tinea was an ancient city in the western Border Princes, not far from the border of modern-day Tilea. It was there, millenia ago, that Myrmidia, the Goddess of Strategy, discovered ancient texts penned by the Elf scholar Gaelen. She was intrigued by the complexity of the anatomical drawings found within, so passed them, on to the cult of her mother, Verena, the Goddess of Wisdom.



Over 2000 years later, *Gaelen's Anatomy* is a primary medical textbook of the Empire, celebrated by the Tinean Fellowship. Doktor Festus, a prominent physician based in Salzenmund, founded the Tinean Fellowship. Ostensibly, the cult operates as a loose confederation of learned doctors, exchanging information on rare and infectious diseases, but it is so much more.

A secret follower of Nurgle, Festus is quietly recruiting chirurgeons around the Empire into his cult, enticing them with correspondences and seminars on rare contaminations, gently encouraging them to indulge in experimentation that contravenes medical ethics. As his malign influence grows, these erstwhile healers become the harbingers of disease, spreading sickness even as they learn its secrets. Thus, is the road to corruption paved with good intentions.

- Doktor Grat, of the Physicians' Guild of Ubersreik, is a recent convert to the cult. In addition to her experimentation with Bronze Fever (see page 32), she is planning to release her variation of Itching Pox (which can affect those who have suffered Itching Pox before, and afflicts sufferers with a visible rash) into the canalside community of Halheim. From here the cult plans to observe its spread to Nuln and Carroburg, where other cult members await, ready to record the illness in the Fly Lord's pox-laden ledger.

- Viktor Felken is another member of the cult recently arrived in Ubersreik, and is currently residing in the Dunkelfeucht. Felken is operating as a Barber Surgeon, offering reasonable rates for quick and dirty medical treatment. He charges half the going rate for treatment. Anyone treated by Felken must pass a **Challenging (+0) Endurance** Test, or contract a Minor Infection (see **WFRP**, page 187).

The Villagers of Saal

The village of Saal has lost all hope. Ever since the Greenskins sacked Saalenschloss decades ago (see page 56), it has withered and waned. In their loss, the villagers turned to veneration of their former lord, Abelin von Saal, a man sainted for his sacrifices defending his lands. They appealed, they bemoaned, and they lost hope. Then, something listened...



The aging, increasingly erratic population now openly worship 'Father Saal'. Many of the villagers receive visions spurring them to make pilgrimages to the ruins of the Saalenschloss, and to starve their bodies and excoriate their flesh once there. Unknown to all, their visions come from Nurgle, the Chaos God of Decay and Despair. As the villagers suck willingly from his pestilent teat, their souls slip slowly away.

- Abbot Berrener leads the Monastery of Blessed Saal. He has grown concerned with the Saal villagers' extreme actions, and is looking for some devout Sigmarites (or those who seem such) to investigate.

- Should the Characters offer assistance to the folk of Saal, they will be received as heroes, sent by Father Saal to aid them. Given the villagers are unwittingly worshipping the Chaos God of Disease, this may prove... unfortunate.

Slaanesh

Cults of the Prince of Pleasure permeate the Empire. From silk-wearing nobles in brothels to the lowliest scum in seedy back-alleys, wherever flesh and desires exist, so too does the Prince.

The Eldritch Order of the Unblinking Eye

The Eldritch Order of the Unblinking Eye thrived for decades amongst the wealthy intelligentsia of Altdorf. Their core tenets require observing the most horrific and disturbing occurrences, without balking, or looking away. The lives lost and bodies disfigured in their pursuit of this deed do not bear considering.



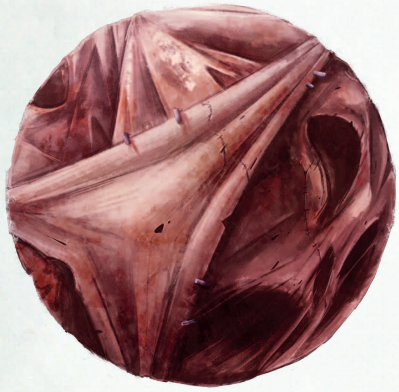
In 2505 IC, Magistrate Heissman von Bruner brought the cult to its knees. Witch hunters acting on his orders infiltrated then attacked, wiping out most of the cult and the exclusive, members-only club in which it was housed. But one cultist survived: Gregor Piersson. Piersson made his way to Ubersreik, plotting exquisite revenge. He entered the service of Heissman's only son, Andreas (see page 43), and slowly corrupted him. Thus, the Order was reborn and Piersson's vengeance was secured.

- Andreas owns a special painting, one touched by Slaanesh's profane influence. When the Characters are hired to steal it by agents of the Fractured Eye (see page 63), they don't quite realise what they are getting themselves into.

- Gutele and Boniel (see page 43) are deeply suspicious of their secretive and moody cousin. They will pay well to find out where Andreas goes every week. Following him is uneventful until he is attacked in the Docks. Should any step in, Andreas will be effusively thankful, and will be very keen they meet his servant, Gregor, who will want to thank them personally...

The Circle of Unmarred Flesh

The Circle of Unmarred Flesh only recently arrived in Ubersreik, brought to the town by unwittingly corrupt members of the State Army of Altdorf. A soldiers' cult, 'Circlers' take part in illicit fights while off duty, revelling in the extremes of pain they can inflict and can themselves endure. Its members are prohibited from drawing blood. Instead, they wrestle with cloth-wrapped fists as they attempt to overwhelm their opponent and force submission. Veterans of the cult seem able to endure greater and greater extremes of pain, seemingly taking great strength from twisting flesh and tearing muscles.



Corporal Vielfrass is the cult's leader. He is a lithe Altdorfer in his 30s, and he is known for his insubordination, and the many punishments he has had to endure because of this. He currently serves as a watchman, a detail that is widely claimed to be one of the worst in Ubersreik. Though the cult includes a number of officers who outrank Vielfrass, when it comes to Circle matters, 'The Corporal' is in charge, and he brooks absolutely no dissention amongst his brawling ranks.

- Anyone skilled in close quarters fighting and serving in the Watch will be invited to join one of the Circle's bouts as a trial. Should the Character take pleasure in the fight, and refrain from spilling blood, Vielfrass will groom them for eventual indoctrination into the Circle.

- Silvi Kreutzhame (see page 25) has suspicions about the Circle. Though she has no concrete information, something is troubling her about their clandestine fights. Any PCs connected to her may be asked to investigate on her behalf.

Tzeentch

Chaos Cults worshipping the Ever-Changing Lord arise wherever Humans gather and ideas foment. Change is Tzeentch's purview, and humanity's constant companion. Often the Great Architect's followers can be found amongst students, freethinkers, and agitators, and wherever people seek to alter their lot in life or the world around them. The Cult of the Purple Hand is particularly pervasive, and is directly responsible for the current political mess in Ubersreik (for more details concerning this influential cult, see **The Enemy in Shadows**).

The Shifting Grasp

In 2006 IC, a cult arose along the River Stir amidst smugglers involved in running a magical substance known as *wyrdstone* from the ruins of dread Mordheim. After several decades in the business, the smugglers eventually mutated, and not long after turned to the worship of Tzeentch, the Changer of the Ways. The resulting cult, the Shifting Grasp, believes the key to changing the Empire for the better lies in controlling river commerce, both legal and otherwise. They patiently convert lowly dock workers and riverfolk to their creed, promising a day when they will all share in the bounty of the goods flowing along the rivers instead of just shipping them for rich, uncaring merchants.



The Shifting Grasp now has adherents all along the Stir, Reik, and up many of Reikland's richer rivers. However, the cult is strongest in poorer districts, such as the rickety shanties of Kemperbad and the slums and rookeries of Ubersreik. Shifting Grasp cultists regularly smuggle tainted goods, so they sometimes have to work hard to keep their mutated members with obvious deformities well hidden. If such mutations become too severe to conceal, the cultists in question are saved for operations targeting their foes.

In Ubersreik, Alette Niedlich leads the cult. She's a sturdy woman in early 40s, with a bright silver lock running through her dark hair. She's publically known as an expert in eel-flesh and their farming, while in criminal circles she's renowned as a cunning smuggler. None outside the cult know that she's also a formidable witch, with her magical knowledge learned from a witch who claimed to remember the times of Magnus the Pious.

- Elmeric Herzog, a smuggler for the cult, needs help moving a very special shipment (a crate of wyrdstone), but Geldfinger's clerks are tailing his usual operatives. Herzog approaches the Characters for their assistance in causing a 'significant distraction' that will draw attention from the docks at just the right moment.

- Now the Jungfreud trade is bypassing Ubersreik, Niedlich needs a cult member in their Waystation. If the party have any ties to the Jungfreuds, or the boatmen or dockers' guilds, they will be asked to offer a letter of recommendation. After all: what's the harm?

The Fractured Eye

The Fractured Eye is more akin to a clandestine spy network than a cult. It began life as a group of 'enlightened' souls who engaged in correspondence. The Old World, they knew, stood on the brink of destruction and war. Only through sharing knowledge and expertise could this be halted. And so they sought out books and scholars, recorded stories, legends, and histories, and shared this knowledge with one other.

An instinct for secrecy kept them from being open about their goals or affiliating with the Cult of Verena. Instead, they worked in the shadows, seeing themselves as the architects of a greater future. Of course, the problem with knowledge is it can be dangerous. When one member encountered a tainted text inscribed with runes of power, dedicated to Tzeentch, the Great Architect of Fate, he was quickly seduced. And as he shared this knowledge, so he shared this corruption.



Today, the Fractured Eye still works in secret, its members isolated, reporting and sharing knowledge between themselves. Primary communication is through correspondence using a complex cipher. Recruitment of new members is slow, and often cultists operate for years without meeting anyone other than their handler. They are keen to absorb all knowledge, and their members are not restricted to the educated and literate.

Skilled craftsmen and those with expertise in any area are highly valued by the cult. A high ranking Grey Guardian — a wizard of the Lore of Shadows — is a member, though whether she is infiltrating the cult to expose it, or is a true member, is anybody's guess. Kurt Prochnow, a Guildmaster of the Boatbuilders and Chandlers Guild, represents the cult in Ubersreik (see page 27).

Kurt Prochnow is known as a collector of obscure texts and antiquities. Those looking for a buyer of such can hear word of the guildmaster with a Simple Average (+20) Gossip Test. He pays well, and is always looking for more.

- If the party are skilled in any particular area (with more than 15 Advances in a given Skill), Guildmaster Prochnow will orchestrate a demonstration of that skill in order to catalogue it, and consider the candidate's suitability for recruitment. The party may feel uncomfortable during this process, especially any characters with no Corruption and a high Intuition Skill or the Holy Visions Talent.

Other Cults

Not all that glitters is gold, and not all that corrupts is Chaos. In their weakness, depravity, and desperation, many Reiklanders are ensnared by other dark cults. And though not in thrall to the Ruinous Powers, such acts still lead inexorably down the path to damnation.

The Yellowbellies

The Horned Rat is a God of Entropy and Schemes, worshipped by the chittering hordes of clandestine ratmen called the Skaven. These swarming creatures scuttle in the darkness beneath civilisation, gnawing on the entrails of the Empire. Worship of the Horned Rat sometimes spreads to the unfortunates taken and enslaved by the Skaven. Should these slaves prove useful, and biddable, they may find themselves returned topside to serve as agents for the Under-Empire, procuring further slaves for their verminous masters.



In Ubersreik, the Yellowbellies are former slaves in thrall to Clan Sleekit, one of the many Skaven clans vying for power deep beneath the town. They are tasked with infiltrating Ubersreik, both to facilitate spying and to procure more slaves from those who will not be missed. Slippery Jacob is their highest-ranking member, an orphan kidnapped by the Skaven as a child, and released back into Human society after more than two-decades of slavery. He is utterly loyal to his Sleekit masters, and will enact any order they demand of him, even taking his own life.

- If the party are not local to Ubersreik, they may find themselves approached by Slippery Jacob, a garrulous bawd who will offer to introduce them to all manner of earthly delights. Should the players pass out in any of the taverns, weirdroot dens, or brothels to which he takes them, they will awake the following morning in chains, in a tunnel far beneath the streets of Ubersreik…

- In the Magnussewers (see page 50) a shadow war is being waged amongst the Skaven clans. Clan Skaab have sent a party of Skaven to eliminate the Yellowbellies, but their intelligence is faulty. Instead of the Yellowbellies' secret lair in the Docks, they arrive in the basement of the building where the party are staying, convinced everyone there is a member of the cult, and determined to eradicate them.

The Faceless Ones

Constant Drachenfels (see page 5) remains the great bogeyman of the Reikland, his name used as a threat by mothers across the realm, but barely whispered by the superstitious. The vile deeds and horrid depravities of the Great Enchanter are too many and too foul to consider, yet their foetid legend remains, lingering in the dark recess of the mind, and on the tongues of those seeking the torrid thrill of forbidden lore.

Despite being finally killed, something of Drachenfels remains, lurking in the ruins of his castle in the Grey Mountains. His spirit calls out to the weak-willed, great tendrils of malice and spite infiltrating the souls of the unwary. A cult serving their dark master's wishes has arisen in the Suden Vorbergland, whose members wear masks when they meet, to venerate their lord and shield their identities.



- Benedict Gurkenfeld, owner of the Theatre Varieté, is planning a revival of The Tragedy of Oswald, Detlef Sierck's play recounting Drachenfel's demise. The Faceless Ones work to disrupt the performance, poisoning refreshments and inciting a riot to begin as the curtains part. Of course, the party have been invited to the premiere...

- A town councillor is a Faceless One, and plans to resurrect Drachenfels using the body parts of peers. But which one?

The Cult of the Bog King

Decades ago, in the small town of Ablegen, local residents began worshipping a creature from the miry banks of the Teufel. Known as the Bog King, it was a mutated Bog Octopus, gifted with unnatural intelligence and the ability to communicate telepathically. As it learned of the Reikland, and the Reiklanders' ways, it yearned for more.



Since then, the Bog King and its followers have moved to Ubersreik. A close-knit community of gong farmers and plumbers living near the docks on the Teufel's northern bank, they meet regularly in their basement. Here they place their victims upon the sacrificial throne, a large, sturdy commode through which the Bog King can extend his mighty tentacles, and withdraw the unfortunate souls chosen for this 'honour'.

- Marius Klempner, newly arrived from Nuln, disappeared shortly after his application to join the Plumbers' Guild was rejected. Now his brother Ludwig has hired the party to locate him, little realising he has long since been pulled down a commode and digested by a giant, intelligent cephalopod. Unfortunately, if the party investigate too closely, they may suffer a similar fate.

- When passing by sewer grates, one Character hears whispers offering great wealth and influence in return for nothing more than information. For each night the Character agrees to discuss the finer intricacies of being Human, the Bog King leaves behind 5 silver shillings. The longer the Character engages, the more likely it is the Bog King will grow petulant and angry should it ever be denied. And the Bog King's rage is terrible to behold.

THE BOG KING – MUTANT BOG OCTOPUS

The Bog King is truly terrifying. Its soft, 5-yard wide brain pulsates with inner light, its 100-yard-long tentacles are tipped with a blistered clutch of roving eyes, its sharp beak is large enough to crush a wagon. It is also a surprisingly nimble creature, able to squeeze itself down pipes just one-foot wide, making it almost impossible to find should it wish to retreat.

MUTANT BOG OCTOPUS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	55	-	80	75	35	55	-	54	75	38	232

Skills: Stealth 80
Traits: Amphibious, Mutant (Clutch of Eyes × 2, Massive Intellect, Telepathy), Size (Monstrous), 8 × Tentacles +9
Special Rules: Should the party earn the Bog King's wrath when above ground, a single tentacle will attack, protruding from a pipe or grate leading to the sewers. Use the rules above, but only attack with a single tentacle. Should the Bog King suffer at least 20 Wounds it will withdraw its tentacle with a fearsome splash. Should the party venture beneath the streets of Ubersreik, they may encounter the Bog King in all his many-tentacled glory, using the full rules.