

S W O R D C R A F T
BLOOD AND **GOLD**

THE SHADOWS OF SUDENBURG

QUEST GAME GUIDE:

*A HANDBOOK FOR
ROLEPLAYING AT QUEST*

Quest Game Guide: a handbook for roleplaying at Quest

This is your handy guide to engaging with the roleplay side of Quest. It should be read in conjunction with the Event Guide, that explains all the practical, out of character bits.



Table of Contents

	<i>Page</i>
Town map	2
Story	3
Corruption	3
Event schedule	5
Main Games	7
Death	7
Features of Sudenburg	9
Bounty Game	12
Lootable items and game mechanics	12
Basic roleplaying tips	13
Non-combat sashes	13
Fines	14

Sudenburg

1. BAZAAR
2. FIRE TEMPLE
3. SHISHA DEN
4. THE GRAVE DIGGERS
5. SHOP
6. THE GUILD HALL
7. LIVING HISTORY
8. SWORD SMYTH
9. CANTONIA TRADING HOUSE
10. ENGINEERS GUILD
11. GARDEN OF MORR
12. ALDRIC THE BARBER SURGEON
13. KING'S HEAD TAVERN
14. TOILETS
15. FIRST AID
16. TROLLBALL FIELD
17. OF SCIENCE & SWORDS
18. THE SUDENBURG CONCLAVE
19. RAVEN'S POST
20. LANREN'S ATELIER
21. THE BARDS GUILD
22. ARTISAN'S BAZAAR
23. ROSES' GAMEPORIUM
24. ELYSIAN FORGE
25. SUDENBURG HEALERS GUILD
26. MOONLIT TRINKETS AND THE TRAVELLER'S CAMP
27. SUDENBURG MAGIC AUTHORITY
28. MERCHANT PRINCE CAMP
29. MAZAR'S BAZAAR
30. NIQABA
31. CAM'S OUT OF THE FIRE
32. ARI'S LEATHER WORK
33. RED HOUND TAVERN
34. LITTLE KISLEV
35. WITCHHUNTERS CHAPTER HOUSE
36. LION'S PRIDE
37. WURSTBAR
38. BEVENDA DI TILEA
39. MANNA'S KITCHEN
40. BARREL OF BEANS
41. EMPIRE PRECINCT
42. KISLEV QUARTER



Story

Sudenburg is in trouble! Its leadership is fractured, even more-so than normal. Enemies are encroaching with increasingly daring attacks. The town's problems stem from the mines and one in particular has been exporting more than its normal sulphur. This is rumoured, but not proven, to be warpstone.

Corruption

The town's corruption is measured and publicly visible at this event. Outcomes from doing quests will move the meter one way or the other. The more the town leans towards the corrupt, the more that chaos powers are attracted to the town and start to thrive.

When a town facility, guild, or whole warband completes a “quest” or story for the town, the outcome will be noted. The following is used to move the meter:

- The outcome of the quest or story.
 - Outcomes that lowers corruption.
 - Actively defeated or defended against evil forces.
 - Lowered knowledge or access to evil forces.
 - Witnesses do not need to die but they need to be controlled (memories wiped, religious observances reinforced, etc.)
 - Knowledge is weakness. “For research” or “to know the enemy” is NOT permitted
 - Personal sacrifice of resources or time.
 - Material sacrifice, coins, weapons, armour etc

- Rituals and prayer at shrines and places of worship.
- Resources must be taken out of the game, not cycled around.
- Outcomes that raise corruption (If ANY of the following occurs regardless of the above, corruption is raised)
 - The quest reward is the accumulation of wealth or power WITHOUT honouring the gods the players follow. Honouring the gods may take the form of;
 - Material sacrifice, coins, weapons, armour etc
 - Rituals and prayer at shrines or places of worship.
 - Evil forces' power, resources or presence improved.
 - Increased knowledge of chaos or evil powers.
 - Witness to chaos or magic activity,
 - Books and manuscripts preserved.
 - Using magic over the material, openly or frivolously.
 - Anything that involves drawing stones.
 - Healing does not count as magic.
 - Unnecessary bloodshed.
 - Killing anything without it being directly evil.
 - Allies are betrayed.

The effect of corruption is global across the town and will come into effect for the day. They will be announced at the morning meeting, the morning game and RP sources in the town. These stack up.

NURGLE

The air is thick and hot, flies, bugs and things that bite follow the citizens of Sudenburg. Contrary to myth, nurgle is not the father of disease, rather despair, weakness and misery. After all, why would the father of disease inflict such horrors on their own followers, but of course it is to show others what is to come?

- All base health is reduced by 1 for non-chaos creatures.
- All base health is increased by 1 for chaos creatures.

TZEENTCH

The sunset was purple, just a trick of the clouds right? What did that bird just say to me? Why is the milk cold and the water warm? The magic of the world is the whim and play thing of the master sorcerer.

- All magic users must draw a second stone after the first and apply the worst result of the two.
- Summoned monsters draw two stones thus having twice the chance to go berserk.

SLAANESH

An indifference and inattentiveness is spreading, as the flies before but more menacing and dangerous. This is how mistakes are made, errors perpetrated and accidents born. Pleasure and decadence lead to eroded morals and lax society, says the churches. Of course what would they know of decadence?

- All healing takes twice as long as normal, magically and non-magically.
- This applies to siege weapons and epic creatures too.

KHORNE

All this is your fault!

- All combat must end with only one living player.
 - Casting a spell that involves the “veritis” command is combat.
 - Players must battle until there is no opponent in easy range they are then freed from the bloodlust.

Event Schedule

Some specific events or activities you ought to be aware of contained in the table below. Other things are happening all the time, so keep asking around and exploring.

Keep your eyes open, there's something around every corner!

	Time										
Day	9-10	10-12	12-14	14-16	16-18	18-20	20-22	Event	Location	Story	
Monday								Intro and game on	Town		
								Hill folk attack the town	Parade ground	Town	
								Oh no, hill people attacked my caravan!	Battlefield	Underworld	
								What the hell is that?	Town	Town	
								Healer's Guild (HG) open, closed 12-1 for lunch	Town	HG	
	9.15							Healing class #1	Town/HG building	HG	
			13.30					Healing class #2	Town/HG building	HG	
								What's coming to town?	Town	Underworld	
								Changing faces	Town	Town	
								Sabotage	Town	Town	
								Rose Gameporium open	Town		
Tuesday								Concerned citizens	Town, mine	Town	
								Shoplifters	Town	Underworld	
								Mushroom hunt	Plains	Town	
								Troll hunt	Town, mine	Town	
								People sure are keen to sell things!	Town	Underworld	
								Healer's Guild (HG) open, closed 12-1 for lunch	Town	HG	
	9.15							Healing class #1	Town/HG building	HG	
			13.30					Healing class #2	Town/HG building	HG	
								Rose Gameporium open	Town		
Wednesday								Burn the mine?	Siege ground	Town	
								Shoplifters!	Town	Underworld	
								Transfer the loot	Town	Town	

								Troll hunt	Town	Town
								People sure are keen to sell things!	Town	Underworld
								Healer's Guild (HG) open, closed 12-1 for lunch	Town	HG
	9.15							Healing class #1	Town/HG building	HG
			13.30					Healing class #2	Town/HG building	HG
								Rose Gameporium open	Town	
Thursday								Not that ruddy Leopard statue again!	Town	Underworld
								Healer's Guild (HG) open, closed 12-1 for lunch	Town	HG
	9.15							Healing class #1	Town/HG building	HG
			13.30					Healing class #2	Town/HG building	HG
								Jade Wizard final quest	Outside of town	HG
								Rose Gameporium open	Town	
Friday								Chaos incursion	Siege ground	Town
							17.30	Bards showcase	Tavern/stage	
								Healer's Guild (HG) open, closed 12-1 for lunch	Town	HG
	9.15							Healing class #1	Town/HG building	HG
			13.30					Healing class #2	Town/HG building	HG
								Rose Gameporium open	Town	
Saturday								Final battle	Numbers dependent	

Main Games

Forces not representing the town are supported by various leading players. They have a budget for coins and rewards for winning. Players who are new or not attached to warbands will be helped with leaders from the attacking side. Each loss will have an effect on the final battle. This might be something as simple as how close the respawns are.

Aim for the main games are;

- to get most of the coins out before Thursday with the exception of the people attacking on Friday.
- Keep the majority of combat activity out of the hours 12pm-4pm.
- Allow players from smaller warbands or no warbands to easily join in the main game.
- Introduce future groups within the town structure to take the place of MPs.
 - This will set the direction the town goes, is it going to;
 - Continue to make money off the ruinous warpstone.
 - Close the mine and rely on a smaller income from the sulfur.

Main games are going to take place from 10am to 12pm

- Set up for these is going to need to be completed the night before.
 - Coins on offer to help set up.
 - Road barriers for fortifications.
- Main games are tied together, the results of one effect the next.
- Minimum two objectives per game:
 - May be on completely separate grounds.
 - One mobility, one static fight.

- Players representing the town gain their information from the MPs.
 - Coins for players representing the town are paid on completing tasks (see corruption).
- Players representing the opponents to the town gain their coins at the end of the battle from the representatives of their side.

Afternoon games are designed to basically encourage the bounty game (see below) and recover materials.

- Chances are the weather will be HOT.
- Negotiation, talking, and discovery games are ideal here.
- Planning and plotting for the evening games.

Evening games are for mischief and mayhem. Any games here should be based around;

- Small groups, mobility and play within town or designated areas.
- Blame the skaven if possible.
- There will be rules around going into and out of buildings.

Death

The Sudenburg Graveyard is being set up by some wandering Priests of Morr to account for the large number of bodies piling up in the town. Death is rampant in these parts and so there must be a place for the dead to return.

Death will have four levels of roleplay interaction to account for different levels of roleplay needs:

Level 1: For those not interested in roleplay, there will be a book inside 'deaths door' in which one can enter their name and leave.

Level 2: Morr's priests will be attending to the graveyard 'during office hours' and as such if a soul is to wander into the graveyard to seek life after death, the priests will be there to guide them on their way.

Upon the souls' rejection from Morr's garden you will receive a 'soul token'. This soul token is, as you guessed it, a physical manifestation of your soul. You may only ever hold one soul at a time, but what you do with that soul is up to you.

If you come upon death the next time and you do not have a soul token, you might be in some strife.

Level 3: The gods of old and new always seek followers, but do the gods favour you? In the graveyard there will be shrines to some of the warhammer gods. You may come upon this shrine during your resurrection and pray for your god's favour.

They may favour you, but they also may not, there is always the risk. Favour will mean a 'rest of the day' buff, but disfavour means an injury. To escape from a disfavour, you may use your soul token to 'refresh' your body meaning any buffs/debuffs are removed and you start afresh. Careful not to return to death without a soul token next time.

Level 4: To give up your soul is to give in to death. Giving into death grants favour from Morr but the more favour you receive the more you risk giving into Morr eternally.

You may trade in your soul token to enter into the death spiral. The death spiral is an opportunity to gain and stack buffs each time you enter death, however, reaching the bottom of the spiral means permadeath of your character. Each time you die, you go further down the death spiral, and if you die too many times, your time is up.

How far you go down the spiral will depend on the way you died. If you died by getting randomly stabbed in an alley, sorry but down you go. If you have a glorious death holding your ground against a team of 10 while you protect your buddies body, you only go down the spiral just a little.



Features of Sudenburg

THE KNIGHTS OF SUDENBURG

Knights of Sudenburg are similar in concept to templar knights. They will attempt to rally and defend the town. One of the merchant princes has stepped away from his MP role, renouncing title and land wealth to create a more militaristic force. In the afternoon this will tie into the banditary play.

SKAVEN

Skaven are the boogiemans for the town. Anyone with a nefarious activity to perform is going to use them as the cover story. Anyone suffering grievance that cannot identify the cause is going to blame skaven. This is going to be our common way of introducing new evil creatures.

To do this all you need is:

- A fake tail, there will be some on loan but they are easy to make with a pool noodle painted brown. The faker the better.
- A hood, no self respecting skaven goes about without one.

The real skaven can be found near the auxiliary mine entrance and should be consulted if anything other than a decoy or “faux-skaven” is required.

- Skaven have their own rules of play they are following, join the skaven to find out about them.
- Acquiring proof that skaven exists on a level that the town will believe is part of the town story.
- Recovering skaven bodies is part of the Town story only.
 - Players are assumed to have “accidentally” mutilated any corpses they create beyond satisfactory evidence it is a skaven.

- If a skaven player is not dressed as a skaven they are a mine worker or rat catcher.

VAMPIRES

Yes we have vampires in Sudenburg, just don't say that out loud. If you haven't figured out why we say “there are no vampires” it's because they are a specific alpha predator for humanoids. Admitting the existence of many unnatural or infernal creatures; from vampires through skaven to daemons attracts the attention of overwhelming external military and religious forces.

Vampires' prey can turn into large angry mobs, other vampires are also not necessarily friendly so they have to be careful and work in secret. The secrecy also means the powers and weaknesses of vampires are even more guarded than the vampires themselves.

They have the following rules:

- Vampires are not going to be killed on this quest.
 - They may be defeated in combat, but they will quickly be back.
 - Do not place a vampire in a situation where their only option is to use innate or “unnatural” powers to survive, this will be a fatal mistake.
- Vampires have their own rules of play they are following. Join the vampires to find out about them or interact with them to learn the motives and how they affect the town's story.
- Vampires are not going to reveal themselves as vampires, they are concerned citizens, elders, wealthy traders and back room leaders.
- Acquiring proof that a vampire exists is a story to complete with the vampire's active involvement, not without.

- Accusations, magics, tricks will all be considered to have backfired as lethally as possible on the party trying them. Nothing invokes a public hangin' faster than the question "now why would a good sigmarite know or say such a thing" or "how dare you accuse a citizen of this fair town of such a thing" or the famous "that sounds like witchcraft to me".

DAEMONS

There are currently two minor daemons wandering around the border princes, a Nurgle and Tzeentch. This is as big as we are going to allow, anything larger would literally stomp the town and move on. These are non-combat characters.

If you would like to use this creature as a NPC in your stories you are welcome to borrow the costume/person. They are there to provide an ongoing opposition or focus. Players can interact with them freely, book a time after dark.

WARPSTONE

There will not be random or scattered warpstone this quest. A logistic/cost issue has pushed this out of our reach without lowering the quality of what we accept. If you were planning on using warpstone in any of your stories please contact us and we'll discuss how to do it within the Town story.

THE SUDENBURG MAGIC AUTHORITY

The Sudenburg Magic Authority is your go to location for all your magical needs.

Offering registration to practice magic and various services both magical & mundane. Their friendly staff can also assist you in a multitude of ways and will also have a variety of tasks to be undertaken on our public noticeboard.

The Sudenburg Magic Authority has the largest library of Teaching scrolls in all the borderlands and offers:

- classes in various aspects of the mystical arts,
- lectures on a myriad of subjects
- one on one spell tutelage
- a ritual space available for hire
- a plethora of interesting, unique objects from around the world in our archives

HEALERS' GUILD

The Healer's Guild claims to be "your go-to location for all your healing needs". Joining the Guild provides all kinds of opportunities for new and practicing medics, including two classes a day (for new and current healers to skill up), fun quests and opportunities to gain riches and rewards.

The Sudenburg Healers' Guild offers:

- Classes taught by unique staff members and travelling healers
- Healer of the Day and Healer of the Week rewards
- Rent a healer service, offering employment and learning opportunities for healers and valuable community services
- Neutral healing services at battles, for the right price in coin or favour
- Mini Quests, including solving riddles, practicing healing skills and finding dead bodies (it's educational)
- Employment opportunities for non-Healers as Guards

Feel free to drop by and say “hi”. Who knows what you might see at the Healers’ Guild.

SUDENBURG CONCLAVE

The space, which has been consecrated to all non-chaotic gods and recognised by the Merchant-Princes, will be a gathering place for priests, devotees and religious activities. It will serve as a collection point and information center, with times of sermons and other activities, locations of local shrines and availability of the local priests of various cults for religious needs and guidance.

We welcome all to join and partake in this new cultural offering. All priests, priestesses and cultists are welcome to contact us for more information, to advise us of any services you provide and to book time for services you wish to give within the conclave. You may do this during the event also.

CANTONIA TRADING HOUSE

Where money changes hands on a daily basis and fortunes are made or lost. Whether you're looking to exchange your coppers for silvers or have information to sell, pay the trading house a visit.

MADCAP MUSHROOMS

These are huge spotted mushrooms found recently around town. They are a delicacy to orcs and a lethal hazard to anyone else. Players are welcome to trade these around, they can be used to influence the troll in the final battle.

A use for madcap mushrooms is as a research point, what else can they be used for? The answer at the moment is nothing, but humans have a habit of brewing things, again a potentially lethal option. There is also a good chance players will have their own mushrooms, the real ones work with the troll, the others can be considered a garnish on the player.

Madcap mushrooms are a lootable item, if a player is killed with them they must offer them to the player that killed them or any around them. Madcap mushrooms allow the player to issue a single sentence instruction to the troll. The troll is dumb and hungry, this has to be fast and simple or the player ends up as mushroom flavoured dinner.

UNDERWORLD

Sudenburg is rife with crime. Some of this crime is purely venal. People rob, steal, kill and threaten to get ahead in a frontier world with few options for those with little coin, and few risks for those who are well organised. Some crime is connected to Chaos and is even more dangerous to all involved and to the town as a whole.

Players wanting to prevent corruption in the town or pursuing a lawful or anti-Chaos roleplay would do well to keep a keen eye out for criminal activity and take steps to prevent it. Corruption may be reduced if efforts are made to interfere with criminal conspiracies.

Players whose characters are naughty and want to get into the underworld need to ask around, very carefully, and keep an eye out for opportunities. These may include items that they are able to steal, people who may be looking for willing employees, and certain apparently respectable institutions that are more than they seem!

The Bounty Game

Sudenburg is a wild and often lawless place. The bounty game backs up quests from guilds and players by effectively providing a random world opposition. Players not intending to fight off brigands and bandits should consider involvement with players that are interested in combat.

The Knights of Sudenburg are a good resource to engage.

- Players are issued belt sashes in the morning.
- Sashes are worn visible on the belt.
- Sashes are lootable.
 - If a player is reduced to zero health they must hand over ALL the sashes they have.
- Sashes may be required to be worn to complete quests.
- Sashes can be handed in to the trading house for (1 coin per 3 sashes).
- Sashes can be bought from the trading house if needed for a vastly inflated price.

Lootable Items and Game Mechanics

Many things are left around Sundenburg for a purpose. Items that are lying around but are part of a game will be labelled. Please leave them where they are as people need them to play! If you don't know what an item is, then it isn't for you. You may examine them though. Information is always useful, and sometimes their labels will tell you they can be removed or what they are

Labels will state who may use or remove an item. If it says "anyone" then it's for stealing or collecting, but if it's something you can steal don't get

caught. There are players really happy to roleplay some rough justice with thieves!

Remember that if you are using an item as part of a game you should leave it where you find it unless the game specifically requires you to take it.

Removing items other players will need is not in the spirit of the game.



Basic Role-Playing Tips

The first rule of good roleplaying is that anything is permitted with affirmative, informed and on-going consent, and nothing is permitted without it! This means that whatever you are going to do in character, the other players affected by it should know what it is, accept it and continue to be okay.

It is always okay to go out of character to ask questions and check on people. Many players will stick a hand on their head, with their thumb on their head and their fingers splayed. This is a gesture we call "moose horning" or "half moose", and it means "I am stepping out of character". Always step out too to chat, and never continue with a roleplay if someone is trying to stop.

Under NO circumstances impose sexually explicit or triggering roleplay (such as torture) on anyone in public and without plenty of prior preparation, and NEVER with anyone underage.

The second rule of good roleplaying is to say "yes". If someone engages your character roll with it, unless the roleplay is inappropriate, involves things you really don't want, or involves meta-gaming. This means you are as open as possible to story that may be occurring around you and to new things. People who refuse to engage in anything they don't already know or which will suit their character's interests stifle the game. Obviously you may refuse to participate at any time, but try to have an adventurous approach to the environment around you.

The third rule is NEVER META-GAME. Meta-gaming is using information you know as a player that your character wouldn't know to gain an advantage, or doing things in character for out of character reasons (such as a personal animosity you may have with another player).

The fourth rule is always be prepared to lose. It doesn't matter if your character dies, or loses money or fails in a quest. What matters is that together we create a great story. The best roleplayers are the people who are always willing to try something new, give other players a great experience or create things for others to enjoy. And when you do these things, you usually get even more great roleplay back and have great stories to share in the tavern or around the campfire.

Non-Combatant Sashes

On request any person will be issued with one or two bright yellow sashes. Any person wearing a sash is a non-combatant and **MUST NOT BE ATTACKED** in any way. Be aware that people choose non-combat roles for many reasons, so a sudden rush, aggressive speech or violent action, even if no actual contact is intended, may cause them considerable harm. If necessary mild threats may be issued, and you can order them to leave an area during a roleplay "on pain of death". You can go out of character to check what level of roleplay non-combatants are comfortable with if you think they may both be willing to go further.

Non-combatants must also follow some rules. First, you must be a non-combatant! Under NO circumstances may you use a weapon or magical attack against characters or NPCs. If you find yourself in a situation where a combatant character would be killed you should die or flee (if the RP suits that reaction). Do not use your non-combatant status in any way that could be considered cheating or "meta-gaming". For example, do not force your way past guards who would otherwise kill you just because they cannot attack you! Do not block or interfere with combats or put yourself in harm's way if warned combat will occur. Also, as a general rule you must choose to be a non-combatant for the whole Quest.

A character who is sometimes unkillable when it suits them but fights at other times is abusing the system. Exceptions are made for players choosing to provide non-combat services during battles, for example water carriers, who may wear the sash only during the battle. Healers and other magic users cannot be non-combatants during battles, as they actually participate in the fighting, unless they are neutrals offering help to both sides.

All persons under 15 count as non-combatants even if they aren't wearing a sash. If they are not wearing a sash you might engage in light, no-risk play fighting by consent only please (i.e. if they attack you first). If you are unsure if someone is under 15 – ask!

If you choose not to wear the sash then you take your chances. Sudenburg is a dangerous place. Don't complain to us if some rapsCALLION knifes you in an alleyway.

Fines

Event managers have few official options to manage participant behaviour apart from verbal warnings, shouting, cancelling tickets and calling police. To help make things a little easier and more pleasant we will publish a series of in-game rules known as The Ordinances of Sudenburg. Anyone breaching these Ordinances risks an in-character fine and if they don't pay they might be dragged before a magistrate or be pursued by bounty hunters.

The Ordinances will cover things like:

- Littering and rubbish disposal
- Making a mess while drunk
- Misuse of the showers

- Loitering around or trespassing in other people's camps or businesses
- Fire safety
- Parking and road safety
- Late night noise
- Interfering with staff and not following directions

If participants argue with officials and refuse to follow the rules (or just won't play along with their fines) then they will face the possibility of real-world consequences including expulsion from the event.

Please note that the terms and conditions clearly state that bringing glass (unless exempted, e.g. small potion vials) and alcohol are strictly forbidden. These are liable to severe out of character repercussions, including immediate cancellation of ticket and exclusion from future events.

There will be similar repercussions for anyone violating a fire ban imposed by the CFA. Any fire bans will be confirmed at the Town Hall meetings.

See you on the field!