

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES



◆ MIRROR OF DESIRE ◆

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V1.0 of a Tragedy of Madness, Love and Betrayal in Ubersreik

CONTENTS

Overview.....	3
Background	4
Chapter 1: Loved and Lost.....	5
An Old Man's Bargain	5
Love Conquers All.....	6
I've Got a Plan	8
Meeting Leopold von Bruner.....	8
Meeting Tomas van Karstadt	11
Meeting Maximillian Aschaffenberg.....	12
Ruffling Noble Feathers	12
The Note	12
Chapter 2: Trials of the Heart	14
First Trial: A Lost Locket	14
Second Trial: Ancestral Blessing	15
Third Trial: Places of Power.....	16
Coming Home To Roost.....	17
Chapter 3: Fragments of Desire	18
Inside the Mirror.....	18
The Way Out.....	19
Chapter 4: Mansions of Sadness.....	20
Arrival	20
Map of Fenstermacher Manor	21
Traversing The Manor	22
Conclusion	23
Appendix 1: Dramatis Personae	25
Kelsydra's Obsession.....	25
The Suitors	25
The Lady	30
House Fenstermacher.....	31
Friends and Family.....	32
Appendix 2: Handouts.....	34

Mirror of Desire was originally published by Fantasy Flight Games in the Warhammer Fantasy Roleplay 3rd Edition Boxed Set *Lure of Power*. A loose sequel to both *Eye for an Eye* and *Edge of Night* (which has itself been republished as *Lords of Ubersreik* in the collection *Rough Nights and Hard Days*) it takes place in the city of Ubersreik almost entirely. It was designed to highlight 3rd Edition's new social rules and in running it for 4th Edition emphasis should be placed on social encounters, not on combat.

This edition involves a considerable amount of new material to bring it in line with the Ubersreik of 2512 IC presented in the Warhammer Fantasy Roleplay 4th Edition Starter Set, which is essentially required to run this scenario. Chapter 4 is an entirely new addition on my part to provide a conclusion to the scenario (the original ended at Chapter 3 with a "write your own sequel" ending).

We hope you enjoy this unique off-the-wall adventure, updated for the newest edition of the Grim and Perilous Roleplaying Game.

UBERSREIK ADVENTURES:

♦ MIRROR OF DESIRE ♦



Mirror of Desire exposes players to affairs of the heart within Ubersreik and links into both **Eye For An Eye** and **Lords of Ubersreik**, though neither is necessary to run the scenario. This scenario as written is intended for experienced characters in their 2nd or 3rd careers, and could even round out an Ubersreik Adventures campaign as it could see the Characters elevated to nobility if they are very lucky!

OVERVIEW

Something is awry among the Ubersreik nobility. Esmeralda Fenstermacher, a minor nobleman's daughter, has bewitched the town's noble sons and is beset by suitors for her hand. The situation has perplexed the town's nobility because Esmeralda is an average girl with little wealth to her name and has long been passed over for a match. Foremost among her suitors are Leopold von Bruner, youngest son and hope of the von Bruner family, and Maximillian Aschaffenberg, a wealthy nephew to Lord Rickard. Heissman von Bruner had pinned his hopes on Leopold marrying into wealth or influence to restore the family's fortunes (after that nasty business at the hunting lodge), those hopes now seem to be dashed. Lord Rickard just wants his nephew to marry someone worthy of his status, which Esmeralda clearly is not. Determined to set their young men right and dispel this pointless infatuation, both patriarchs have decided to call upon outside assistance—enter the Characters.

The Characters will find themselves dealing with not just Leopold and Maximillian but multiple suitors for the hand of Esmeralda; as they try to help or hinder each in turn, suspicions are raised as to exactly what is going on between Esmeralda and some of the most wealthy sons of Ubersreik. The situation demands both tact and cunning from the PCs if they are to solve the mystery and save the suitors both from each other and from the true dangers hiding behind Esmeralda's new-found charms.

RUNNING THE ADVENTURE

Mirror of Desire is an open adventure, with multiple routes for the Characters to take to its conclusion and a variety of endings determined by their actions. The principal choices largely concern the suitors, as each has his own agenda and helping or hindering them will lead the Characters to different encounters. To make the GM's job easier, he should familiarise himself with the suitors and their motivations.

Detailed information on the top four suitors can be found

starting on page 26 as well as the object of their desires: Esmeralda and the forces controlling her. Knowing the NPCs well, and how they think and react, helps the GM respond to the Characters' actions should they choose to head off in an unexpected direction or come up with a plan outside the purview of the main plot.

In addition to becoming familiar with the major NPCs, the GM should also take the time to read **Kelsydra's Obsession** on page 25. This is a numerical value measuring the influence of the daemon controlling Esmeralda and its effects on both the suitors and the Characters. Depending on its strength it can dramatically influence certain encounters and the reactions of NPCs.

Mirror of Desire is divided as follows:-

Chapter 1 - Loved and Lost: The Characters meet with Heissman von Bruner and Lord Rickard Aschaffenberg to help them stop their noble sons from pursuing Esmeralda Fenstermacher, an average girl and poor match by all accounts. They are also approached by Ludmilla (Lord Rickard's wife) with a plea to let love take its course. Things become even more complicated as they meet each of the four young would-be suitors and discover their obsessions with the girl. The Characters must then help, hinder, or bargain with each of the suitors, keep them out of trouble and away from each other's throats, and generally stop the lovers' chaos from getting out of hand.

Chapter 2 - Trials of the Heart: Esmeralda finally declares herself for one of the suitors but first demands he undertake three tasks to prove his love for her before she commits to him completely. As the suitor works to complete the trials, the Characters can either provide assistance or work against him. The Characters also get their first real clues that something distinctly unusual is going on and can conduct investigations into the truth behind Esmeralda's sudden allure.

Chapter 3 - Fragments of Desire: After completing the trials, Esmeralda declares her affection for the suitor and the Characters are allowed to witness the meeting. The force behind the lovers' mayhem, the Slaanesh daemon Kelsydra, is revealed as she traps the Characters themselves in the magic mirror while she herself is freed. Now they must escape, save the lovers, and stop Kelsydra before her dark plans come to fruition.

Chapter 4 - Mansions of Sadness: Having escaped from the mirror the Characters must turn the tables on Kelsydra and defeat her once and for all. The life of their patron is at stake!

BACKGROUND

Prior to the Characters' arrival in Ubersreik and Heissman von Bruner's call for assistance, things have been typically quiet for the provincial city. Beastmen still prowl the woods, bandits occasionally plague the roads, the Emperor's taxes remain higher than most would like and the common men and women of Ubersreik continue to toil in the shadow of the Grey Mountains. Unbeknownst to the common folk, however, the town's nobility is in a stir and the fortunes of its most eligible sons in danger. Less than a month ago, the courtships of several young noblemen ended abruptly as Esmeralda Fenstermacher appeared on the scene. A plain and dull girl, and sole daughter of the ailing Fenstermacher family, Esmeralda has actually lived (almost completely unnoticed) in Ubersreik nearly all of her life. Scant weeks ago, she emerged from her family's dilapidated manor and immediately started drawing the eye of every eligible young man in the city. Four young men have risen above the throng of suitors she has attracted to vie for her hand: Leopold von Bruner, Guthrie von Hammastrat, Tomas von Karstadt, and Maximillian Aschaffenberg. Understandably, their families are ill at ease with such a match, given the Fenstermachers' lack of wealth and power, as well as the plainness of the girl (to which the youths are somehow oblivious).

None are more concerned about this match and its dismal possibilities than the von Bruner family, most notably Heissman von Bruner. Given the recent fortunes of the von Bruners (still suffering from the incident at the hunting lodge in **Eye For An Eye**) Heissman had hoped to marry Leopold off to a far more promising prize, boosting the wealth and prestige of the family through an alliance with a more prosperous house. The boy seems well and truly smitten, though, and Heissman's every effort has fallen flat. The old man cannot fathom the source of Esmeralda's appeal or why it has bewitched not just his son, but also the sons of many of the other noble families. Regardless of the cause, he wants it stopped; Leopold is his only hope to see the family's fate improved before he dies.

What neither Heissman nor the other nobles realize is that Esmeralda and her charms are the first signs of a much larger peril bearing down on Ubersreik, a peril imprisoned for decades under their very noses and plotting its revenge against them.

Kelsydra, a Slaanesh daemon trapped in a magical mirror, is the true source of Ubersreik's troubles. Centuries ago, Kelsydra was made manifest in the Empire by the flawed desires of men and women, which she manipulated for her own ends and dark amusement. She roamed from town to town and cult to cult sowing havoc until she came to the town of Ubersreik five hundred years ago and wormed her way into the lives of the von Bruners. Taking an interest in the family, she tormented them for generations (always without their knowledge) seducing their sons and daughters and toying with their line, though never outright destroying them lest her fun come to an end. Eventually, however, she chose the wrong von Bruner, a young and honest man by the name of Heller. Heller was not only true of heart but also a Light Wizard, newly trained at the Colleges of Magic. He saw the daemon's true nature and though he still loved her (or his memory of the woman he thought she was before he discovered her true nature), he devised a plan to trap her so she could do no more harm. He fashioned a magic mirror using his craft and tricked Kelsydra into gazing into its

reflection, using his love for her to draw in her essence and seal it away. Unfortunately for Heller, the same magic that keeps Kelsydra trapped within, prevents the mirror's destruction. As he was not able to smash the mirror and kill the daemon, he hid the mirror and eventually in a fit of despair killed himself rather than live with the knowledge of the daemon's hold over him.

The mirror remained hidden in Ubersreik for decades while Kelsydra tried to free herself without success, though in time she managed to send out tendrils of her power and draw those faithful to the Dark Gods to her side. So it was that during the rise of the Cult of Eternal Promise the mirror was found and spirited away. The new cult adopted the mirror as a relic and worshipped before it. Kelsydra had also learned by this time to manipulate people using the mirror and imprint upon them an obsession should they gaze upon their reflection inflaming their normal desires to fever pitch and infecting them with a madness to follow the object of the obsession no matter the cost. In this way she slowly gained control over those outside the mirror and was able to learn more of how she might escape. Before she could enact any plans, however, the cult was destroyed and the mirror hidden once again.

A few months ago, Rupert Fenstermacher, Esmeralda's father, found the mirror in the attic of his dilapidated manor while looking for things to sell to bolster his family's fortunes. As he looked into the mirror, Kelsydra fuelled his obsession to make his daughter happy and burned a vision of Esmeralda married to one of the powerful noble families of Ubersreik into his mind's eye. He knew then that if he took the mirror to his daughter, his vision would somehow come to pass. This is all part of Kelsydra's plan, for true love holds the key to opening the magic of the mirror, just as Heller used his own love to trap her in the mirror in the first place. To unlock the mirror's magic and be free, she must make someone profess his true love (and be completely sincere) before the mirror. Now stuck with Esmeralda, she plots to get a suitor to fall for the girl and make his pronouncement of love in her presence. To help the girl snare a man, Kelsydra has imbued her with a daemonic allure, just enough to attract men but not so much that it pollutes the course of true love.

Kelsydra wants Esmeralda's strongest suitor to profess his love before the mirror because she cannot risk that a lesser man's love might not free her. To that end, she is playing the suitors off against each other and plans to make them prove themselves first. As an added prize, she has also discovered the von Bruners are still in Ubersreik and plans to make them pay for what Heller did to her.



CHAPTER 1:

◆ LOVED AND LOST ◆



The adventure begins with an invitation to the von Bruner manor to discuss a delicate matter. There are a number of ways for the GM to get the Characters to this point and draw them into the story, depending on the type of group and whether they have a past with any of the characters or families of Ubersreik. Some possible adventure hooks include:

Fellow Suitors: One of the Characters is of noble blood, arriving in Ubersreik upon hearing of Esmeralda's legendary beauty and should be more than happy to help remove the competition. This would suit a party with a character with a Gold Tier income.

Trusted Friends: The Characters are friends of the von Bruners (this could be the result of their actions in *Eye For An Eye* or *Lords of Ubersreik*) or have a reputation for honour and integrity of which Heissman approves.

Cold Hard Cash: As outsiders with a reputation for getting things done, the Characters have been hired to sort out the noble sons of Ubersreik. If Heissman and Rickard are taking this route, it is likely so they can avoid the blame from their sons.

A Stake in the Future: There is more at stake here than a few broken hearts; educated Characters know that the results of marriages today can have serious repercussions in years to come. Heissman has contacted the Characters because they understand the seriousness of the situation.

Your Reputation Precedes You: The Characters are known trouble-shooters, having helped powerful figures in the past and brought resolution to such situations (possibly also a result of their actions in *Eye For An Eye* or *Lords of Ubersreik*).

Whichever adventure hook the GM uses, the end result should be that they agree to meet with Heissman and hear what he has to say. After working out why the Characters are there, the GM can pick up the action as the Characters make their way to the von Bruner manor, a large and imposing building in the noble district of Ubersreik, where they are ushered inside by the family's sullen servants and guided to Heissman's study.

AN OLD MAN'S BARGAIN

If the Characters have completed the adventure *Eye for an Eye* passing an **Average (+20) Perception** Test they notice upon their arrival at the von Bruner mansion that it is quieter than one would expect such a palatial mansion to be. Word has doubtless spread of the incident in the Grunewald Lodge and unless their reputation is improved the family may soon be ostracised. The

Characters are ushered upstairs into Heissman von Bruner's study, where he waits for them. Also present, standing slightly in the shadows, is Lord Rickard Aschaffenberg. The GM can read or paraphrase the following:

Seated behind his desk, the gaunt Heissman von Bruner is the first to speak.

"I am a forthright man, gentlemen, and I would hope you will be the same with me. My youngest son Leopold has fallen for an ill suited match, a local girl named Esmeralda Fenstermacher and I wish you to end the affair forthwith."

At this point Lord Rickard speaks up in a booming deep voice.

"Sadly, von Bruner is not alone. My nephew, Maximillian, as well as the sons of several other noble men of the town, have likewise become infatuated. You understand that we could never allow such wanton unions to go ahead; these young men are the future of our families and must marry according to our wishes and not the fancies of some summer fling."

"What we want you to do," says Lord Heissman, "is break them up! Prevent the match! Esmeralda Fenstermacher can marry anyone she chooses, as far as I'm concerned, just not one of our boys. We will of course cover your expenses, such as they might be and within reason, of course, and provide you lodging during your stay. In return, of course, we ask for your discretion in all these matters. These are the noble sons of Ubersreik we speak of here, not mere common boys, and should be treated as such. Your job is to save them from themselves and each other, as much as from this girl."

"I also remind you that you must follow the laws of Ubersreik in this matter and we will not abide acts of murder or theft, nor will we protect you from the authorities if you should be caught engaging in illegal activities. Of course, you will be well compensated should you succeed in ending these ludicrous affairs."

I'LL WED HER MYSELF!

It's entirely possible that one of the Characters will take it into his head to marry the girl himself (given the cultural standards of the Empire this option is available only to male PCs). Such a decision will actually do relatively little damage to this adventure as written – simply substitute the PC in question for the suitor wherever appropriate throughout Parts Two and Three. Of course, before a PC can set himself up as Esmeralda's suitor he must first deal with the competition. Furthermore Kelsydra's plan will only work if the love proclaimed before the mirror is true... which by then it certainly will be, on Esmeralda's part if not the PC!

At this point, the Characters can ask any questions they might have about the situation and both von Bruner and Aschafenberg will answer as best they can. What the two nobles know is limited and certainly neither has even the slightest inkling of the presence of Kelsydra or the magic mirror. They can tell the Characters much of what everyone knows about the suitors (see pages 26 to 29) though they will not speak badly of either of their own children, and what limited things they know about Esmeralda (which is essentially that she is some very minor noble girl of little notice). After Heissman and Rickard have made their offer, the Characters are free to accept or decline as they see fit and the noblemen will even offer them lodgings for a few days if they want to think the matter over before giving their answer. However the meeting concludes, they are ushered out the way they entered.

WHY US?

One of the first questions the Characters might ask is: *"Why us? Why have we been chosen by such luminaries of Ubersreik when surely the nobles have dozens of trusted servants and hirelings?"* The answer is that neither Heissman nor Rickard wants to alienate his son or nephew or be responsible for any complication that might arise from the process of breaking up the young lovers. Outsiders will also likely be unknown to the suitors and so not immediately connected with the noble families. Most important of all, however, is that Heissman and Rickard need professionals that will get the job done.

WHAT DO WE GET?

The other obvious question is what payment the Characters can expect to receive. As a default reward, Heissman and Rickard offer 2 gold coins to each member of the group (though persuasive Characters can talk them into doubling that offer). Alternatively, at the GM's discretion, the reward could also come in other forms: a gift of ancient trinkets, the aid of the noble houses at some point in the future, or even a promise of marriage for themselves (with a distant cousin of course) and the chance to become nobility.

SECOND SIGHT

Over the course of the adventure, Characters with the Second Sight Talent may attempt to determine the colour of any magical auras surrounding some of the major players and artifacts contained within. Some of the likely candidates are listed here:

The Mirror: Any PC who is able to investigate the mirror may make a **Challenging Perception** Test. Success reveals that the mirror is imbued with Hysh, the Wind of Light. Additionally, on +3 SL the PC notices a trace amount of Dark Magic.

Esmeralda: Although partially under the influence of Kelsydra, Esmeralda does not have a Dark Magic aura to detect. She does however have a very faint Light Magic aura from her time spent in front of the mirror which can be detected by making a **Very Hard (-30) Perception** Test.

Kelsydra's Locket: While this locket is required as part of the ritual that activates the power of the mirror, it does not have any magical properties itself, and thus possesses no magical aura.

LOVE CONQUERS ALL

On their way out, the Characters encounter Ludmilla von Bruner, Rickard's betrothed and kin to Leopold. She takes the Characters aside and makes an offer of her own. The GM can read or paraphrase the following:

Ushering you aside, the noble woman introduces herself as Ludmilla von Bruner, betrothed to Lord Rickard. Once she is sure she is out of earshot of the study and the servants, she begins to whisper urgently to you.

"I know why my husband and my cousin have brought you here, and I think it's monstrous that they plan to break the heart of our nephews so. I don't know this Esmeralda girl, but I ask you to consider the feelings of these young people before you tear them apart. Remember that Ricky... Lord Rickard is not the only one with power in this town and not the only one with a hand on the purse strings. Think about what I have said, I'll be watching your progress, as will others."

Before they can question her or speak further a servant bustles in and she uses the interruption as an excuse to disappear. The Characters are then be dismissed from the von Bruner mansion and can take up their lodgings in the town and plan their next move.

TAKING SIDES

The Characters are under no obligations to back the von Bruners or any of the other noble families and can agree to help whomever they choose. They will likely take the noblemen's offer (cash and favour going a long way), but if they do not, the GM shouldn't feel the need to force them and can allow them to explore the situation and meet all the players before making up their minds. The GM should have each of the suitors make the Characters an offer when they first meet, promising all manner of rewards if the Characters will help them take care of the other suitors or make some grand gesture of love.

After hearing Heissman, Rickard and Ludmilla out, the next step is to meet with the suitors, either to find out more about them, help them, or thwart their affections for Esmeralda.

Whether it is to help or hinder the suitors in their efforts, the Characters need to find each in turn and deal with them. Each suitor represents an encounter, which can escalate depending on the actions of the Characters. The Characters may also meet with one suitor, play out some of the encounter, and then move on to another suitor to return and conclude the encounter later. All of the encounters are also influenced by the disposition of the other suitors (as noted under Rivals).

There are no set locations or times of day for the encounters with the suitors (unless specifically noted), though they will likely all occur within the walls of Ubersreik or nearby.

EXPLORING UBERSREIK

The adventure takes the Characters from one end of Ubersreik to the other and even outside the city walls. GMs should feel free to use both their own imagination and **A Guide to Ubersreik** to help in inserting additional locations and encounters where and when he chooses, focusing more on the mood and setting than street names or compass headings. A map of Ubersreik is provided with key adventure locations noted but feel free to populate the rest of the city any way you choose to suit your adventure.



I'VE GOT A PLAN

Each of the encounters with the suitors presents an opportunity for the Characters and a way to take them out of the running or help advance their affections for Esmeralda. The Characters discover these opportunities after talking with the suitor or asking around about them (remembering that none of suitors will be dissuaded with talk alone and the Characters are strictly forbidden to kill anyone). The GM should not feel restricted by these encounters however, and if either he or any of the players come up with their own means of dealing with a suitor, they should feel free to go with it and use the outcomes detailed here as guidelines.

MEETING LEOPOLD VON BRUNER

The Characters can find Leopold either in the von Bruner manor, if they want to wait for him to show up, or in one of the many taverns of Ubersreik, composing poetry by himself at a table while the barkeep scowls at him for not buying any drinks. He has no issue with talking to them (likely reading them some of his appalling poetry, see page 26 and page 35) and is not surprised if they say they are working for his father. The GM should let the Characters try to talk him out of his courtship of Esmeralda if they want, though words alone are ineffective—the boy is quite hopelessly in love.

If the Characters try to find more information on Leopold by asking around, greasing a few palms, or even talking further with Heissman, they can obtain most of the information about his personality and activities detailed on page 26. If the Characters ask the right people, on a **Challenging Gossip** Test, they are told by more than one person about the lad's obsession with poetry and how he never goes anywhere without that book under his arm (keen eyed Characters may also notice this if they spend any amount of time with Leopold).

Should they get their hands on the book of poetry, they are able to learn a little more. A comprehensive read of the book reveals (apart from the obvious crimes against the written word) lots of references to mirrors and reflections as well as several references to a mysterious 'she' or 'her' who will help him be with his Esmeralda. The poetry on page 35 illustrates this nicely.

GRAND INSPIRATION

After talking with Leopold or learning a bit about him from his peers, the Characters learn that he wishes to compose a grand poem to send to Esmeralda. Such a poem requires suitable

RETURN TO GRUNEWALD!

If the Characters have played through **Eye For An Eye**, they may consider bundling Leopold off to the Grunewald Lodge depending on how they left it. Alternatively, the GM could use the lodge as the setting for the Grand Inspiration encounter by having Leopold suggest a trip to the lodge, a location close to his heart. In both cases, if there were any loose ends left after **Eye For An Eye**, the GM could have them come back to haunt the Characters.

GOBLIN POETRY

Should any Characters get in on the rhyming at your discretion award them a point of Advantage – especially if they beat the goblins to a punch line.

Here are some examples of what Razby and his night goblin poets will spout at the players:-

Gurns Murmuring to Leopold: *"Let me voice inspire you lad, Youse duff poems dey's just sad. Ain't no rhythm and no rhyme, Dem words even coming at the wrong... time."*

When Revealed: *"Razby Gurns is good poet. Humies stupid, 'cos they don't know it."*

To Leopold: *"Man-thing with tiny chin hair, Your sad little heart we rip and tear!"*

To a dwarf PC: *"Hurt the stumpy one so small, Stabbin' stabby legs, make him fall."*

To an elf PC: *"Watch yourself, be dead wary, 'Cos dem elves, dey is scary."*

On apparent defeat: *"Hurt it will if we does stay, So clever gobbos run away!"*

On apparent victory: *"Gobbos better than all, We kick crotch, make 'em fall."*

inspiration and Leopold plans to travel out of the city to a remote clearing. This is a good opportunity to either help the boy by ensuring his safe return or possibly getting him 'lost' and remove him from the picture. As friends of his father, Leopold is more than happy to have the Characters along for his night of inspiring poetry.

The site of this great inspiration is a desolate clearing in the foothills of the Grey Mountains about half a day's walk from the town. It affords a good view of both the mountains and Ubersreik in the distance, though it is outside the areas commonly patrolled by the town garrison and therefore potentially dangerous. The GM can play out this encounter in one of two ways depending on if they are helping him or not.

If they have decided to help the boy, then they must see him through the night, seeing off both a goblin scavenging party (attracted by Leopold's terrible poetry) and at least one attempt by a suitor to eliminate him as a rival (see Rivals). The goblins are led by a shaman called Razby Gurns. In addition to him there are two goblins per party member. They show up shortly after sunset and begin by stalking around the camp. Razby casts *Eavesdrop* to listen in on Leopold's recitation to the Characters. Then after a half hour after this Gurns casts *Murmured Whisper* to spout poetry back to Leopold trying to unnerve him and the Characters.

Assuming Razby's spells do not go awry Leopold at first thinks this is the voice of inspiration speaking to him but then what follows is a poetry-slam between Leopold and Razby, who must make Opposed **Entertain (Bad Poetry)** Tests. Should the Characters have any related poetry or public speaking abilities of their own they can make an **Easy** (+40) Test (neither Razby or



RAZBY GURNS GOBLIN SHAMAN & POETRY CRITIC

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	55	30	30	30	35	30	50	50	30	17

Skills: Entertain (Bad Poetry) 55, Channelling 60, Perception 70, Speak Language (Arcane) 60, Stealth 55

Traits: Afraid (Elves), Animosity (Greenskins), Armour (1), Dark Vision, Hardy, Hatred (Dwarfs), Spellcaster (Dart, Distracting, Eavesdrop, Itchy Nuisance*, Mumbled Whisper, Sneaky Stabbin*), Weapon (7)

* See **WFRP Starter Set Adventure Book** page 36

Razby Gurns was a typical night goblin shaman, scheming to make himself indispensable to an orc boss and keeping his toadying night goblin runts in line with his madcap mushroom broth. However one night when he and his band had taken too much of the broth he found himself becoming inadvertently influenced by Kelsydra's Obsession. In particular he seems to have tapped into the same sendings as Leopold, hence his obsession with poetry and his presence in the meadow. His goblins are less affected but still often speak in rhyme.

NIGHT GOBLIN POETS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	35	30	30	30	35	30	30	25	20	11

Skills: Entertain (Bad Poetry) 35, Perception 40, Stealth 45

Traits: Afraid (Elves), Animosity (Greenskins), Armour (1), Hatred (Dwarfs), Weapon (7)

SCALING THE CHALLENGE

The shaman Razby Gurns is a new addition to this scenario, as is Stormvermin Trenqratch Broadreaper in **Meeting Guthrie von Hammastrat on page 10**. If your group is not particularly combat orientated or is relatively weak you can remove them from the scenario, or keep Razby as a non-combatant who spews nonsense poetry, not spells.

Leopold are proficient in actual poetry). Similarly if the Characters make any witty retorts allow them to automatically succeed.

Should Razby win the Opposed Test by 3 SL or more, Leopold gains the *Broken* condition and flees the meadow into the darkness, crying at the harsh criticism of his work in between bouts of terror. The Characters have to risk the darkness to save him from the goblins and the rival suitor that has pursued him (see **Rivals**).

If Leopold does not flee and the Characters do not find the goblins, hiding in the foliage near the meadow, they get bored and attack and then run away, trying to lure the Characters away from the camp and give them the chance to kidnap Leopold and take him back to their lair. If the goblins are successful, this could lead to the Characters hunting him down and a trip to the goblins' cave.

Alternatively, the Characters can let the goblins take Leopold or let the rival succeed, although if Leopold is killed, Heissman will be out for their blood. If they simply want to get him 'lost,' they can use the remote location to truss him up and hide him somewhere (any of the other suitors can offer such a place) until Esmeralda loses interest.

RIVALS

The other suitors may also have a hand in the encounter when they learn that Leopold is going to be out of the city:

- * Guthrie may try to kidnap Leopold during the goblin attack and hide him in the old fort. Unfortunately, he failed to scout the fort ahead of time and it is overrun with Razby and his goblins. Without the aid of the Characters, his plan could lead to both their deaths or capture.
- * Tomas may hire some local brigands to ambush Leopold and beat him within an inch of his life (though not kill him) so he is no threat. The brigands are cowards; they might fight at first but will likely cut a deal with the Characters if they are losing and reveal their employer's identity.
- * Maximillian and some of his friends plan to dress up as a group of goblins and give Leopold a terrible scare, wrecking his poem. Tragically, this prank coincides with an actual goblin attack and in the dark will lead to mayhem.

SUITS YOU, SIR?

If you want to reuse Razby and his goblins later in the scenario then perhaps Kelsydra's Obsession has not only awakened a passion for poetry but also a strange attraction to Esmeralda. He and his goblins sneak into Ubersreik and he decides to act against the suitors, initially sending his own creepy goblin poetry, going so far as to steal Leopold's poetry and correct it, before deciding that perhaps all these rivals need a good stabbin'.

MEETING GUTHRIE VON HAMMASTRAT

Guthrie is usually either in the city garrison or drinking in Oliver's Inn, an establishment in the Precinct that the pistoliers have all but rented out as a clubhouse after the Bridge Inn banned them after an incident involving drinking, target practice and several pumpkins.

The Characters can introduce themselves and he is pleasant enough to them, especially if they are carrying weapons or look like soldiering types. After a while, it becomes apparent he only wants to talk about two things: his days on the campaign trail and Esmeralda. He cannot be talked out of his courtship and likely, unless the Characters are very blunt, does not realize they are trying to tell him the union is a bad idea. Asking around, especially at the garrison, the Characters can learn most of Guthrie's background as detailed on page 27.

THEY SAY MEN FEAR THE BEAST!

After a meeting with Guthrie, the Characters learn that he wants to hunt down and kill a fabulous beast for Esmeralda, a beast known as the Quarg. He has learned that the beast lives in the sewers of Ubersreik and only comes out at night to feed on stray cats, dogs, and the occasional beggar. Rare and wondrous, its pelt is said to glow in the dark and its eyes are actual diamonds! The beast is, of course, completely fictitious, made up by the men at the garrison to make fun of Guthrie. Nevertheless, he is determined to hunt it down.

The 'hunt' means a night in the sewers and some potentially deadly encounters. If Guthrie is to survive Characters accompanying him will need to protect him both from himself and the denizens below the town. The main danger is a group of skaven stormvermin, survivors of the events of **Lords of Ubersreik** (a rival skaven seer had bribed them to be elsewhere).

The leader, Trenqratch Broadreaper, has been eavesdropping on the men at Oliver's Inn and has taken their teasing tales to Guthrie at face value. Under Kelsydra's influence Trenqratch has become obsessed with hunting the great diamond-eyed Quarg, hoping that the trophy will mitigate the failures of his unit in Ubersreik and upstage his cowardly Grey Seer. When he learns that Guthrie is entering the sewers to catch the creature he stalks the pistolier before finally losing patience and setting an ambush with his stormvermin at a sewer cross roads, attacking from all sides if numbers allow for it.

If the Characters want to get Guthrie out of the picture, they can leave him (or lead him) to his fate, though this may have other consequences (see **Ruffling Noble Feathers on page 12**). They can - once they deal with the skaven - get him lost (he is quite dim) with an **Opposed Charm/Intuition** Test, and if successful it will be days or weeks before he emerges, filthy and emaciated, but still alive and unharmed.

RIVALS

The other suitors may also have a hand in the encounter when they hear about the "Quarg hunt":

- ✧ Leopold is far too gentle a soul to consider hurting his rivals; his only response might be to compose a (bad) poem about the hunt.
- ✧ Tomas can use his connections throughout the city to bribe the Ubersreik sewer jacks to flood the tunnels during the

"hunt". This washes everyone out into the river unless they can outrun the tide of water, desperately turning down side tunnels and looking for way out.

- ✧ Maximillian has bought a herd of Nordland Blue pigs, painted them red, tied bells to their hoofs and ears, and plans to release them into the sewers during the "hunt". To skaven, this might be mistaken as the Quarg, which means Maximillian might be doing Guthrie a favour inadvertently.



TRENQRATCH BROADREAPER STORMVERMIN MONSTER HUNTER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	55	45	55	55	55	50	30	30	45	20	16

Skills: Athletics 60, Cool 55, Dodge 60, Endurance 65, Melee (Polearm) 65, Melee (Basic) 60, Perception 65, Stealth 65

Talents: Combat Aware, Drilled 3, Enclosed Fighter 2, War Leader 2

Traits: Armour 4, Night Vision, Tracker, Weapon +9

Trappings: Halberd +9 (Defensive, Hack, Impale)

Having lost his Grey Seer during his hasty flight back to the Under-Empire Trenqratch has been enjoying his independence and has taken to leading his pack to collect trophies and hunt beneath Ubersreik. His pack consists of himself and 3 Stormvermin for every 2 members of Guthrie's hunting party.

BROADREAPER'S STORMVERMIN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	45	35	35	35	55	50	30	30	25	20	11

Talents: Drilled 1, Enclosed Fighter 1

Traits: Armour 2, Night Vision, Weapon (7)

Trappings: Halberd +7 (Defensive, Hack, Impale)

SUITS YOU, SIR?

If you like complications Broadreaper, under Kelsydra's influence, is not only obsessed with the Quarg, is a suitor for Esmeralda. What does a boy skaven get for a human breeder? Copious amounts of warpstone obviously! Now the Characters and other suitors must dispose of sacks of the stuff that keeps appearing outside Esmeralda's home with creepy love notes.

MEETING TOMAS VAN KARSTADT

Tomas frequents the fine Emperor's Rest Hostel. He can be found in the Karstadt warehouses or other family holdings overseeing business. He is suspicious of the Characters and if they have visited another suitor first, he knows why they have come to see him. Rather than go on about his love, he cuts right to chase and offers them a deal — help him take care of the other suitors (keeping Heissman and Rickard happy) and win Esmeralda's hand, and he will pay them well.

The Characters have little trouble finding out the basics of Tomas's background (see page 29). What is harder to discover is that beneath the praise of a good businessman and son there is talk of a deep ruthless streak, not to mention a substantial personal fortune gained from shady dealings. The Karstadt family, however, has a good reputation; few people speak badly of the boy openly and finding this out will require either a **Hard (-20) Gossip Test** or a **Challenging Intimidate Test**.

BAD DEBTS

Tomas has a problem. Merchants from Marienburg led by a man named Krebs Malrich are giving him trouble over unpaid debts. If the Characters agree to help Tomas, he tells them about the merchants and asks them to "take care" of the matter, though he does not go into great detail about exact nature of the debts, only to say they were for presents for Esmeralda and taken on in good faith. If the Characters refuse to help him or want to remove him as a rival, they must do some digging to find out about the debts either by talking to Tomas' father, Alfred, or breaking into the family offices and finding Tomas' hidden books.

Krebs and his men (two per PC) are staying at Rugger's Boarding House (see **A Guide to Ubersreik** page 29 and **Ubersreik Adventures: Bait and Witch** page 9) while they conduct business with some local merchants. The Characters can go there and kill them without immediate repercussions (provided they get away before the watch show up) or they can try to intimidate them with the threat of violence and get them to leave, which requires an **Opposed Intimidate/Cool Test**. Either action results in an investigation by the watch; for the rest of the adventure, regardless of their subsequent actions, the Characters are dogged by suspicious guardsmen and merchants.

Krebs is an honest merchant and his claims are completely valid. If anything, Tomas is the criminal cheating decent businessmen. If the Characters do not scare or kill Krebs, he asks them to help recover his debts and offers them a reward if they can. This requires either stealing the money from Tomas (who will not give it up willingly) or going over his head to his father,

KARSTADT YOU SAY?

The name Karstadt might be familiar to players of **Making the Rounds** or the **Ubersreik Adventure: Double Trouble**. In **Rounds** they may have saved young Jocelin Karstadt (Alfred's much younger sister). In **Double Trouble** they may have earned the gratitude of Tomas's grandmother, Hellin Karstadt-Stampf and her youngest son Lucius Karstadt-Stampf. Depending on how these played out the Characters might be able to call upon this connection to get an audience with either Alfred or Tomas. Canny players could cash in a favour to encourage Alfred to arrange for Tomas to be removed from Ubersreik.

Alfred. In either case, the Characters must tread carefully as the Karstadts are well connected and Tomas will likely do everything in his power to hurt the Characters if they are successful.

RIVALS

The other suitors may also have a hand in the encounter if the Characters tell them about Tomas' debts:

- ✧ Leopold wishes no ill will upon his fellow suitors, though he may sing a song about how a debt of coin is but nothing compared to the debt his heart owes Esmeralda.
- ✧ Guthrie sides with Krebs and the merchants and tries to get the matter brought into the light. If the Characters kill or scare off Krebs, Guthrie makes sure to help with the investigation, though smarter minds than his will need to connect the dots.
- ✧ Maximillian offers to make Tomas' debts go away in exchange for his assistance. This leads to a temporary alliance between the two suitors to eliminate Leopold and Guthrie. Once the one or both of their competitors are out of the running, Tomas and Maximillian turn on each other once again.



KREBS MALRICH MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	25	25	35	58	43	36	46	54	64	13

Skills: Charm 75, Cool 60, Haggle 82, Intuition 65, Language (Guilder) 65, Perception 76

Talents: Dealmaker 2, Schemer 1

Trappings: Dagger +4, Fine Clothing, Notes of Credit from Tomas van Karstadt

SELLSWORDS (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	35	40	40	30	35	30	30	35	20	15

Skills: Melee (Polearm) 55, Cool 40

Trappings: Polearm +8 (Defensive, Hack, Impale), Sword +8

Traits: Armour 2

MEETING MAXIMILLIAN ASCHAFFENBERG

To find Maximillian, the Characters need only follow the sounds of revelry. He can be found either boozing in a tavern such as the Emperor's Rest Hotel (see **A Guide to Ubersreik** page 43), the Wings of the Pegasus (see **A Guide to Ubersreik** page 46) or laughing with his friends at one of the noble manors. He has no interest in seeing the Characters unless they can convince him they are going to help him get rid of his competition for Esmeralda. He is especially hostile towards them if he learns that his uncle sent them.

Most people only have nice things to say about Lord Rickard's nephew; they praise his good nature and kind heart with smiles plastered upon their faces. A few coins or a few drinks later, an **Average (+20) Gossip** Test, and Maximillian's true background will start to emerge (as detailed on page 28). The list of his pranks and misdeeds is a long one indeed and most of the common folk of Ubersreik know well to avoid him.

THE LAST LAUGH

Maximillian is planning a grand prank to prove to everyone how unworthy the other suitors are of Esmeralda. It involves dressing up as Esmeralda and inviting the three other suitors to a rendezvous in a local tavern. He then plans to lure them each up to a room without the others' knowledge, steal their clothes, and then pretend to set the building on fire, forcing the three to run naked out into the street, where he has invited Esmeralda to meet with him. He hopes to prove to her how much smarter (and funnier) than the others he is when she sees them fooled by him so easily. He only lets the Characters in on the prank if he trusts them and they agree to help. The Characters can also find out about the prank from one of Maximillian's companions after a few drinks (Max is not the best at keeping secrets).

Executing the prank is quite a challenge for Maximillian and requires a web of lies and the ignorance of the other suitors. If the Characters have gained the trust of any of the other noble youths, Max asks them to help lure his rivals to the tavern. He also needs the Characters to deliver forged notes from Esmeralda and profess to their authenticity. Guthrie and Leopold are easy to fool unless the Characters give them reason for suspicion. Tomas is much harder to convince and the Characters must create some "proof" of Esmeralda's involvement (such as a token of clothing or a letter with the seal of her house) before he will acquiesce.

There are many things that can go wrong with this prank, with or without the intervention of the Characters, and the GM should feel free to make any or all of them happen. A few examples include, but are not limited to: the fake fire becomes real; the arrival of Heissman, Lord Rickard, Alfred or Ludmilla as the naked youths make a run for it; a fight breaks out between the youths when they encounter each other (naked or otherwise); or the youths pursue Maximillian (dressed as Esmeralda) into the crowd and attack the noble women in their efforts to unmask him (or worse, pursue Esmeralda thinking she is Maximillian!).

RIVALS

The other suitors may also have a hand in the encounter if they

learn of Maximillian's prank:

- ✧ Leopold simply fails to show, but will not help the Characters or anyone else ruin the prank; such a thing is an affront to his love for Esmeralda and just cannot be a trick.
- ✧ Guthrie brings a stout club to give Maximillian a thumping when he sees him. This can lead to all sorts of trouble given Guthrie is not too bright and all noble women tend to look the same to him.
- ✧ Tomas is a bit more cunning than the others and plays along with the prank until he is sure Guthrie and Leopold are present. He then locks them in their rooms, hoping to let the fire, which he does not realise is fake, do its work

RUFFLING NOBLE FEATHERS

Depending on how far they go in their efforts to dissuade the suitors, the Characters may get themselves into trouble with the noble families. The GM should impress upon the Characters at the start of the adventure (via Heissman and Rickard) that they must obey the law while in Ubersreik and the nobles will not protect them if they start killing people or setting things on fire. Unless the Characters embark on a psychopathic rampage, however, the GM should make this a gradual sliding slope and allow the Characters a few warnings, first from the nobles and then from the town watch if they start breaking things or committing minor offences (of course, committing a crime undetected is another matter). They should also be aware that their actions could have a lasting effect on their reputation not just in Ubersreik, but also in the surrounding area.

THE NOTE

After the Characters have dealt with the four suitors and one has come out on top (or is the least scathed), the GM should start this encounter. The leading suitor receives a note from Esmeralda, which he shares with the Characters the next time they meet (even if on unfriendly terms with the Characters, although in this case the tone is one of bragging, not enthusiasm). The GM should give the players Handout 1.

DOWN BUT NOT OUT

Even though Esmeralda declared herself for a suitor, this does not stop the others from pursuing her (provided they are not dead or missing). In each of the three trials, the GM can have one or more of the rejected suitors show up to complicate things, usually by trying to start a fight or humiliate the chosen suitor in some way. The GM should also take note of the strength of Kelsydra's Obsession; depending upon its position, the suitors act more and more outrageously.





CHAPTER 2:

♦ TRIALS OF THE HEART ♦



Throughout the first part of the adventure, Kelsydra took a largely passive role, waiting for the suitors to thin out and present her with a likely candidate to effect her escape. She now takes a more direct hand, testing the candidate through a number of trials to measure his love for Esmeralda before inviting him to profess his love for the girl before her mirror. She also needs the Characters to gather the one final item, a small locket, that her cultists were unable to procure to prepare for her release. When the Characters and the suitor arrive at the front steps of Fenstermacher manor (see page 21), they are met by Esmeralda's maid, Hilda.

She tells them that before the girl allows the suitor to court her properly, he must complete a task for her to prove that his love is true. At this point give the players **Handout 2**.

When Esmeralda was first given the mirror by her father, it was accompanied by several other small packages. These turned out to be filled with many of the original love letters, tokens, and other memories collected by Heller during his ill-fated courtship of Kelsydra. Especially taken by Heller's love letters, Esmeralda has become somewhat obsessed, deciding to use the couple as a model for her own romance. Fueled by Kelsydra, Esmeralda has crafted the three tasks that the suitor must accomplish based on these letters. While her belief is that she is honouring a passionate love story, each of these trials serves a darker purpose.

FIRST TRIAL: A LOST LOCKET

Esmeralda wants the suitor to find a locket that is very dear to her. The locket is a small silver charm, fashioned into the shape of a strange looking bird and clearly not of Imperial make. She believes that the von Bruners might have the locket and their manor would be a good place to start. The locket was actually given to Kelsydra by Heller and contains a meaningful line from one of his poems to her.

My eyes desire to look upon no other, so fair is my Kelsydra, all others pale beside her.

There are a number of reasons for the Characters' to attend the meeting depending on how they have dealt with the suitors up to that point. The most obvious reason for them to get involved is that they are personally asked to aid the leading suitor, who wants them to come along as his guests in order to ensure the courtship goes smoothly.

While this may be at odds with the Characters primary task,

especially if Leopold or Max comes out on top, the young suitor may offer to match any money currently set against him (whether he can actually afford this is another matter). It is also quite possible that Ludmilla gets involved at this point, approaching the Characters with a purse of gold and a "give love a chance" request. Alternatively, if they have sought to sabotage all of the suitors, then this will be a chance to eliminate the last one; whether for Heissman, Rickard, or their own sense of completeness. By this point, some of the things they have heard about Esmeralda have likely raised their interest in her and they may want to use this opportunity to find out more about the girl. Finally if they feel they have done their duty to Heissman and Rickard, the noblemen will step in again and tell them the deed will not be done until they have made sure Esmeralda understands she's not to engage with their son and nephew ever again.

Kelsydra was wearing the locket when she was imprisoned within the mirror, and she has reasoned (correctly) that it will be critical to any attempt to escape.

The locket is currently kept with a collection of family heirlooms under lock and key in Heissman's study. The Characters can learn of its location either by asking Heissman directly or doing research on the von Bruners by asking some of the other families, a **Challenging Lore (Folklore)** or **Lore (Reikland)** Test. To get the locket, the Characters must either convince Heissman to give it up or steal it. Heissman is very reluctant to surrender it unless the Characters can convince him it is all part of their plan to make sure Esmeralda will disavow her interest in the noble sons, or if they do not think to do this then an **Opposed Hard Charm/Cool** Test with a -30 penalty for the Characters. He will not even see them if something bad has happened to Leopold.

Stealing the locket is equally difficult and requires breaking into the manor and ransacking Heissman's study. Unless they are very careful, the crime is traced back to them (especially if they earlier asked Heissman about the very locket which is now missing). The consequences of getting caught could be dire and may alienate them from much of Ubersreik's nobility, depending on what kind of mess they leave in their wake after acquiring the locket.

When they attempt to return the locket to Esmeralda, they must briefly wait outside before Hilda returns. She accepts the locket on behalf of Esmeralda with another note and a second task represented by **Handouts 3 and 4**.

SECOND TRIAL: ANCESTRAL BLESSING

The next task involves receiving an ancestral blessing for the union. Esmeralda wants the suitor to go to Morr's Field, find the tomb she has specified (which happens to be the von Bruner mausoleum), and read a love poem written by Heller to Kelsydra. To help them, one of Esmeralda's servants who unknown to her is in the thrall to Kelsydra is sent along with them. Whispering through the mirror she has made the man her slave and has taught him his part in a ritual to desecrate the von Bruner tomb, more for revenge than any part of her plan. If the Characters examine the poem (**Handout 3**), they find nothing sinister or out of the ordinary, except that apparently Heller was no better a poet than Leopold. To convince Esmeralda that they have completed the task they are instructed that Jory must witness the event.

Getting into the Field is no great challenge, as for a nobleman and his followers it is completely permissible to visit the tombs of one's ancestors. Things escalate, however, when the suitor begins to read the poem over the tomb of the von Bruners, the air begins to chill and the light from the stained glass windows darken by the nearby chapel. This is due to the fact that as the suitor delivers the poem, Jory quietly intones his own chant and surreptitiously marks the tombs with blood. To notice this requires an **Opposed Perception/Stealth** Test. Jory is quite surreptitious, and his Beneath Notice talent grants him +2 SL if he succeeds his Test. If the Characters notice him they can stop him and end the wicked rite.

If found out, Jory will do anything he can to avoid capture, in fact he has already picked out a suitable escape route through

the rear of the tomb, and will not openly attack the Characters unless cornered. If Jory succeeded on the Opposed Test his Distance is 6 (see **WFRP** page 163) otherwise it is 2.

If captured, he will seek to cut out his own tongue at the first opportunity, but if made to talk, he has very little real information to present; Kelsydra has muddled his mind and he will have no memory of the mirror he stood before to receive his orders. He will however freely and with great pleasure repeat the following over and over:

"She comes. My Mistress will return and you will see it so!"

If the ritual is completed, things become more complex. The desecration ritual in conjunction with his poem awakens the spirit of Heller, or a shade of his former self, which descends on the Characters and the suitor in a rage (causing Fear 3). Jory is genuinely as shocked as the Characters by the conjuring of Heller. Having completed his ritual as directed by Kelsydra, Jory flees through his escape route, returning to the Fenstermacher estate. The suitor as well is shaken beyond the capacity for rational thought and flees the tomb. Characters that have taken the time to research the family history of the von Bruners or have otherwise been made aware of Heller's woeful tale, may recognise and be able to reason with him. If communicated with, he will provide the Characters with information on the origin of the poem that the suitor was made to read as well as any other information the GM wishes to impart on the Characters at this point. Heller has only the vaguest memories of his past, but if the Characters ask the right questions, he can be used give them clues about Kelsydra and the mirror.

Eventually, the disturbed spirit draws the attention of several nearby priests of Morr, who, led by Brother Schadrach Bürke, rush into the tomb and may well attack the Characters for practising necromancy unless they can quickly diffuse the situation by explaining themselves. Either way, Schadrach quickly puts Heller's spirit to rest once again.



MAP OF THE VON BRUNER CRYPT

Scale In Imperial Yards



HELLER VON BRUNER GHOST & FORMER LIGHT WIZARD

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	30	-	35	30	65	30	45	75	35	45*	12

* Heller is not evil or controlled so he has a Fellowship score.

Traits: Dark Vision, Ethereal, Fear 3, Spellcaster (any Petty and Arcane Lore Light spells you need), Undead, Unstable†

†: Heller manifestation becomes unstable when he is calmed down from his initial state of agitation.

THIRD TRIAL: PLACES OF POWER

As long as the Characters and the suitor return to the Fenstermacher manor with news of the reading and what transpired at the tomb, they will be presented with the final trial. Hilda is at first very leery of any outlandish claims of Chaos rituals or long-dead spirits rising from the grave, but will eventually acquiesce to its veracity and promises to pass along the entire tale to Esmeralda.

The final trial involves proclaiming the suitor's love for Esmeralda to all of Ubersreik... in song. The suitor is given a list of half a dozen locations throughout the city and the verses of a love song written by Heller. He must travel to each location in turn and sing the song.

While again, innocent and simply verse written by another man deep in love, the song is also a code that has been delivered in dreams: it further weakens the bonds that hold her, and those touched by chaos feel that her release is close at hand and they should prepare for her. It amuses the daemon that the very people she will be revenged upon (the nobles of Ubersreik) will herald their own demise by singing it from the street corners.

LOCATIONS

The places Esmeralda listed on her map include the following, but feel free to add any additional locations you wish:-

Wizard's Way: The site for this particular performance takes place in the shadow of Ubersreik's illusion-shrouded wizard's tower (see **A Guide to Ubersreik** page 18). Unfortunately when they begin singing the resident Grey Wizard Christoph Engel is not in a particularly appreciative mood to be hearing singing from the street. Halfway through the song the suitor appears to turn into a braying donkey, an illusion that ends when the Characters finally clear out. Of course they are not to know, and as far as the suitor knows everything is fine. Then Christoph may

turn his attentions to the Characters...

The Hog Pit: There is no way to be discrete in this location when singing (see **A Guide to Ubersreik** page 28) and the audience is predominantly pigs who snort derisively. Characters need to protect the suitor from the predatory nature of local thug Dirk Schwengen, who is hung over and eager to pelt singers with dung (image conscious suitors like Guthrie or Tomas will stop dead in their tracks and storm off to get a clean outfit, forcing the party to start their performance from the beginning again). Ultimately Characters must prevent Dirk throwing the suitor into the dung.

The Kat House: The song must be performed outside this brothel and shrine to Katya (see **A Guide to Ubersreik** page 29), whose priestess and ladies are only to happy to sing along and publicly bless the forthcoming nuptials.

If either Leopold and Maximillian are the suitor they are red-faced throughout the entire performance, Leopold through shyness and Maximillian because he cannot stop giggling. Guthrie, if he is the suitor, is unperturbed until some of the ladies make it clear they know him intimately. Tomas, transactionally minded as he is has no qualms about this.

Of course this would be a bad time for one of the suitors' Concerned Friends and Family to rear their heads, having had business at the nearby Customs House and desperate to prevent a scandal by having one of their own spotted publicly outside a brothel.

Sprichstumpf: The speaker's stump in the Marktplatz (see **A Guide to Ubersreik** page 34) is the next site on Esmeralda's map. Most of the locals are in a good mood due to a small beer festival. An **Average (+20) Entertain (Sing)** Test can create a pleasant atmosphere as the beer-swilling locals join in the singing and toast the suitor. Otherwise they get a few odd looks. All is well here regardless (unless some of the events in **Coming Home To Roost** occur).



Dunkelfeucht: Esmeralda's map seems to direct the group to an area on the riverbank beneath the bridge that is dominated by a makeshift series of tressels on which lie the hovels, tents and bedrolls of the dispossessed souls that live in the squalid conditions of Ubersreik's shanty (which is described in **A Guide to Ubersreik** page 30). The suitor insists on singing Esmeralda's song in this lofty area.

As the performance begins a gentle mist rises from the Teufel. Unsettling for the time day of day, there is little real danger to the Characters. Regardless of the quality of their performance the singing draws a crowd. A **Challenging Perception** Test reveals that some of the onlookers are concealing their appearance. These are mutants of the Shifting Grasp cult and tainted by Chaos they are drawn to Kelsydra's song like moths to a flame. If the Characters descend from the tressel to pursue, the mutants most likely flee into the crowd and disappear.

If your Characters played **Making the Rounds** and did not manage to slay the Teufel Terror, the singing might rouse the river-troll from its slumber. Or maybe another river troll was considering taking up the vacated hunting grounds...

The Tin Spur: The final location requires the Characters to leave the city by the South Gate and to perform outside Ubersreik's fighting pit (see **A Guide to Ubersreik** page 52). Initially they are met by the jeering of the masses who are arriving for the latest-dog fight, but their efforts gain the attention of Wilhelm Shütteln. Should any of the Characters perform the song particularly well Wilhelm may attempt to recruit them to join The Esteemed Company of Ubersreik Players. If they are terrible he may invite some thugs to persuade them to move on quickly.

As this encounter takes place outside the city walls this presents an opportunity for any NPCs' unfinished business to be taken care of...

COMING HOME TO ROOST

The real danger here is not from Kelsydra or her followers, but from the other suitors (see **Down But Not Out** on page 12). This final encounter is a chance for any remaining suitors, spurned nobles, or people the Characters might have wronged so far to have their revenge. The GM should have them all come out of the shadows, possibly springing ambushes, stirring up the

locals, and generally making life hard for them depending on who they are and what they want. Since this is the last chance for the other suitors to stop their rival, the GM should pull out all the stops.

Some examples of the kinds of trouble the suitors or wronged parties might cause include:

- ✧ Guthrie is very drunk, but he manages to get together with a group of equally drunk guardsmen to beat up the suitor, and the Characters if they get in the way, before throwing them all in gaol.
- ✧ Leopold the love-sick youth follows them around reciting hateful poetry before trying to commit suicide by jumping off a roof. Unless he is saved in some way, he could seriously injure himself...or worse.
- ✧ Tomas returns from one of his family's holdings outside the town with a herd of cattle and runs them through the streets in an attempt to either trample the suitor and the Characters or ruin their serenade.
- ✧ Maximillian writes a letter, nominally from the guard captain in Stromdorf and addressed to Lord Rickard, naming the suitor or one of the Characters as the leader of a gang of bandits harassing Stromdorf. Maximillian will affix his uncle's seal to the letter, indicating that it has been read and approved by Lord Rickard, and use it to induce some watchmen to arrest the "bandit". Of course, the letter is a complete fabrication (unless the Characters actually do have a bad reputation in Stromdorf, in which case...).
- ✧ Krebs wants restitution from the Characters if they bullied him while assisting Tomas. He has brought in some extra muscle from Marienburg, which could contribute to a conflict between merchants and nobles if things get out of hand.
- ✧ Schadrach Bürke was angered by the desecration of Morr's Field and as a result of an "who will rid me of these troublesome defilers?" moment Sir Hartwicus Einbalmstein, a Black Knight of Morr, now stalks the Characters. He wants to accost them as they enter the quieter side alleys for their heresy. The repeated sight of a knight in black plate mail in the audience will put a dampener on the singing.



CHAPTER 3:

◆ FRAGMENTS OF DESIRE ◆



The time has finally arrived for Esmeralda to meet her suitor and for Kelsydra to make her escape. The suitor (with the Characters in tow) are led to the upstairs sitting room (see the map on page 21). Depending on what the Characters know, they may be prepared for a fight, perhaps expecting Esmeralda to be some hideous daemon or the head of a hedonistic cult, but they are instead ushered into an unremarkable rundown sitting room. The GM should read or paraphrase the following:

You enter Esmeralda's unremarkable sitting room to find the girl waiting for her suitor. As he steps forward to profess his love, you take in the large number of mirrors hanging on the walls and standing in the corners...far too many for a room this size. Esmeralda clasps the silver locket in one hand, her face glowing as the suitor kneels taking her other hand into his. Then everything seems to shift, like light moving over water. You blink, and suddenly both Esmeralda and the suitor have vanished.

Looking around you notice your reflections in the mirrors, or rather the absence of your reflection. Instead you can see the sitting room reflected through the mirrors and your unconscious forms, along with Esmeralda and the suitor lying on the floor, out of reach beyond the glass. Standing above the crumpled mass of bodies, is a perversely beautiful androgynous figure.

Bending slightly, it nudges Esmeralda with the tip of a crab-like claw and its lips twist into an attractive yet wholly disturbing smile.

"Thank you my dear. You have no idea how good it feels to be free after all these years."

Kelsydra has trapped the Characters inside the magic mirror. Depending on how much information the Characters may have already learned about Kelsydra, Heller, or the mirror, the daemon can fill in the gaps, even answering PC questions. In no apparent hurry, Kelsydra delights in taunting the prisoners, telling them that they will never be able to escape. She relishes every moment of the group's anguish.

Eventually, she moves towards the door at the far end of the room, turning one last time towards the mirror to address the Characters. When she does, read or paraphrase the following:

"Such delicious fear, it tastes to my lips like a delicacy. You shall make such wonderful playthings. I must leave you for now, for I must first seek out my jailors; but fear not once that is done I will be sure to return from time to time and we shall experience such sensations as you have never experienced, but shall soon come to desperately crave." She then slips out the door and the Characters are left all alone.

This experience causes Fear 3.

INSIDE THE MIRROR

Apart from everything looking reversed to the Characters (birth marks and scars on opposite sides of the body, handedness changed, etc), other things operate differently inside the mirror. All dice rolls can be reversed at your discretion.

MAZE OF MEMORIES

This reflection of the real world was created by Kelsydra's memories. Luckily for the Characters (and what Kelsydra fails to realise) escape from the mirror will be much easier for them. The major artifacts and players needed to work the magic of the mirror are all present, having already been painstakingly brought together by the daemon. The Characters simply need to bring them together once again on this side. To escape from the mirror, the Characters must find Kelsydra (Esmeralda) and Heller (the suitor); only when the two are brought together, back in the reflection of the sitting room, can their love unlock the mirror and return them all to the real world.

Now that Kelsydra is free, her influence on the mirror world has already begun to fade and as such, there are only three locations that the Characters can explore on this side of the mirror. Each holds an important component needed to break free of the trap. The Characters are free to move between these rooms as they wish, although as they begin to work the magic of the mirror, areas will become sealed.

SITTING ROOM

The inside of the mirror looks like an exact copy of the upstairs sitting room in Fenstermacher manor except that there are two doors leading out of the room, one on each side (leading to the Ballroom and the Gardens) The Characters will quickly notice that everything is a reflection of what it was on the other side of the mirror, even book titles and text are reversed. Players who investigate carefully though will discover that there are two artifacts hidden here that do not behave in the same way.

The Characters can make a **Challenging Perception** Test, or simply announce that they are searching the room, to easily discover both Kelsydra's locket as well as a copy of Heller's love poem (the one read at the tomb during the Ancestral Blessing). As the only items in the room whose text does not run in

reverse, both of these items easily stand out as unique in the mirror world.

THE BALLROOM

When the Characters step through the first door, read or paraphrase the following:

You step into a grand ballroom. Nebulous figures dance around the room in pairs to muffled music. Only two figures are sharp and distinct among the haze. A young man wearing simple white robes bearing a golden serpent sits in a chair and watches a beautiful young woman across the room. As you look on, the man turns to the table next to him, picks up a jewelled brooch, stands to his feet, pauses to gain confidence, and then walks over to the woman presenting her with the gift, asking her to dance. She looks at the brooch, turns up her nose and dismisses him. Disheartened, he returns to his seat, sets the brooch down on the table and as he does so, it transforms into a golden comb. A few moments later, the man rises and tries again, this time presenting the new gift. Again, she turns up her nose and dismisses him. This scene seems to repeat over and over again in front of you, each time with a new gift and each time he is turned away.

The young man is Heller von Bruner and the young woman is the illusion of Kelsydra that he fell in love with. The Characters must assist Heller in offering a gift that Kelsydra will not refuse in order to complete this part of the mirror's magic. The Characters can speak with this shade of Heller though he will only really be able to comment on his situation at the moment.

Ultimately, Heller will be doomed to repeat this endless pantomime until he gives Kelsydra the locket. If the Characters found the locket in the sitting room, they can hand it to Heller, who will immediately bring it to Kelsydra. Alternatively, if the Characters simply suggest the locket to Heller, the next item to appear on his table will be the locket. Either way, once Heller presents Kelsydra with the locket and she accepts, everything in the room begins to dissolve. When only Kelsydra remains, she transforms into Esmeralda who is still clutching the locket.

Once the Characters bring Esmeralda into the sitting room, the door to the ballroom shuts and will not open again.

THE GARDEN

When the Characters step through the second door, read or paraphrase the following:

You are standing in a lush garden terrace at night. The von Bruner estate looms behind you in a misty haze. A cool breeze, rustles through the trees and even though everything is bathed in moonlight, all is grey and muted. Only two figures stand out amidst the sombre scenery, a young man in white robes on his knees before a lovely young woman sitting on a stone bench in the centre of the patio. The young man pulls a book from his pocket and begins to read a poem to the young woman. Clearly unimpressed, she turns on the bench, now facing away from the disheartened suitor. He quickly rises, closes the book, and places it into his pocket. Moving around to the other side of the bench, he takes her hand in his, kissing it as he kneels before her once again. The young man pulls out his book and begins another verse, until the young woman again turns away from him in disapproval. This scene plays over and over before you.

Again, this scene will repeat indefinitely until the Characters present Heller with the page of poetry they found in the sitting room. Alternatively, they can recite the poem from memory, although this is a **Very Hard (-30) Perception Test** as they must get every syllable correct in order for the magic to work properly.

Once Heller begins reading the proper poem to Kelsydra when he utters the lines, "Now broken, dagger-shard I bear, To bring into thy heart, to tear" the garden begins to dissolve. When only Heller remains, he transforms into the suitor, looking confused and out of sorts. Once the Characters bring the suitor into the sitting room, the door to the garden shuts and will not open again.

THE WAY OUT

When both Esmeralda and the suitor have been brought together in front of the mirror, read or paraphrase the following:

Esmeralda and her suitor look enlivened the moment they are brought together, quickly rushing to each others arms. As they embrace, everything in the room seems to shift once again and suddenly you find yourself on the floor, reoccupying your corporeal bodies on the other side of the mirror.



CHAPTER 4:

♦ MANSIONS OF SADNESS ♦



REFLECTING ON RECENT EVENTS

The Characters may have only spent a few hours inside the Mirror but it has been a week to the outside world, where Kelsydra has been free to pursue plans. Delirious with her newfound freedom she acted slowly to set plans in motion. First she took over Fenstermacher Manor. Her *Mirrorthief* ability allowed her to pose as Esmeralda. Poor Rupert, Jory and Hilda became her playthings for the first two days.

Then Kelsydra moved through Ubersreik undetected. She located and assembled all the unsuccessful suitors, each of whom was already partially in her thrall, bringing them to Fenstermacher manor and as Esmeralda reducing them to mentally unstable shadows of their former selves.

Her next victim depends on which suitor successfully courted Esmeralda. She wants to torture and slowly kill all of the von Bruners. If it was Leopold that was the successful suitor her plan is close to success – with him having publicly pledged his troth to Esmeralda luring Heissman to the manor to discuss the nuptials was trivial.

If not then she lured a victim closer to the successful suitor. She intends to make a *Flesbthief* form from this person to reach the von Bruners. In this case her victim is as follows:-

- ✦ **If Maximillian successfully courted Esmeralda** the victim is his uncle, Lord Rickard Aschaffenberg.
- ✦ **If Guthrie successfully wooed Esmeralda** General Jendrick von Dabernick is the victim.
- ✦ **If Tomas successfully won Esmeralda's hand** Alfred Karstadt is Kelsydra's victim.

Kelsydra lured her target to the manor, overpowered and bound him and tortured his escort, turning them into her Flayed (see below). The storm that ravages the city began as she indulged herself. As the Characters emerged from the mirror she settled in to torture her victim before taking his flesh. The Characters have their only opportunity to rescue the victim.

ARRIVAL

To begin read or paraphrase the following:

It is as if the world tenses itself in the seconds before it is pierced by a single harsh smash. With a single equally harsh breath you find yourself staring at the ceiling of the sitting room, much as you left it before,

but the accursed mirror that was to be your prison now lies smashed upon the floor, your escape too much for it.

Mannslieb is high and the room is bathed in a silver-blue hue. Outside the rain and wind buffet the streets, and a peal of thunder rumbles in the distance. It is answered with a single man's agonising scream, coming from below you, followed by a mockery of a woman's laughter.

The Characters have returned to their corporeal bodies with no real effects. Kelsydra saw little point in harming bodies that could feel no pain, so they have been all but forgotten.

One of the Characters is dangerously close to having their hand cut by a particularly sharp shard of glass from the shattered mirror. They might even see the glowing image of Heller von Bruner briefly in the shard as they withdraw their hand. It is useful against Kelsydra – it counts as an improvised weapon (+SB+1) but when wielded against her it triggers her *Unstable* Trait and has the *Damaging*, *Impale* and *Unbreakable* Qualities.

As to the screams, if the Characters have met the victim before a **Challenging Perception** Test allows them to identify the victim's identity.

THE LOVERS

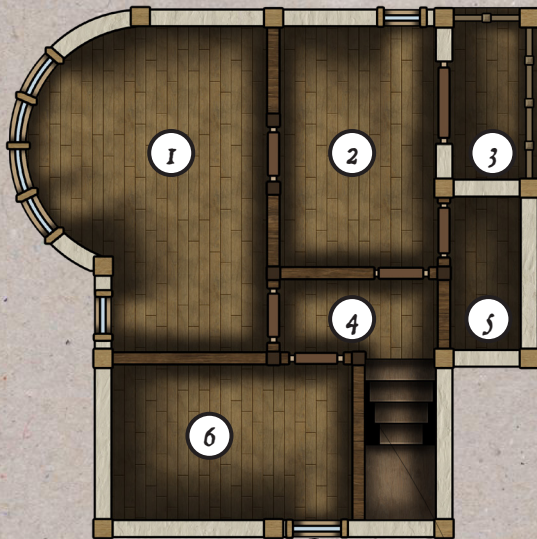
Both the suitor and Esmeralda are confused and surprised. If the Characters explain what has happened they find both have full memories of everything except for experiences on the far side of the mirror. Both are truly was unaware of any influence on Kelsydra's part.

Esmeralda's beloved may look back with some sense of shame over the actions of himself and his fellow suitors under Kelsydra's influence, but won't be inclined to believe that he or his love have been manipulated by a daemon. PCs who press the issue could cause the suitor to doubt his own feelings and ultimately sabotage his relationship with Esmeralda, if they really want to.

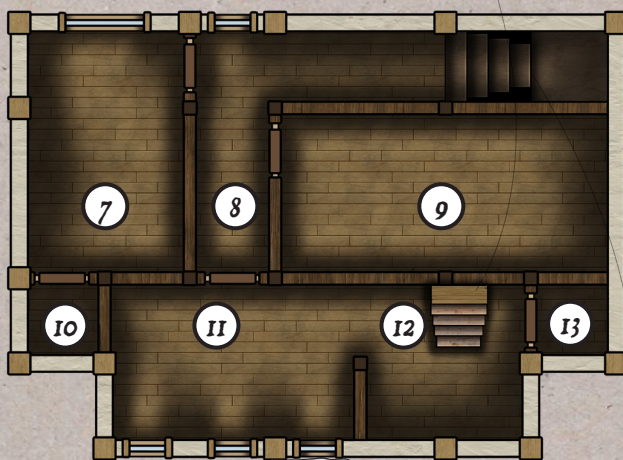
A RELAXING WEEK OFF

The Characters have spent a week outside their bodies, and if your group have sustained injuries you can allow them to have a week's worth of wounds restored.

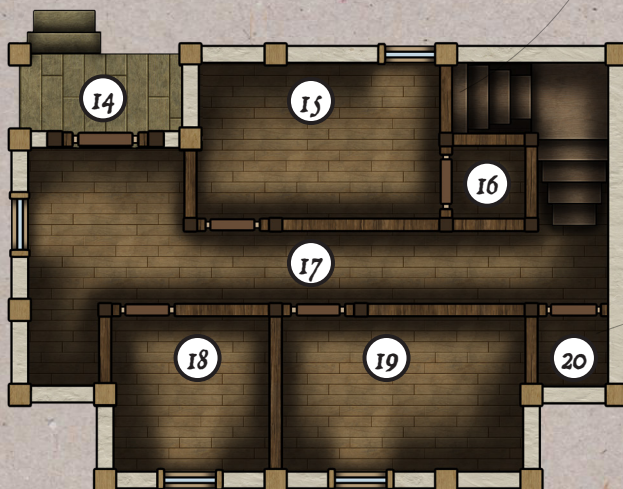
Map of Fenstermacher Manor



Second Floor



First Floor



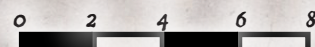
Ground Floor



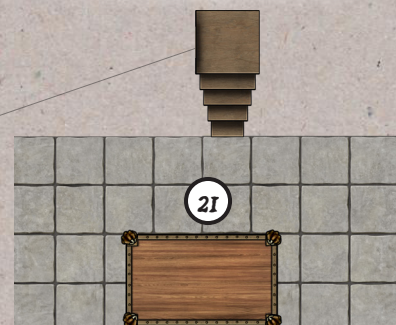
KEY

1. Turreted Sitting Room
2. Ruined Bedroom
3. Balcony
4. Upper Corridor
5. Attic Access
6. Flooding Bedroom
7. Esmeralda's Room
8. Mid Corridor
9. Rupert's Room
10. Hilda's Nook
11. Library
12. Turret Access
13. Jory's Nook
14. Front Doorstep
15. Kitchen
16. Scullery
17. Entry Corridor
18. Dining Room
19. Living Room
20. Cellar Access
21. Cellar

N



Scale In Imperial Yards



Cellar

TRAVERSING THE MANOR

Currently Kelsydra is unaware of the Characters and they want to keep it like that. Unfortunately Fenstermacher Manor was in poor condition before the daemoness made it her lair.

Second Floor: This is a warren of damp, desolate rooms strewn with mildew, mould, dust and filled with water-collecting buckets and the personal items Rupert removed from the now bare attic. Sneaking through rooms is tricky, **Opposed Stealth/Perception** Tests to avoid alerting the denizens on the level below are made with a penalty of -10 to the Stealth Test.

Bed chambers that were once occupied by deceased family members are tinged with a faint aura of sadness. Only the sitting room withstands these ravages as Jory kept that room clean whilst the daemon in the mirror burrowed into his mind.

First Floor: The first floor contains the liveable bedrooms of the manor. The two servants were reduced to living in nooks - little more than cupboards converted to sleeping space.

Rupert is currently sat in the Turret Access (#12 on the map). What little sanity Rupert had is now lost and he is little more than a howling mass of pain. In a brief moment of lucidity he might beg for death and is able to provide an account of Kelsydra's plans (see above). If Esmeralda is with the party and sees her father she needs to be calmed quickly or her screams will alert everyone in the manor to their presence.

Jory, now also Flayed, dwells in his cupboard under the stairs. If any of the Characters alert him to their presence he confronts them by jumping out of his nook. Hilda's flayed corpse is in the nook in Esmeralda's room, awaiting a grizzly discovery.

Ground Floor: The ground floor maintains a pretence of normality and is quiet currently, save from the victim's screams from the cellar. Windows are covered by bookcases and large boxes of knickknacks (Rupert was quite the pack-rat) and the only immediate exit is the front door, secured by an old rusted dwarf lock. Getting it to open requires an **Extended Very Hard (-30) Pick Lock** Test scoring +4 SL to open, or an **Extended Very Hard (-30) Athletics** Test scoring +5 SL.

Cellar: The cellar has been converted into a horrible torture chamber and the flesh of the flayed hangs from chains and hooks. Kelsydra's victim is bound to a bloodied table whilst next to it is enough implements of pain to make even the most experienced torturer blush.

DOESN'T SUIT YOU SIR

Encountering the spurned suitors can result in interesting roleplaying encounters. Here are some suggestions.

We're Your Friends: If the PCs bonded with any of the unsuccessful suitors they play to that friendship or exploit the suitor's personality. Examples include appealing to Leopold's gentle nature, explaining to Guthrie that there's no sport in murder, telling Maximillian that Kelsydra is playing a prank on him, or that for Tomas this deal is getting worse all the time. This could be resolved via an appropriate Opposed Test, modified by good roleplaying.

Two Esmeraldas: The Characters have the real Esmeralda and may persuade the suitor that theirs is an impostor (*"You're right, Esmeralda never used to wear people's skins or torture folk. Let me show the plans for your temple my darling."*)

DENIZENS OF THE MANOR

In addition to the daemoness herself, the following can be encountered throughout the first and second floors of the manor.

Spurned Suitors: Any surviving suitors are in the manor, in thrall to Kelsydra. Their obsessions are at the most extreme.

- ✧ **Leopold** composes a dirge against Esmeralda's beloved, and will consider writing this epic on his own flesh. He is more of a threat to himself than the Characters.
- ✧ **Guthrie** has given into his blood lust and wants to shoot Esmeralda's beloved between the eyes after arranging an elaborate trick shot, and then bring Kelsydra/Esmeralda the Character's skins as a grizzly trophy for her collection.
- ✧ **Maximillian** has laid a trap in the manor, ostensibly for the other suitors but he giggles maniacally if any Character steps on the floorboards in the library (at #11 on the map). He has weakened the boards there, placed a rug over it and placed rusty blades on a seat at the head of the table in the dining room below (and a load of dummies as guests). A **Perception** Test reveals the incongruous rug to the characters. Anyone falling take 1d10+8 damage.
- ✧ **Tomas** has been obsessively been planning a temple of Esmeralda/Kelsydra. Again he is likely not to pose a physical threat.



THE FLAYED OF KELSYDRA

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	56	24	49	45	34	30	25	40	52	12	25

Traits: Die-Hard, Hardy 2, Hatred (Unflayed), Painless

Trappings: Flail +10 (Distract, Impact, Tiring, Wrap)

Kelsydra's plans have been delayed by her passion for torture. The Flayed are the result of an orgy of torture after such a long fast in the mirror. Bereft of skin and alive in a state between bliss and agony by Kelsydra. Should she return to the Realm of Chaos the magic keeping them in a travesty of life will be gone, leaving little more than gory remains.

Rupert and Jory were the first Flayed (mercifully for her Hilda died during the process), followed by the victim's guards. For Heissman, Rickard and Alfred the Flayed were their personal guard, for Jendrick they were Altdorf State Soldiers. Shredded and bloodied tabards with their crest can be found throughout the second floor.

The Flayed are quite formidable and should be encountered in groups of 1 per PC. They coo in an unnerving high pitched voice.



KELSYDRA DAEMONESS OF SLAANESH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	66	55	42	40	58	50	40	65	66	64	30

Traits: Armour 1, Corruption (Major), Daemonic 8+, Distracting, Fear 2, Fleshtieft, Mirrorthief, Hardy 3, Night Vision, Spellcaster, Tentacles (2) +6†, Unstable††, Weapon +10

Mirrorthief: Kelsydra can take the form of any Character who has been reflected in her mirror. She may begin to change her form as a Free Action on her turn and the change will complete at the start of her next turn. Her shifting features prompt a new test against Fear 1 from characters who have already overcome her Fear rating

Fleshtieft: Kelsydra can wear the flesh of any Human she kills. Preparing the flesh takes 1d10 Rounds, after which it can be worn or removed at will, which takes 1 Round. Once prepared, the flesh only rots should she die, but it can be damaged by normal means. She can burst free from a worn flesh suit in a horrific fashion, granting the *Terror 1* Trait for 1 Round, but also ruining the flesh, meaning it cannot be used again.

She can impersonate such Characters perfectly, able to mimic voices and mannerisms with an uncanny ability. Those who know any Character being impersonated may attempt a **Futile (-40) Intuition** Test to detect that there is something wrong, though they will not know exactly what.

Spells: Acquiescence, Blast, Arrow Shield, Aethyric Armour, Detect Daemon, Distracting, Dome

† These are two daemonette-like pincer appendages.

†† Kelsydra is Unstable only on Rounds when she is struck by the glass shard from the mirror.

The Daemoness herself is in the cellar torturing her victim, but if alerted to the Characters presence she takes it upon herself to ensure her playthings do not escape. She would rather capture and torture them - she wants to know how they got out that mirror so quickly when it took her centuries after all!

CONCLUSION

Once the PCs leave the manor, they have successfully concluded the adventure...but there may still be any number of loose ends to wrap up!

KELSYDRA STILL AT LARGE!

An acceptable strategy is for the Characters to simply escape the manor without confronting Kelsydra, and seek reinforcements. Unfortunately in doing so they have lost an opportunity to put paid to the daemoness once and for all!

The storm outside makes an timely return to Fenstermacher unlikely. Ludmilla von Bruner might make an obvious choice to go to, but by the time any authority figures take the Character's story seriously ("*There are several other disappeared nobles in this storm to find you know!*") and traverse the storm-laden city to the manor Kelsydra will be long gone, her victim skinned alive, disposed of and little evidence that she was ever there in the house.

This means Kelsydra is free, and she can use her *Mirrorthief* ability to assume (among others) the Characters forms. They are not top of her list though - she wants to destroy every von Bruner. Once they are dead she will turn her attention to the PCs. She will try to ruin their reputations and engage in psychological attacks. Word may reach the Characters that numerous eyewitnesses accuse them of hideous and blasphemous crimes. They may need to keep a low profile!

If the Characters want to pursue Kelsydra this will be much more difficult! The enchantment in the mirror shard will fade and it will crumble to dust. Kelsydra's power will continue to grow now she is free of the mirror. There are dark adventures ahead for the Characters, they may rue not taking a chance!

KELSYDRA DEFEATED

A more pleasant scenario is where the Characters defeat or banish Kelsydra and save the victim from torture. The victim is barely hurt - Kelsydra being one of those torturers who prefers not to overwhelm her victims immediately, and professes their gratitude to the Characters. His guard were not so lucky...

The afflicted spurned suitors that were in the manor begin to recover their wits, but are quickly packed off to a Shallyan hospice by their respective families for a long rest. The Flayed pass away with as much of a look of peace on their face as is possible with no skin.

Eventually once the dust dies down the inevitable scheming begins - there is the matter of what the larger public should learn about this incidents. The noble houses in question of Ubersreik have good reputations to consider, and there has been enough political instability within Ubersreik of late. They have deep pockets and are well in with the good and the great, such as Gunther Emming, the High Priest of Sigmar. Of course the nobles are appreciative of the character's efforts and are more than willing to make their silence worthwhile, depending on how they fared in the actual task that they were hired for and how much damage control is required...

A PROBLEM LIKE ESMERALDA?

The PCs may, justifiably, conclude that Esmeralda is tainted by Chaos and report her to the proper authorities. If so, Esmeralda and her suitor may well go on the run and live out fantasies of romance in some far-away town, possibly helped by the eternal romantic, Ludmilla von Bruner.

Any Witch Hunter's examination of the situation, after the fact, will turn up virtually no evidence aside from the PCs' own testimony... which could as easily damn them as the Fenstermachers. Not that Witch Hunters always need evidence.

EVERYTHING IS FINE...

If the PCs managed to keep all the suitors alive, keep Maximillian and Leopold untangled from Esmeralda, defeat Kelsydra and save her victim then the Characters gain 1 Fate Point, and instead of the originally promised cash reward their employers offer the following:-

Marry the Girl!: An eligible silver or gold tier male PC can be married to Esmeralda with all due haste. The Character will have joined the nobility of Ubersreik, allowing them to take the Magnate career (*WFRP* page 73), albeit as the head of an ailing minor house of two held together by a (possibly loveless) marriage. They receive Fenstermacher Manor (see below) though the Aschaffenburgs and von Bruners, in a rare moment of sentimentality ensure the marriage contract prevents the Character from selling it and making poor Esmeralda homeless.

Get Thee To A Nunnery!: If none of the Characters are eligible or willing to marry Esmeralda, the von Bruners and Aschaffenburgs arrange for Esmeralda to be shipped off to a Shallyan convent after she conveniently names the Characters as stewards of Fenstermacher Manor. This is an unhappy ending for Esmeralda as her illusions about love are truly shattered and she will live out her short life as a heavy-hearted initiate of Shallya - unless of course she returns to plague the Characters.

You're In My Manor Now!

Fenstermacher Manor gives the Characters a base of operations, albeit one that may have been tainted by Chaos (which if word gets around will bring in the Witch Hunters) and is in serious need of repair. Characters will need to maintain Gold 3 status and pour copious amount of cash (GM's discretion) to restore the manor to anything near acceptable. However they do have a desirable property in the Morgenseite of Ubersreik, if they can hold on to it and keep their rich, snobbish neighbours happy!

SOME EXPLANATIONS ARE NEEDED

If the PCs have managed to keep both Leopold and Maximillian from untoward "entanglement" with Esmeralda, but any of the other suitors died then Lord Heissman and Lord Rickard will provide a reward of 200 gc. Ludmilla, for her part, will be happy so long as she is convinced that true love won the day.

A TRAGIC AFFAIR

If the PCs have failed to keep Maximillian or Leopold from

declaring his love for Esmeralda, the lords' wrath will be tempered only by the PCs' roles in keeping their kin from harm at the daemon's hands. Lord Heissman will express dismay at yet another Chaos taint on the family name. They receive a token payment of 50 gc, though Ludmilla von Bruner may recompense them further at your discretion.

If the PCs have managed to discover Kelsydra's history with the von Bruner family, Lord Heissman may be very interested indeed. He may even contract the PCs to do something about it... something suitable for the next adventure!

An interesting coincidence that the current matriarch of the family, Kisaiya von Bruner, is named after a linguistic-corruption of the name Kelsydra, and that the von Bruner family began using the name Kisaiya for their daughters around the time of Heller von Bruner.

Of course not all the von Bruners are as virtuous as Heissman. Graf Stierlich von Bruner might invite them on one of his hunting trips (see *A Guide to Ubersreik* page 58).

REWARDS

In addition to the standard rewards for excellent roleplaying during each session you should award XP at the end of each session using the following guidelines:

Chapter 1

- ✦ 10 points for meeting Heissman and Rickard
- ✦ 10 points for handling Ludmilla von Bruner appropriately
- ✦ 5-10 points per suitor met and investigated
- ✦ 40 points per each suitor's encounter resolved successfully (Grand Inspiration, They Say Men Fear The Beast, Bad Debts and The Last Laugh)

Chapter 2

- ✦ 5-25 points for completing the First Trial.
- ✦ 20 points for completing the Second Trial.
- ✦ 5-20 points for any exposition learned from Heller von Bruner's ghost
- ✦ 10 points for catching Jory and learning about the Mistress
- ✦ 10-20 points for each encounter during the Third Trial.
- ✦ 20 points for completing the Third Trial.

Chapter 3

- ✦ 50 points for escaping the mirror.

Chapter 4

- ✦ 25 points per spurned suitor dealt with non-lethally
- ✦ 25 points for defeating the Flayed
- ✦ 75 points for defeating Kelsydra
- ✦ 25 points for escaping the manor
- ✦ 1 Fate Point if all objectives achieved (see *Everything is Fine* above)

APPENDIX 1: DRAMATIS PERSONAE

THE SUITORS



The appearance of Esmeralda Fenstermacher has had a scandalous effect on the young nobles of Ubersreik. Men of good breeding and sound minds have scorned the will of their families to pursue the girl, leaving a trail of jealous, heartbroken maidens and fuming noble patriarchs in their wake. The upset has increased tensions between some of the town's more influential families as arranged matches are broken and promises undone, all in the name of 'true' love. Of the dozen or so eligible young men Esmeralda's charm has attracted, only four have received a response from the girl that their advances 'might' be welcomed. Three of these young men were carefully chosen by Kelsydra for the measure of the love they might possess for Esmeralda and the other (Leopold) to settle an old score.

KELSYDRA'S OBSESSION

Kelsydra is a powerful daemon of Slaanesh able to manipulate the moods of men as a painter might choose colours from his pallet. Although she is trapped in the magic mirror, she can still exert her power through Esmeralda (quite without the girl's knowledge) over the suitors and even the PCs.

The strength of Kelsydra's influence is represented by a new Trait called *Kelsydra's Obsession*. This is scored from 1-10 and events in the scenario increases all suitors' obsession. The GM should not feel restricted by these and can make up his own occurrences if he feels one of the suitors has made a grand expression of love or madness. Increase *Kelsydra's Obsession* when any of the following occur:

- ✦ A suitor (with or without the aid of the PCs) hurts or embarrasses another suitor for Esmeralda's hand.
- ✦ A suitor makes a grand gesture in Esmeralda's presence (something suitably impressive).
- ✦ A suitor completes one of the tasks set by Esmeralda in **Chapter Two: Trials of the Heart**.
- ✦ A suitor injures himself in the pursuit of his love for Esmeralda.

The effects of *Kelsydra's Obsession* vary from suitor to suitor, and with affected PCs, but all are expressed in three levels of increasing madness. When *Kelsydra's Obsession* increases to a new level of obsession everyone is affected, adding the new level of obsession to the old.

OBSESSIVE PCs

The suitors are not the only ones who will be affected by the Obsession Tracker, and as it advances it can (if the GM chooses) begin to have an impact on PCs. The GM should apply the effects below to the PC's actions as *Kelsydra's Obsession* advances, each one adding to the one before it.

Low Obsession (3-6): PCs become absorbed by tasks and find it difficult to stop doing something if they do it for more than a few minutes (eating, laughing, crying, etc.) requiring an **Average (+20) Cool Test** to stop.

Medium Obsession (7-9): As above, but to stop they must pass a **Challenging Cool Test**.

High Obsession (10+): As above, but to stop they must pass a **Hard (-20) Cool Test**.

PLAYER CHARACTER SUITORS

One or more of the male PCs may become suitors in addition to suffering from Kelsydra's Obsession. A Critical Failure or Success on any Test in front of Esmeralda or inside Fenstermacher Mansion in the first two chapters should suffice. You may wish to end the session there and discuss with your player whether they are comfortable roleplaying this development. If so, they may take the role of the suitor from Chapter 3 onwards.

You may also wish to discuss the nature of the Character's Obsession and build a behavioural model using the ones from the suitors as a baseline. For instance a wizard PC suitor might decide to use his magic to win Esmeralda, whilst a nautical PC might rechristen their barge the Esmeralda and set out to make it a shrine to his one true love!

Whatever you decide the intention here is to have fun and provide a unique and memorable roleplaying experience.



LEOPOLD VON BRUNER HOPELESS ROMANTIC (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	26	22	28	25	33	32	22	45	25	27	8

Skills: Entertain (Awful Poetry) 55, Climb 38, Cool 35, Endurance 35, Language (Classical) 55, Perception 43

Talents: Bookish 2, Noble Blood, Read/Write

Trappings: Book of Awful Poetry (see Handout), Dagger +4, Ink and Quill, Romantic Soul

Traits: Kelsydra's Obsession

The youngest son of the von Bruner family, Leopold is a dreamer and has shirked the responsibilities his family and his obligations to his father for the ideal of true love. A struggling poet, he has his love to offer Esmeralda. His family is the unwitting target of Kelsydra.

Background: Leopold von Bruner has only recently come of age; many of the family's misfortunes occurred before his time and are now mentioned only in the grumblings of his father and the other elders of the house or in hushed whispers over dinner. Even if he was aware of his family's dismal reputation (due in no small part to any unfortunate business with Andreas von Bruner and at the manor—as detailed in the Eye For An Eye), it is likely that he would not be overly concerned. Although he does love his father, and his family, he simply has no taste for the politics of the nobles or the endless games of wealth and power it seems they must play in order to maintain their titles.

Instead, Leopold is a delicate, sensitive soul given more to contemplating the clouds in the sky or the wind through the grass than the house ledgers or the power struggles between free city and state. He likes poetry, singing, and

The Sun Faced Maiden (an ode to fair Esmeralda)

*Oh, lady! Oh, vision! What day dawns so fair!
Her face is the sun, my love is the sky, together and one, She
is the mirror of my heart that fair maid,
Turned back to me like the sun (which is her face) upon the sea.
Oh, maid! Only in my dreams have I held her;
My fair, fair Esmeralda!*

Upon a Chance Meeting with a Mote of Dust

*Light, you are the master of the sky,
But the ground is not your realm, for we mortals do dwell here!
The other day a beam of you did shine upon a mote of dust,
And I was taken by its beauty as it floated here and there.
A wanderer like me, into this world so cruelly thrust,
That brave, brave mote of dust!*

dreaming of the romantic ideal of love. It is little wonder then that his father Heissman wants to marry him off as soon as possible and cement an alliance with an influential family before Leopold gets a reputation as a complete and utter fop. Leopold has responded to his father's demands with an uncharacteristically stubborn resolution that he will marry for love and nothing else. Secretly, however, he also has his doubts about the von Bruner family name and contemplates distancing himself from it.

Leopold appears as a slight, spindly youth with soft features only now hardening into manhood. The shadow of a moustache graces his upper lip while his mousy brown hair is slightly too long for the current fashions and hangs limp, constantly getting in his eyes.

Personality: Leopold is the most pitiable of the four suitors, but also the most honest and potentially the most likable. The GM should play him soft spoken and earnest, and though he is intelligent (and may even be able to aid the PCs as Kelsydra's plot comes to light), he is not in any way cunning or duplicitous (traits common to much of Ubersreik's nobility). He is also a bit dramatic at times and, like many men his age, tends to exaggerate: There has never been a love like his for Esmeralda! He has never known such sorrow as when she turned her face from him! He is literally sick with the jealousy he feels for the other suitors!

The other major part of Leopold's personality is that he is a dreamer. The GM can have him become distracted and trail off while talking (or being talked to) as he spots a perfect flower, the reflection of light off a broken window, or hears a familiar tune from a nearby tavern. He will be completely useless in the presence of Esmeralda, spending the entire time gazing wistfully at her, his hands clutched to his breast. These distractions will also prompt him to create impromptu poems about the beauty of the world (he has hundreds composed on the subject of Esmeralda) and likely subject the PCs to a recital whether they want to hear it or not.



OBSESSION

Obsession: Leopold's obsession is his art. As his Obsession grows he becomes more driven to grand gestures of (bad) poetry and song for Esmeralda, going to greater extremes to prove his love. At first, his actions seem comical, but after a time they can become dangerous and potentially lethal to both Leopold and those around him. The GM should apply the effects below to Leopold's actions as Kelsydra's Obsession increases, each one adding to the one before it.

Low Obsession (3-6): He stops constantly to compose poems or appreciate the beauty of the world, even in dangerous situations.

Medium Obsession (7-9): He starts talking in rhyme or song, dancing instead of walking, and spontaneously hugging and kissing people that he likes.

High Obsession (10+): He is overcome by emotion at the slightest thing, crying over his love, laughing at delight when seeing a butterfly, or filled with uncharacteristic uncontrollable rage at the mention of another suitor. His extreme mood will only change when replaced by a new one.



GUTHRIE VON HAMMASTRAT OFFICER (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	60	55	58	45	44	49	24	26	45	17

Skills: Athletics 62, Charm 50, Consume Alcohol 65, Dodge 62, Endurance 65, Intimidate 65, Leadership 50, Lore (Etiquette) 44, Melee (Basic) 55, Ranged (Blackpowder) 80, Ride 64

Talents: Combat Master 1, Fast Shot 2, Gunner 3, Noble Blood, Robust 1, Strongback 3, Trick Riding 1

Traits: Kelsydra's Obsession

Trappings: Light Warhorse (called Rider), Pistolier's Uniform, Pistol with 20 shots (50) +8, Sword +9, Tight Fitting Shirts

A brave and burly warrior, Guthrie is a pistolier in the Ubersreik garrison and an honest, if simple, young man. Guthrie usually solves his problems with a sword and has been at a loss as to how he might win Esmeralda's hand. He is open to any help the PCs might be able to offer him.

Background: Born in the downriver city of Auerswald to the well-reputed Hammastrat family, Guthrie had a typical noble upbringing. Strong and brave (though not overly bright), he made his father Xavier Hammastrat proud by quickly becoming a fine warrior and excellent swordsman. Guthrie embraced the noble warrior's lifestyle and was quick to travel to Altdorf to join one of the city's prestigious pistolier regiments when he came of age. Over the last few years, he has served in the armies of the Emperor and campaigned across the Empire and as far away as the Border Princes.

Xavier pulled strings with his old friend, General Jendrick von Dabernick to ensure Guthrie gained a commission as a pistolkorp officer in Ubersreik.



OBSESSION

Guthrie's obsession is the thrill of battle and the adrenaline of victory and he is completely taken with his own martial excellence. As his Obsession grows he becomes driven to prove his strength of arms or display his ability so that Esmeralda might take note. At first, this is limited to displays of flashing blades, target practice, and tight shirts which show off his muscles, but as the obsession increases, it can turn deadly as Guthrie turns on those around him to prove his fighting skill.

The GM should apply the effects below to Guthrie's actions as Kelsydra's Obsession increases, each one adding to the one before it.

Low Obsession (3-6): He engages in displays of martial prowess, sometimes even when danger is quite close and with disregard to people or property.

Medium Obsession (7-9): He shows off constantly and dangerously, using his sword to open doors, firing across a crowded room, or pushing over laden carts just to prove he can.

High Obsession (10+): Whenever he encounters someone that looks tougher than him, he challenges the newcomer to a duel and must to be dragged away before he is killed or kills someone.

MODUS OPERANDI: DASHING PISTOLIER

Guthrie is quick to show off his martial prowess, especially to prove his love for Esmeralda. Some examples include:

Fancy Horse-work: Guthrie is an expert horseman and has masterful control over his mount, leaping on and off mid-gallop or jumping obstacles while firing his pistols.

Hurling: With a good eye and strong arm, Guthrie can throw most things with keen accuracy (tankards, chair, small animals, etc.) and is always ready to prove his boasts.

Lifting: The best way to prove one's strength is to put it to the test! Lifting up carts, barrels, or even PCs are all ways in which Guthrie might show off his brawn.

Marksmanship: Years of practice have made Guthrie a keen shot, something he can prove with all manner of targets—or for an added degree of risk, an apple balanced on a PC's head!

His father has hoped to marry Guthrie into a prosperous Ubersreik family and extend Hammastrat influence into the neighbouring city, making the family a contender in the inevitable political powerplays to come. To this end Guthrie's duties have seen him unwitting placed far from any of the recent unpleasantness within the city, instead courting local noble women belonging to houses chosen by his father. Guthrie likes Ubersreik; it is a welcome change after years of sleeping on the hard ground and drafty tents during his campaigning. He even likes some of the locals and has made efforts to woo some of the ladies put forward by his father. Unfortunately for Xavier, and unexpectedly for Guthrie, the boy has fallen completely for Esmeralda. Until now, Guthrie has never been in love, not counting the feelings he has always had for a fine blade, of course. Guthrie is a broad-shouldered and lantern jawed young man with a head of close-cropped black hair. He has the piercing blue eyes of a hawk, though they seem to hold about as much intelligence, their flat expression making him look a bit like he has fallen asleep with his eyes open.

Personality: Guthrie is the strongest and bravest of the suitors, with good breeding and the forthright manner of a young soldier. The GM should play him as loud and to the point, perhaps even a little tactless at times. He is likely to act first and talk later, springing into action before the PCs can formulate a plan and likely making a bad situation worse (often by starting a fight). He is also quick to accept a challenge, real or imagined, and cannot let his honour be besmirched—Guthrie could never accept it if anyone ever thought him a coward.

Adding to Guthrie's reckless bravery is his stupidity. Well schooled by his family, he is nevertheless extremely slow to pick up on things and is extremely gullible. The GM can make this clear to the players when he doesn't seem to understand big words, misunderstands slang, and generally leaps to the wrong conclusion again and again. The PCs can also take advantage of Guthrie's gullibility to manipulate him into doing what they want, though they should be careful when doing so as he is rather good with his sword.



MAXIMILLIAN ASCHAFFENBERG DILETTANTE (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	31	29	26	36	37	42	37	21	39	8

Skills: Charm 45, Cool 40, Gossip 75, Intuition 55, Perception 55

Talents: Argumentative 3, Blather 3, Carouser 3, Noble Blood

Traits: Animosity (von Bruners, other Suitors), Kelsydra's Obsession

Trappings: Dagger +4, Fine Nobleman's Garb, A Bad Attitude

The brat nephew of Lord Rickard, Maximillian is a long-standing rival of the von Bruners and initially saw the chance to steal Esmeralda away from Leopold as an opportunity to further humiliate the family. Unexpectedly for the young Maximillian, he has fallen for the girl.

Background: A scion of the powerful and influential Aschaffenberg family, Maximillian is the nephew of Lord Rickard and very much among the most powerful future nobles of Ubersreik. Arrogant and rude to anyone he considers beneath him (the majority of the town), he has been the bane of his family's life in recent years; Lord Rickard has had to bail him out time and again from 'misunderstandings' and 'accidents' with other noble families and the locals of Ubersreik.

Filled with a sense of his own importance, Maximillian believes he can get away with insulting or being cruel to those around him, and while he stops short of the actual criminal, he is thoroughly out of control.



OBSESSION

Maximillian's obsession is cruelty and insults. As Kelsydra's Obsession gains sway over him, Maximillian's cutting wit and cruel practical jokes escalate from the tasteless and relatively benign to the downright deadly. What begins as salt in wine or a jibe about someone's mother will become a bed full of poisonous spiders and a brutal verbal assault intended to cause the maximum amount of emotional distress. The GM should apply the effects below to Maximillian's actions as Kelsydra's Obsession increases, each one adding to the one before it.

Low Obsession (3-6): He plays pranks constantly, seeing every new meeting as a chance to try one out.

Medium Obsession (7-9): His pranks and jokes become more elaborate and dangerous, with the potential to actually hurt people.

High Obsession (10+): His pranks and jokes become deadly, though he doesn't see them as such, laughing as a cart crushes someone or a ravenous wolf hidden in their privy attacks them.

MODUS OPERANDI: THE TRICKSTER

Maximillian enjoys pranks and cruel jokes, a major pastime for him. Some examples of the pranks, jokes and insults he might use include:

Past Disgrace: Maximillian is quite the scholar of family histories in his efforts to formulate cutting insults. For details on some of the noble families of Ubersreik and their past see *A Guide to Ubersreik*.

The Evil Double: A good way to sully someone's good name is to dress up as him and do bad things! The disguise doesn't even need to be good if witnesses are far away or it is dark.

Spoiled Food: A simple prank and easy to arrange given the amount of rotten food in Ubersreik, the real skill comes in disguising it as fresh.

Double Talk: A childish prank at best but infuriating nevertheless, Maximillian repeats everything the person says to him in a condescending tone of voice.

Maximillian's match with Esmeralda is perhaps the most disastrous for the nobles of Ubersreik and certainly the Aschaffenberg line. Lord Rickard always intended to marry the boy to someone from another town or city to extend the family holdings, or at very least cement a relationship with one of the other major families of Ubersreik. Despite his roguish ways, Maximillian thinks the same way and initially only courted Esmeralda to spite Leopold von Bruner, whose family he despises for their fall from grace. After seeing Esmeralda's face, however, his act of spite turned into a true pursuit of love.

Maximillian appears as a handsome, blond haired youth with cruel blue eyes and an almost permanent sneer on his features. He always dresses impeccably to show off his wealth and has a habit of looking at people of common birth like something he might wipe off his shoe.

Personality: Maximillian is a rich brat, thoroughly dislikeable but also completely untouchable because of his family. The GM should play him as arrogant, always ordering people around or being condescending and cruel when he speaks to anyone beneath his station. He knows one day he will be one of the most powerful people in Ubersreik and everyone had better damn well remember it! He does what he wants when he wants to, seldom paying for things or asking permission before entering an abode or snatching something he finds intriguing. Most of the time, Maximillian has a gaggle of servants following him around that report to his uncle and smooth things over in the brat's wake.

Maximillian might work with the PCs if they ally themselves with him, but he will never be their friend and will constantly boss them around. Ideally, the GM should make the PCs want to give him a good kick, but they should also be reminded that doing so would probably get them hanged.



TOMAS VAN KARSTADT MERCHANT PRINCE (GOLD 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	26	25	27	27	60	35	34	61	34	49	9

Skills: Bribery 75, Charm 55, Gamble 65, Evaluate 75, Gossip 65, Haggle 80, Intuition 75, Language (Guilder) 65, Perception 76

Talents: Briber 5, Cat-Tongued 1, Dealmaker 4, Embezzle 3, Schemer 1, Read/Write, Schemer 3, Wealthy 4

Traits: Animosity (Other Suitors, Nobles), Kelsydra's Obsession

Trappings: Dagger +4, Fine Merchant's Garb, Lots of Money (mostly in the form of Notes of Credit)

Born to one of the wealthiest merchant families in Ubersreik, Tomas is filled with a sense of his own entitlement and the power the wealth of his father has afforded him. Tomas has tried to use his wealth to buy his way into Esmeralda's good graces, though thus far without success.

Background: The son of Alfred Karstadt and grandson of Hellin Karstadt-Stampf (Ubersreik page 45) Tomas has been raised in a custom befitting a noble son, despite the fact House Karstadt renounced its hereditary titles to House von Bruner. This gulf between his status and that of the noble sons of Ubersreik that has dogged him all his life, and though he stands to inherit substantial position and wealth, he covets the respect that nobles receive. Tomas knows a lot about money and how to manage it, and even at his young age has amassed a substantial amount of personal wealth, travelling as far as Marienburg where he began styling himself as "van Karstadt". He plans to buy his way into a noble family and finally gain a title for himself.

Like many of the other suitors, Tomas was taken by surprise when he fell in love with Esmeralda. He had been looking to marry into a more prosperous line but as he now so clearly sees, love is love, and even the poorest, lowliest

MODUS OPERANDI: CUNNING BURGHER

Tomas likes to show off his wealth and has bought many elaborate gifts for Esmeralda, some examples of which include:

Wondrous Beasts: The woods around Ubersreik hold many strange and dangerous beasts, some of which may appear quite cute when not bearing a mouth full of fangs.

A Pie that Sings: Is there anything more romantic than something stuffed with birds? Unfortunately, this can lead to a mess, a violent avian explosion, or just an unusual container of bird corpses.

Grand Gifts: Tomas is not above giving away property such as bridges or buildings as gifts, though he will insist it be wrapped properly, perhaps in lace...

Rare Fragrance: There are many rare flowers that grow only high in the Grey Mountains and are quite beautiful to look upon — sadly some are also very poisonous.

noble woman is still a noble woman. Contrary to his son's desire to marry into nobility, Alfred is under pressure from Hellin that Tomas remain unmarried. Alfred has nothing in particular against Esmeralda or her family but the ruthless matriarch of House Karstadt is quite firm in her disapproval.

Tomas appears as a short and slightly overweight youth, his sallow skin already sagging and giving a hint of the fat-faced rotund man he will become. He has short curly hair and small piggish eyes, which are never still, always looking for profit.

Personality: Tomas is the most intelligent of the suitors and can use his cunning to make things difficult for the PCs, especially if they try to take him out of the running for Esmeralda's hand. With a deep cruel streak (though not genuinely evil), Tomas is a resourceful young man with no end of ambition and will stop at nothing to get what he wants. Mentored by his shrewd grandmother, Tomas sees the value of everything and weighs it against the things around it, making his judgements based in terms of returns and inherent worth. Like his father, he is a man of letters and debts and knows well the power of both.

The GM should play Tomas as clear thinking and intelligent, carefully considering his words before he speaks and seeing straight to the heart of most matters. He is more than a little smug and arrogant towards those he sees as beneath him (likely he will see the PCs as just another commodity to be bought and sold). The GM can use Tomas' arrogance towards the PCs to brag whenever he gets a chance. He will prattle on about things like his many possessions ("I think this carriage belongs to our family... we have so many you see..."), the wealth and power of the Karstadt family ("Yes, grandma could buy half this town if she chose... not that we would want to...") or what his wealth has afforded him ("You haven't had blue salmon until you've had it brought from the icellows of Norsca, not that you would know where that is...").



OBSESSION

Tomas's Obsession involves exquisite clothes, exotic gifts, and the finest things his wealth can acquire. As Kelsydra's Obsession increases, he becomes more flamboyant and outrageous in his use of money (much to the distress of his father), creating more and more elaborate gifts for Esmeralda. Aside from the problems these gifts will cause, the great expenses they will incur (and the lengths Tomas will go to for the money to pay for them) will lead to both the ire of his family and the attentions of shady lenders. The GM should apply the effects below to Tomas' actions as Kelsydra's Obsession increases, each one adding to the one before it.

Low Obsession (3-6): He begins giving more and more outrageous gifts, going to great lengths to make sure they are perfect.

Medium Obsession (7-9): He starts to beggar himself and his family for the money to buy the gifts, going to dangerous or criminal lengths to find it.

High Obsession (10+): His gift giving reaches extreme and macabre heights as he considers cutting off body parts to prove his love.

THE LADY



ESMERALDA FENSTERMACHER LADY OF THE HOUR (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	30	23	29	35	35	30	30	26	27*	8

Skills: Endurance 34, Gossip 32, Language (Classical) 35, Perception 40

Talents: Beneath Notice 2, Etiquette (Nobility) 1, Noble Blood, Read/Write

Special Rules: Suitors under Kelsydra's influence treat Esmeralda as if she has a Fellowship of 85, and the talent Attractive 6. Otherwise she has Attractive 2 due to her enchanting presence.

Esmeralda Fenstermacher was a shy and unassuming young woman, fading into the background of the Ubersreik nobility and largely unnoticed by her peers. Neither unduly ugly nor excessively pretty, she is what her childhood friends would condescendingly refer to as 'common'. Her average looks, combined with her father's failing fortunes have caused few, if any, young noble men to spare her a second glance. It seemed that Esmeralda was destined to die alone, a spinster overseeing the final days of the Fenstermacher line.

Kelsydra changed all that. Now it is as if a light has gone on in the young woman, and she is filled with a confidence and resolve that seems to bleed from her every pore. Her peers, which only weeks ago would have been hard pressed to put a name to her face, now whisper about her as she passes and compete for her attention.

The older nobles, largely unaffected by her surge of confidence and popularity, still see only her weak line and dismal inheritance, dismissing the fascination of their sons and daughters as fanciful infatuations. From Esmeralda's perspective, although she is a bit confused by her newfound attention, it is as if she is finally getting her due and is basking in every moment.

Esmeralda is a slight woman in her early twenties with mousy brown hair and hazel eyes. While her skin is fair and her features delicate, it is the confidence in her eyes which people remember.

Personality: Esmeralda exists simultaneously to torment the suitors and reward them for the excesses of their deeds. In the role of the suitors' object of affection, she appears from time to time to remind them why they are fighting, shyly giggling over their jokes or swooning over their pronouncements of love. If they try to corner her, she will slip away, dodging kisses or embraces and leaving them to puzzle out her true intent. Despite this behaviour, she genuinely likes the four suitors. In fact, she might like them too much: She adores Leopold's poetry. Guthrie's simple-minded demonstrations of prowess make her all aflutter. A gift from Tomas can make her swoon. She finds Maximillian's pranks hilarious. The GM should play her as fickle and flighty, smiling and swooning over one suitor one minute only to be distracted by the deeds of another moments later, always oblivious to just how desperately the four youths pine for her.

The GM can use Esmeralda throughout *Loved and Lost* and *Trials of the Heart* as much or as little as he likes, though she will not commit to a suitor until he has proven himself at the end of part one. Esmeralda's appearance can be used as a catalyst for the suitors' obsessions and their crazy behaviour, and the GM can have her appear either before or after an encounter to encourage the suitor or validate his actions. The GM can also use Esmeralda to disprove the PCs' suspicions if they begin to think (rightly so) that other forces are behind the suitors' madness. There is nothing supernatural about Esmeralda and she has no idea she is a pawn of Kelsydra, unaware that the daemon is the true source of her confidence and allure.

OBSESSION... I MEAN OBJECTION YOUR HONOUR SHE'S A WITCH, BURN HER!

Many groups will be immediately suspicious about Esmeralda's appeal and influence over the young nobles of Ubersreik, especially if there is a Witch Hunter in the party. Unfortunately, the PCs will likely never get a good chance to talk with her for more than a moment, Hilda always whisking her away. Even as the situation with the suitors escalates and their behaviour becomes increasingly erratic, the PCs will have a difficult time convincing anyone that Esmeralda might be a witch or an agent of Chaos. The Fenstermachers are and have always been devout Sigmarites and close friends with the high priest of the Ubersreik Temple of Sigmar, Gunther Emming. Gunther will not only object to an accusation of foul play against Esmeralda, but will outright oppose any such action without hard evidence.



HOUSE FENSTERMACHER



HILDA PROTECTOR (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	33	63	51	56	51	34	31	45	23	25

Skills: Athletics 66, Consume Alcohol 66, Cool 60, Dodge 66, Endurance 66, Intimidate 78, Intuition 71, Melee (Basic) 70, Perception 71

Talents: Hardy 1, Reversal 1, Strike to Stun 3, Strike Mighty Blow 1, Fearless (Suitors) 1, Jump Up, Stout-hearted 1

Wherever Esmeralda goes, she is accompanied by Hilda, her personal maid and protector. A Norscan, Hilda is a robust woman with brawny arms and thick red hair. Exactly what binds this woman in service to Fenstermacher is unclear, but she exists to keep the young woman out of trouble and is more than capable of turning away amorous suitors.

Whenever the PCs want to deal with Esmeralda and she is 'indisposed', they must deal with Hilda. The GM should use the maid to bustle Esmeralda away if things get dangerous, act as an intermediary for the suitors or the PCs, and, if required, crack some heads if the young men step out of line. Hilda is not under the control of Kelsydra (nor does she care for stories of daemons and magic nonsense); her duty is to protect Esmeralda, as she has done for much of the young woman's life.

HOUSE FENSTERMACHER

When Emperor Wilhelm III toured the Reikland in 2431 IC he paused to pray in Ubersreik's Temple of Sigmar. There he noticed a damaged stain glass triptych depicting the life of the heroic Magnus the Pious hidden in the vestuary. The priests lacked the coin to see it repaired, so Wilhelm, eager to distance him from his corrupt predecessor, Dieter IV and styling himself after the Great Unifier Magnus, offered to oversee the triptych's restoration personally. When the glazer provided an honest and cost-effective quote for the work the Emperor, used to Altdorf's inflated prices, was impressed. The resultant work was "not bad for the price" Wilhelm remarked privately.

The Fenstermachers were ennobled at a banquet where the triptych was shown and where Wilhelm, to the horror of the assembled nobility, lauded them as an example of honest men, free of the culture of corruption and graft that pervaded the nobility of the Empire. The affront was not long forgotten.

To this day Fenstermacher has not been paid for their work on the triptych.

This has been rather typical of the House's fortunes. They have struggled to maintain the expected high standard of living of a noble house. Thus they are viewed by their fellow nobles as little more than "jockeyed-up commoners".



JORY ENSORCELLED FOOTMAN (BRASS 1)

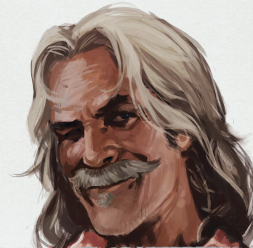
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	37	33	46	45	41	42	31	33	26	30	14

Skills: Athletics 52, Climb 56, Dodge 52, Endurance 55, Intuition 51, Perception 51, Stealth 52

Talents: Beneath Notice 2, Flee! 1, Fleet Footed, Strong Back

Traits: Mental Corruption (hears Kelsydra's Voice), Weapon +6

Jory is a pallid, thin and meek seeming man, just the ideal sort to come under the influence of Kelsydra and act as her eyes and ears in the world of mortals. He serves as footman to the Fenstermachers, working for little more than room and board and the occasional brass penny. He is frequently bullied and belittled by Hilda and he secretly hopes Kelsydra will provide him with the means to turn the tables.



RUPERT FENSTERMACHER MAGNATE (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	27	24	24	40	45	32	31	30	45	9

Skills: Intuition 45, Perception 55

Rupert dotes upon his only child, Esmeralda, and has never been able to refuse her anything. He is now an aging man; his wife and other children are dead and his remaining hopes are pinned on Esmeralda. Rupert is pleased to entertain any suitors that come to the manor, even if Esmeralda does not want to see them, and the PCs may have trouble getting away from him as he bores them with stories and peppers them endlessly with inane questions. His mind is also prone to wandering and the GM can have him mix up PC and suitor names, fail to hear, or mishear, things and generally frustrate the PCs whenever they try to get any sense from him.

FRIENDS AND FAMILY



ALFRED KARSTADT
MERCHANT PRINCE (GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	35	31	44	55	49	29	52	51	72	16

Skills: Bribery 82, Charm 80, Evaluate 72, Haggle 92, Perception 75, Secret Signs (Guilder) 72

Talents: Briber 4, Cat-tongued 1, Dealmaker 3, Etiquette (Nobles) 2, Etiquette (Guilder) 2, Numismatics 1, Read/Write, Schemer 2, Wealthy 5

Alfred is a distinguished, if portly, merchant and father to Tomas. Like his son, he is a clever businessman and adept at talking to people. Unlike his son, he does not have a cruel or dark side, at least one that has ever seen the light of day. His main goal these days is protecting the fortune his family has won over the years and paving the way for its future. As he intends to run for guildmaster of the Merchant's Guild, dethroning incumbent Marta Müller he would prefer his son avoid scandal and be free for a more advantageous marriage.

Alfred knows many of the town's luminaries and power players; if the PCs wrong him, or his son, he can make life in Ubersreik hard for them. Equally, if they get on his good side, the GM can use him to provide unexpected help, as Alfred usually knows someone who knows someone who can help. Additionally, he should be able to track down any resources, supplies, or special equipment the PCs may need.



LORD HEISSMAN VON BRUNER
MAGISTRATE (GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	43	37	46	31	43	37	49	75	61	18

Skills: Bribery 71, Charm 71, Cool 85, Endurance 66, Haggle 81, Intimidate 57, Intuition 51, Language (Classical) 69, Lore (Law) 69, Perception 51, Ride (Horse) 63

Talents: Argumentative 4, Commanding Presence 3, Iron Will 2, Noble Blood, Read/Write, Schemer 2

The father of Leopold, Heissman is a stern man and third son of Kisaiya von Bruner (see **A Guide to Ubersreik** page 43). News of the madness caused by the suitors and in particular Leopold's pursuit of Esmeralda have brought him here from Altdorf, where he serves as magistrate.

Underneath his hard exterior, he is very worried for the fate of his family and though he loves his son, he does not want to be remembered as the von Bruner who brought about the downfall of his house. The GM should have Heissman constantly checking up on the PCs during their efforts to deal with the lovers, sending servants or even appearing personally to see how they are progressing. He will get particularly aggravated if they help Leopold, however, and may even try to throw them out of town if they get Esmeralda to declare her love for the boy.

USING FRIENDS AND FAMILY



As written the Friends and Family do not factor into the scenario often, but they are a tool you can use to drive the story forwards. The conflict between Ludmilla and both Heissman and Rickard is one of true love against marriage for political gain and can be used to prevent the Characters from taking Leopold or Maximillian out of the running too quickly.

These NPCs can show up at any time when it is convenient or (for the Characters) inconvenient, and their considerable influence can be used to motivate the party, make life difficult for them or even to further the plot in whatever manner you as GM decide.





JENDRIK VON DABERNICK OFFICER (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	75	51	57	62	44	31	46	32	68	43	23

Skills: Gamble 42, Lore (Warfare) 42, Melee (Basic) 90, Melee (Fencing) 95, Melee (Parrying) 105

Talents: Beat Blade 3, Careful Strike 4, Combat Aware 1, Etiquette (Nobles) 1, Etiquette (Soldiers) 1, Inspiring 4, Gregarious 2, Jump Up, Noble Blood, Public Speaking 2, Warleader 3

Whilst Guthrie von Hammastrat has no kin in Ubersreik the commander of the Imperial forces (see **A Guide to Ubersreik** page 10 and **Rough Night and Hard Days** page 85) is a family friend. Xavier von Hammastrat and General Jendrick correspond regularly via letter and as a favour to his old friend Jendrick keeps an eye on Guthrie. Should anything happen to him he will make life difficult for those responsible.



RICKARD ASCHAFFENBERG MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	57	32	60	61	44	24	43	46	61	51	30

Skills: Bribery 60, Haggle 65, Intimidate 65, Leadership 66, Melee (Basic) 79

Talents: Fearless (Combat), Furious Assault, Gregarious 3, Noble Blood, Read/Write, Wealthy 3

Traits: Hardy, Weapon (Sword) +10



LUDMILLA VON BRUNER MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	45	28	44	56	32	28	65	54	64	15

Skills: Bribery 79, Charm 79, Consume Alcohol 59, Gossip 79, Haggle 74, Intimidate 43, Intuition 71, Perception 71, Ride 47

Talents: Dealmaker 2, Etiquette (Nobility) 2, Noble Blood, Public Speaker, Read/Write, Schemer 3, Wealthy 1

Ludmilla von Bruner is betrothed to Lord Rickard Aschaffenberg and is a bit of a social climber. Despite this, however, she is, deep down, a romantic and is marrying Rickard Aschaffenberg for love rather than wealth or power. She shares the same hopes for her family, both old and new.

The GM can use Ludmilla as a counter point to Heissman and Rickard, appearing to give the PCs aid if they help one of her relations (Leopold and Maximillian) win the affections of Esmeralda. She may even help them to thwart the schemes of her betrothed and her cousin, if it is for love, perhaps even allowing them access to the von Bruner family records or helping them get the locket from Heissman's study (see **First Trial: A Lost Locket** on page 14 or more information on the locket).

A rising star among the Ubersreik nobility, Lord Rickard's fortunes are set to become intertwined with the von Bruners. Not a petty or selfish man, Rickard has put his weight behind Heissman to help prevent Leopold and Maximillian from ruining their families' futures. It is possible the PCs have already had dealings with Lord Rickard (based on their experiences in **Eye for and Eye** and **Lords of Ubersreik**) and he may be willing to give them more help if he feels he owes them for past deeds. When playing Lord Rickard, the GM should not have him be as intense or driven about the situation as Heissman; while he does care about the boys' future, his betrothed Ludmilla has also mellowed him somewhat on the subject and, after all, there are always more Aschaffenbergs.

APPENDIX 2: HANDOUTS

HANDOUT 1

My dearest.

Your efforts to win my heart have not gone unnoticed. It is my dearest wish and sincerest hope that you will come and meet me tonight at Fenstermacher manor so that you might court me properly.

Esmeralda

HANDOUT 2

Worthy sir,

Inspired by the great romantics of old I set you three trials to prove your love.

The first is to bring me an heirloom, an avian-themed locket shaped locket of a great romantic of the amorous von Bruner line. Know it by its inscription

"My eyes desire to look upon no other, so fair is my Kelsydra, all others pale beside her."

Esmeralda ♡♡

HANDOUT 3

In Remembrance

*I had a life before (or did I?)
It seems a dream of shimmer,
As seen through a bright mirror,
Now broken, dagger-shard I bear,
To bring into thy heart, to tear.*

*That separates both you and I.
What lies between worlds is a lie,
I love you until I too die,
(That is just how death and life is)
All else feels like glass's cold kiss.*

*Oh! Were my heart made of stone,
Perhaps it could bear to be alone,
Alas to mirror and sepulchre,
All I feel is great despair,
When you my love are not there.*

Handout 6 overleaf

HANDOUT 4

My darling,

You have succeeded at the first task. My heart is aflutter with anticipation.

Your second task is witnessed by my loyal servant, Jory. Travel to Morr's Field and recite this ancient love sonnet I gift you. Read it aloud at the tomb of the poet whose passion for his love wrought these words as sure as the blacksmith's forge tempers metal for his sword when he heats it.

Hasten back to me.

♡ Esmeralda ♡

HANDOUT 5

My love,

You are so close now. I tremble with excitement. This third task is perhaps the simplest. I would have you sing this ballad throughout the city, so that all may know of our union. I gift you a map of our city, showing where to sing. I cannot wait for Ubersreik to hear our song!

♡ Your Esmeralda ♡



The Silver Morning Dream in the Twilight of Stirring Love

*I awoke this morning, or perhaps I did not,
Off tossed the bedcloth, my toes groped for slippers.
As a child on Geheimstag, I ran to the window.
It was not glass, but a reflection, of myself, and no other (just me).*

*As I stared into my own eyes, she appeared behind me,
My fair Esmeralda, as I turned to brush my fingertips upon her lips.
She was gone.*

*I want to wake, or perhaps I do not.
Alone she now stood in the window, reflected instead of myself.
I touched the cool glass, never to touch her, but always to look upon her.
Can she be free? Oh how I long to touch her. So far from me, yet so close.
My fists hammer upon the glass, it ripples as water.*

*I awoke then, or perhaps I did not.
Rain upon the window, no soul stood behind that mirror:
Servants with a morning meal, biscuits as ash, jams as dust.
No pleasures, after my separation. No pleasures without her.*

*Like a fish swimming past my memories,
I see only the faintest of wakes.
Deeper the dream dives.
Into darkness.*

I awoke this morning, or perhaps I did not.

I do battle (for your heart)

*As the day breaks, the sun
Illuminates the shining armour of the brave suitor fair
(tis I)
As he does prepare to do battle
For your heart.
His armour, parchment sheets
His rapier, a quill
The brave suitor (still me) sallies forth from his fortress
At the head of his army of prose.
In the distance, the unassailable edifice surrounds your heart.
Dare he assault it? He dares!
No siege for the brave suitor fair,
He (I) storms the battlements
to claim the glorious prize (your heart).*

CRIMSON RAIN
SOME STAY DRY AND OTHERS FEEL THE PAIN



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