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# UBERSREIK ADVENTURES

## ◆ SLAUGHTER IN SPITTLEFELD ◆



*A vile sickness creeps through the rookeries of Ubersreik. When an investigating doktor discovers the infection spreading from one tenement in the Spittlefeld slums, the building is quarantined immediately. Armed members of the Watch are posted on all exits, and crossbows are aimed at every window. No one goes in. No one comes out. For the unfortunate souls trapped within, there is little hope of escape unless they can find the cause of the infection. But that wants out, too. And if it can't break free? Well, it won't be the first time there is a Slaughter in Spittlefeld...*

**Ubersreik Adventures: Slaughter in Spittlefeld** is an adventure that explores the horrors of disease, and how it erodes not only the flesh, but also the minds of friends and neighbours alike. It takes place in Ubersreik, but could be moved to any suitably large city or town of the Empire. This adventure is suitable for four to six Characters in their 1<sup>st</sup> or 2<sup>nd</sup> Career, and should take about 4 hours to complete.

### ADVENTURE SUMMARY

The Characters become trapped inside a tenement building in Ubersreik's Spittlefeld slum district in the Teubrück Quarter, where a deadly sickness is sweeping through the population. A doktor sent to investigate the malady has been locked inside with the Characters and the remaining residents of the tenement building, but has unfortunately fallen ill. Before she caught the mysterious disease she solved much of the riddle in her notebook, which has since gone missing. The Characters must find the notebook to uncover the truth — that a vampire, rather than a plague, is the culprit — and put an end to the madness.

### GETTING STARTED

Before playing **Ubersreik Adventures: Slaughter in Spittlefeld**, read it through from start to finish at least once. Whilst the adventure takes place within a single building, it may also be useful to read through the **Guide to Ubersreik** in the **WFRP Starter Set** as it provides additional information and context about the town, its governance, and its law enforcement. Once you feel comfortable with the material, you're ready to begin.

## SLAUGHTER IN SPITTLEFELD

The Characters are stuck inside a quarantined tenement building. Also trapped within is the creature causing the 'plague' that is sweeping through the surrounding streets. Both the Characters and the creature want to get out.

### SPITTLEFELD

The Spittlefeld rookery (slums) contains some of the oldest buildings in Ubersreik. Soaring high above the streets, these six-storey-tall stacks of ramshackle apartments, all piled one atop the other, house some of the poorest folk in the fortress-town. The tenement was built in the shadow of the Black Rock Castle during the reconstruction of Ubersreik after the Great War Against Chaos over two hundred years ago. It was originally designed as temporary housing for the massive refugee population at the time, including folk from the Grey Mountains, Bretonnia, and farther afield, but soon became a permanent fixture.

Today, the rookery is a melting pot of cultures, forming its own community of tight-knit working-class folk, more akin to a village than a district within a town. However, the crime it breeds ensures Spittlefeld is not liked in Ubersreik, and it is often the brunt of cruel jokes, public scorn, and the frequent attention of the Watch.

### Sickness in Spittlefeld

Over a month ago, a sickness struck Ubersreik's northern docklands. Citizens woke up faint, feverish, and fatigued, assuming they woke up at all. Enquiring doktors and the Cult of Shallya are stumped by the infection. So far, the best they can do is wait for the afflicted to recover or pass into Morr's Realm.

After scores of deaths, the source of the plague appears to have been located: one of the larger tenement buildings in the Spittlefeld rookery. On the advice of Doktor Otto Krupp, Guildmaster of the Physicians' Guild in Ubersreik, the door to the building has been boarded up and the windows watched by soldiers with crossbows.

Further, sisters from the local Temple of Shallya have marked a cordon *sanitaire*, a barrier of stakes linked with white cloth to mark a line that cannot be crossed for fear of infection. This puts a total quarantine into effect. Until the sickness has passed, only Shallya's mercy can protect those living within.

### Worse Than Rats in the Walls

Unfortunately for the folk of Spittlefeld, it's not rats in the walls that are spreading the disease. The culprit is a Vampire — Maria Melone — who, after drinking from a victim who was infected with Blood Rot (WFRP, page 186), went on to spread the infection to all her future victims. Whilst Melone, as a Vampire, is immune to the effects of Blood Rot herself, the corrupted blood does make her need to feed far more frequently than normal — several times a day, in fact — otherwise she becomes weakened and frail.

### IT'S ONLY BLOOD ROT

The disease afflicting Spittlefeld is Blood Rot, a blood infection caused by other diseases or infected wounds, and normally non-communicable. In this case, the infection is spread by a Vampire bite, which is effectively injecting infection directly into the bloodstream of the victims. Because of its lack of apparent cause and the frequency and density of those infected, local doktors are confusing the Blood Rot with a regular infectious disease. Use the rules for Blood Rot on page 186 of *Warhammer Fantasy Roleplay*, with the following change:

**Contraction:** Receive a bite from Maria Melone, or have your bloodstream exposed to infected blood.

Melone hides in the basement of the quarantined Spittlefeld tenement building. She has been there for the last month and has fed several times a day, causing the apparent plague. Whilst stopping the Vampire does not help those already infected, it does bring the plague to an end.

### Spittlewhere?

Slaughter in Spittlefeld is specifically designed to fit into any ongoing campaign, or to be played as a oneshot. The following hooks can be used to get the Characters into the adventure.

- The Characters have recently arrived in Ubersreik and need somewhere cheap to sleep. Gino (see page 5) runs a very cheap and very filthy flophouse on the ground floor that costs 5d per night, but it's not in a good part of town.
- The Characters get drunk the night before and stumble into Spittlefeld on their way home by mistake. Gino takes pity on them and puts them up for the night in the flophouse — for the grand sum of 5d a night, which he will demand.
- The Characters' drinks were spiked the night before. They were kidnapped by Srulem and Sreluc (see page 11) to be ransomed off before things go wrong. Now, the Dwarf brothers have bigger problems to deal with, and they ignore the Characters.



## THE TENEMENT MANAGER

Gino is a massively built Ogre with greying, black hair and a thin, ashen moustache. His 10-foot stature is barely covered in a patchwork of old jackets and coats stitched together by Annika (see page 8) to keep him warm. Due to his size and the relatively cramped conditions in the tenement where he has spent most of his life, his back is curved in a permanent hunch, and his head is constantly sunk into his shoulders. His voice booms, and he only uses simple words. He also has difficulty with abstract concepts. Conversations not involving food, drink, collecting coins for the landlady, or protecting his friends usually confuse him.

Gino found himself in the Reikland as a young calf, seemingly abandoned by his parents to a company of traders from Tilea. The traders, unable to afford its ravenous appetite, eventually left Gino in the care of an orphanage in Ubersreik. There, the young Ogre was put to work immediately. Gino soon got in with the 'wrong crowd', and, as a result, he has been in trouble with the Watch most of his life. After leaving the orphanage, Gino began squatting in the Spittelfeld rookery. Lisle Beurin, the building landlady, found him impossible to remove. So, rather than confront the problem, she instead tried employing the Ogre as her manager; after all, only a fool wouldn't pay rent to the enormous monster on time!

Unfortunately for Lisle, Gino is not much of a tenement manager – he can't fit up or down the stairs, for one thing, and he lets Annika Passerine and her kids live rent free as he has a soft spot for orphans. Nevertheless, Lisle gave up trying to rid herself of the Ogre over a decade ago, as every attempt simply enraged Gino, and nobody needed that. Gino now collects rents as and when he remembers, and he keeps his tenement safe, so long as any threats keep to the ground floor.



GINO - OGRE CLERK (SILVER I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	39	12	59	51	6	22	21	14	38	28	36

**Skills:** Consume Alcohol 89, Cool 56, Endurance 67, Gamble 33, Haggle 33, Intimidate 74, Lore (Ubersreik) 24, Melee (Basic) 55, Melee (Brawling) 61

**Talents:** Armour (Thick Skin) 1, Belligerent, Hungry, Hatred (Those who hurt his friends), Size (Large), Weapon (Club) +9, Weapon (Fist) +5

**Traits:** Dirty Fighting, Menacing, Night Vision, Strike Mighty Blow, *Very Strong*

## PART 1: WRONG PLACE, WRONG TIME

The Characters awaken to an unwelcome discovery. They are trapped inside a house with a virulent plague, and there is no way out.

### A NASTY WAKE-UP CALL

The Characters awaken to the sounds of a hammer driving nails into wood. They are on the floor of a dirty apartment building, surrounded by snoring, shabby individuals sleeping amongst piles of filthy rags and dirty boots. In the lobby next door, a deep voice bellows disapproval as a handful of others argue loudly.

With the simplest investigation, it is obvious what is happening. The front door to the building has been boarded shut by members of the town Watch, and the local tenants are scared and confused. One of these tenants is Gino, an Ogre who barely fits in the damp lobby, and he is shouting through the sealed door. If any of the bickering tenants are approached, it quickly becomes clear the tenement building is behind a holy cordon sanitaire of Shallya. This means the building is in complete quarantine, and no one is allowed in or out on pain of death. Outside, the Watchmen reinforce this: *'You ain't getting out unless the Plague what you filthy Spittelfelders is spreading stops! Which probably means you all dying in there!'*