

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

TROUBLE BREWING



JOIN THE MASTER OF CEREMONIES, JAKKOB BUGMANSSON XI, FOR A
CELEBRATORY PUB CRAWL THROUGH THE STREETS OF BRIGHTSPEAR!

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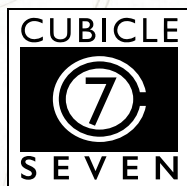
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This short adventure should take one session to play through. **Trouble Brewing** is set in Brightspear, in Aqshy. It uses locations and NPCs from the **Soulbound Starter Set** and you can use that box set to add extra stops on the pub crawl or introduce more local characters, but you don't need it to play.

Trouble Brewing draws on lighter, more festive themes than other **Soulbound** adventures. It serves to introduce the characters to Jakkob Bugmansson XI, the Brewmaster-General of the Kharadron and the descendant of the most prestigious clan of brewers any world has known. He could become a recurring character in the characters' adventures as he is a powerful figure indeed, rivaling even the Soulbound.

ADVENTURE SUMMARY

Jakkob Bugmansson XI is on tour! After a hard year for Brightspear, the Grand Conclave has decreed that something light-hearted is in order to close out the year, a celebration of hope and everything worth fighting for. It turns out the thing most worth fighting for is a cask of Bugman's XXXXXX.

While Brightspear's finest enjoy a celebratory Year's Beginning pub crawl, led by Bugmansson, which takes the characters around many notable inns in Brightspear, plus the local fungus brewery, a scheme is afoot to steal Bugman's cask of ale. Several likely suspects present themselves, and the characters must discreetly solve the crime and get back the beer before it causes a diplomatic incident involving several very drunken Duardin.

GETTING STARTED

Rumour: This Year's Beginning celebration involves a very special visitor from Barak-Nar: the Brewmaster-General himself.

Fear: Pubs across Brightspear refurbish, restock, and redouble their efforts to attract customers, all striving to be on the route of Bugmansson's grand pub crawl. New brews, special offers, and theme nights plague the city for weeks before his arrival.

Threat: On the day of Bugmansson's arrival, the city starts celebrating early, and hundreds of citizens gather for the official reception at the Highport.

THE CITY OF BRIGHTSPEAR

Brightspear, in the Realm of Fire, is one of the newest of the Cities of Order. Built on the ruins of an ancient Agloraxian city, it was resettled only recently by the servants of Sigmar. Brightspear is composed of three districts: the Upper Tier, the Lower Tier, and the New City. The Upper Tier sits on a large plate built around the central 'spear' of the city, and slowly rotates to match the movement of Hysh across the sky. The Lower Tier is directly beneath the plate that holds the Upper Tier. It is almost constantly in shadow and you can always hear the faint clicking and grinding of the rotating plate above. The New City is the ever-expanding edges of Brightspear where the ancient ruined buildings have been demolished and the city grows outward in ever-expanding rings.

Non-Player Characters

Use these short descriptions to portray the most important NPCs the characters will encounter.

JAKKOB BUGMANSSON XI, THE BREWMASTER-GENERAL

Appearance: A powerfully built Duardin, hairless except for a luxurious grey beard. A single piercing blue eye peers out from under a heavy brow, the other lost years ago (exactly how changes with each telling of the tale). His highly polished armour comes complete with a back-mounted keg of the infamous XXXXXX beer and enough tankards to get a whole squad of Duardin refreshed and back in the fight. He also carries a smaller, backup keg to refill the back-mounted keg when he's running low.

Goals: Make sure the whole of Brightspear remembers your visit for years to come. Spread good cheer, and a chance to let off steam. Turn this boring ceremonial parade into a proper party, with drinking contests, singing, and hopefully a couple of fights.

Roleplaying Notes: Normally you tell it like it is, and if other people don't like that, it's their problem. Now you're a 'diplomat' you have to try and be 'nice' about bloody stupid nonsense like Humans saying their ale is drinkable. Screw your face up and force out these white lies, then wash them down with another chug of XXXXXX. When you relax and let go (which is most of the time), you're loud and full of laughter. You have an unquenchable thirst and boundless stamina: when the rest of the group are ready for bed, you're looking for an afterparty.



VITALA VIKARI, LADY VINTNER

Appearance: A handsome Human woman in her late forties, with olive skin, hazel eyes, and grey-streaked black hair. Dresses with understated elegance: black suits in expensive fabric, and tasteful jewels.

Goals: Make Bugmansson's tour go smoothly. Ensure the Duardin has a good time, but that the evening doesn't descend into a riot. It's vital that he speaks well of Brightspear when he returns to Barak-Nar, as trade with the Kharadron is crucial to Brightspear's survival. Avoid an excessively late night or a hangover: you have work to do in the morning.

Roleplaying Notes: As Lady Vintner of the Grand Conclave, you must make sure festivities go well. Be diplomatic. Keep your opinions to yourself, get other people talking and let them be the centre of attention. Keep a smile on your face, even if you sometimes have to smile through gritted teeth when people are being stupid.

Unusual Suspects

Many factions in Brightspear would love to get their hands on Bugmansson's keg of XXXXXX, but the heavy back-mounted keg is fitted to Bugmansson's aether-rig, making it impossible to steal. Luckily for the would-be thieves, he's brought a smaller spare keg to ensure he has enough ale to share around. This is the keg the thieves try to steal.

Before you start play, pick one of the factions below to be the thieves and drop the relevant clues when the adventure calls for it. For example, Clue 1 is always found at the Highport, regardless of who the suspect is. Once you have chosen the antagonists, it might be helpful to write down the clues and keep them behind your Gamemaster's screen or in a separate note on your device for easy reference during play. For a group who are good at sleuthing, or for a longer adventure, drop extra clues from other suspects as red herrings.

Each suspect also details a Showdown, which outlines a location and creatures and NPCs involved in what is likely to become a combat scene. This is used in the adventure's conclusion, **Part Three: Trail of Breadcrumbs**.

GREAT PARCH BREWING CO.

Brightspear's only brewery, Great Parch makes one kind of beer — fungus beer.

Motive: Master Brewer Arnst Lyddon is done with mushrooms, thanks to his current Squig-related problems (see **Part Two: Best of Brightspear**). He hopes that some XXXXXX, even massively diluted, will kill off the spores in his vats.

Key People: Arnst Lyddon, Master Brewer; Sheana, Dredna, and Brekk — disgruntled former employees of the *Twelve Taps*, out for revenge.

Clues

Clue 1: A Duardin man, pretending to be drunk, chats amiably with Bugmansson's companions about the group's security measures. He learns very little, and wanders away from the Highport disappointed.

Clue 2: Vermund Gragg-Or spots Sheana, Dredna, and Brekk (a female Human, a female Duardin, and a male Duardin) in the crowd, roars in outrage, and chases them off the premises, ranting about how he won't let them ruin another celebration. He explains that they worked at the *Twelve Taps* until they nearly got a lot of paying customers killed with their dangerous mixology during the Festival of Remembrance (see the adventure *Fateful Night*).

Clue 3: Sheana is in the crowd outside Great Parch Brewing Co. There's no sign of her Duardin companions (they're stealing the beer). Sheana flees when the Squigs escape.

Showdown

The Squig-infested Great Parch Brewing Co. headquarters (*Brightspear City Guide*, page 34), in the New City.

The brewery smells musty, and the lamps on the walls illuminate dust and grime along with the beer vats. Bubbles rise and burst in the vats, and the thump of large, round Squig bodies jumping and landing brings the shadows to life.

Combatants: Dredna and Brekk (page 16).

There are also an infinite number of **Squigs** (*Soulbound*, page 338), but assume only six are in combat at any time and more launch themselves out of the beer vats as required.

Sheana and Lyddon surrender immediately. The Squigs fight to the death, as is their instinct. Dredna and Brekk fight while Lyddon flees with the keg.

There are three doors to the brewery (front, side, and a wagon-sized door in the loading dock leading to the warehouse). The brewery has three Zones:

- ✧ The main floor, with the vats. This Zone is filled with Squigs, which are a *Major Hazard*.
- ✧ The warehouse, where the XXXXXX is hidden (but not well hidden: it's in a standard Great Parch barrel, with '6X' chalked on it). The barrels offer *Partial Cover* but if they're damaged, they break and the Zone becomes difficult terrain.
- ✧ A walkway above the vats, accessible by three staircases. A few Squigs bounce up here, creating a *Minor Hazard*.

THE LUMINANT STAGE

The young nobles who run the Luminant Stage (*Brightspear City Guide*, page 19) are thrillseekers and daredevils, typical of Aqshyan youth.

Motive: For kicks, and the phenomenal party they're going to have with that barrel of beer.

Key People: Sashelin and Ondare Vikari, a pair of fashionable, devil-may-care twins.

Clues

Clue 1: A bunch of extravagantly dressed young nobles race through the crowd, getting in people's faces, cracking jokes, stealing hats, and handing out flyers for the Luminant Stage. They're gone before Vitala can order them to leave.

Clue 2: Vitala sees her children, Sashelin and Ondare, loitering in the crowd at the *Twelve Taps* and ushers them away. Her smile slips when she orders them, in a furious whisper, to 'go home, or anywhere but here. I won't have your idiotic stunts causing chaos tonight.'

Clue 3: A few trampled, muddy Luminant Stage flyers in the dirt after the Squigs are defeated at Great Parch Brewing Co.

Showdown

The Luminant Stage theatre, in the Upper Tier (*Brightspear City Guide*, page 19).

This ancient, domed building is cool and, without an audience in the stalls, ominously empty. Gold decorations catch the footlights, and the set has been moved around on stage to make way for a raucous party, at the centre of which is a keg of beer, yet to be breached.

Combatants: Sashelin, Ondare, and six other **Spearian Nobles** (see page 17).

The young nobles have no desire to fight. They start a game of keepaway with the beer, running and passing it through the different Zones until the characters get hold of it. They flee if one or more of them is seriously injured, and their families (when they find out what happened) hold grudges against the characters for a considerable time.

The theatre has four Zones:

- ✧ The stage, which has a trapdoor that can drop at least one person into the 'underworld' beneath (prop storage, and a minute of running to return to the stage). The Luminant Stage crew use the limelights (heated cylinders of glowing rock) as improvised weapons.
- ✧ The stalls, where the seats provide *Partial Cover*.
- ✧ The upper circle of seats, also providing *Partial Cover*.
- ✧ Backstage, which is a maze of tunnels and small rooms, all dark enough to be *Heavily Obscured*.

THE VITROLIAN REDCAPS

The Redcaps are Brightspear's largest and most notorious gang, but they're not too big to take the odd well-paid job from outsiders — like Karfi, the smuggler who runs a restaurant near the Highport (*Brightspear City Guide*, page 27).

Motive: Profit. Karfi has a buyer for a keg of XXXXXX (one of the Dispossessed Duardin, somewhere in Ghyran). A job like this could make Karfi and the Redcaps wealthy for years to come.

Key People: Karfi, a round, mustachioed Human man; Luda, a red-haired Human Redcap.

Clues

Clue 1: A group of toughs, mostly Humans, wearing the gang's colours of red felt hats (the colour bleeding down their foreheads and cheeks as they sweat), gather to watch the reception. Vitala warns Bugmansson's group not to engage with them: *'They're the Vitrolian Redcaps, the biggest threat to this festival.'* After the reception, they slip away to a grimy restaurant a short way from the Highport — Karfi's.

Clue 2: Vermund turns away a woman who tries to enter the courtyard. *'You're on the list, Luda. Known gang associations.'*

Clue 3: One of the Squigs bounces down an alleyway, and is quickly and efficiently put down by four figures who melt away into the shadows afterwards.

Showdown

Karfi's Place, a shabby, ugly restaurant near the Highport.

Karfi's restaurant is a dingy place. Dusty, underfurnished, and decorated with a few faded and tattered paintings. There are no diners, but it's impossible to tell whether that's because of the dark deeds afoot, or just because nobody wants to eat here.

Combatants: Karfi and six other **Vitrolian Redcaps** (see page 17). Karfi uses a Rifle instead of a Hand Crossbow.

- ✧ **Rifle:** Ranged Attack (Average), 3d6, 2 + S Damage, Long Range. *Loud, Piercing, Two-handed.*

Karfi and his hirelings draw weapons the moment the characters enter Karfi's, and fight until at least half of them are incapacitated or dead, at which point they flee.

The restaurant has three Zones:

- ✧ Dining room, which features some of the cheapest, flimsiest furniture in the world. It looks like it should provide cover, but doesn't.
- ✧ Back room. Karfi retreats here with the stolen XXXXXX and a black powder Rifle (*Soulbound*, page 103).
- ✧ Smuggler's basement. The Redcaps retreat into this area and try to escape into the sewers (the gases from which are a *Minor Hazard*, and also flammable).



NAZGIG'S GITZ

This band of Grots is a scouting party for a much larger Greenskin army.

Motive: Weapons of mass destruction. The Grots are not only scouts but the minders of the young Aleguzzler Gargant Chugg. A Gargant is powerful; a Gargant on XXXXXX is outstanding.

Key People: Nazgig, a sickle-nosed lunatic Grot; Chugg; Skraggspittle, a shaman.

A WORLD OF HURT

This group offers by far the toughest fight in this adventure. It's good for smart, tactical, combat-focused players, and extremely bad for everyone else. If your group doesn't like seeing their characters reduced to chunks of meat and red stains, pick another antagonist. Alternatively, you can remove Skraggspittle from the Grots for an easier fight.

Clues

Clue 1: The most sharp-eyed of the characters notices a small, green-skinned figure crouching on a staircase, watching, just before the airship crash. It flees in the confusion, and vanishes.

Clue 2: Two of the contestants chat about sightings of Greenskins in the New City, going in and out of the Undercity through the sinkhole behind Cold Steel smithy (*Brightspire City Guide*, page 37). 'Better Greenskins than Skaven, if I had to choose', they conclude.

Clue 3: A few of the Squigs bounce purposefully down an alley, and the characters faintly hear someone shooing them away. 'No! Not now! Bad Squig! Geroff!'



Showdown

A fungal grotto in the Undercity, accessed through a gaping hole in the courtyard of a New City blacksmith's forge.

This rotten little cove reeks of sewage and the only light comes from fungus running riot on the walls, pumping out their spores at the slightest touch. It's sweltering hot down here in the bowels of the city, which means the sleeping Gargant in the middle of the cave is sweating. Profusely.

Combatants: Nazgig and 3 other Grots (*Soulbound*, page 339); Skraggspittle (*Funoid Cave Shaman*, *Soulbound*, page 339); Chugg (*Aleguzzler Gargant*, see page 15).

The Grots can't allow the characters to leave and report that there are Greenskins in the city. They fight to the death. Chugg fights because fighting is what Chugg does... and also fights to the death.

- ✧ A river of sewage divides the grotto into three Zones: the river of sewage, and a Zone to the east and west.
- ✧ Creatures can jump the sewage as part of their Move, and do not need to move through it. If a creature falls into the sewage, they are *Poisoned* until they take a Rest. The sewage counts as difficult terrain and requires an Action to climb out of.
- ✧ The western Zone is rich with glowing fungus, which releases choking spores when hit (a *Minor Hazard*).
- ✧ A small chamber to the east of the grotto forms a third Zone, where the XXXXXX is stored. Chugg can't reach the characters in here, but hammers at the walls trying. This detaches stalactites from the ceiling and creates a *Major Hazard* in the eastern Zone.

WORST CASE SCENARIO

If the characters don't have the XXXXXX by the third turn of combat, Nazgig gives it to Chugg, who immediately downs it. For the next five turns, Chugg's attacks deal double their usual Damage.

PART 1: AMBASSADOR'S RECEPTION

This part of the adventure takes place at the Highport (*Brightspear City Guide*, page 19). It's late afternoon, Bugmansson and his entourage will arrive soon, and many wealthy and important Spearians have gathered to watch his aethership descend and catch a glimpse of the great Duardin himself. As important people themselves, the party have been invited by Vitala Vikari, a member of Brightspear's Grand Conclave, as honoured guests and additional security.

The storm of vivid blue lightning overhead has the Highport's staff nervous, though they're stoic enough not to show it except for a lack of tolerance for tipsy nobles getting in their way.

DEVELOPMENT

Provide the characters with **Clue 1**. Try and slip it into the scene so it feels natural.

UNFRIENDLY SKIES

The storm overhead is an aftereffect of the Chaos that reigned in Brightspear for aeons. It's not the first time it's happened, but this is a very bad day for one. Read or paraphrase the following:

The brass and copper surfaces of the Highport are cast in rose-pink and electric-blue from the lightning storm that rips across the sky without a drop of rain. Between the streaks of blue, a large, shining, brass Kharadron frigate, wallowing through the storm like a drunk on their way home. The piloting is top notch, the craft chugging stubbornly through the skies, but they're using up their luck fast.

The airship ducks beneath a crackling blast of blue and overcorrects, flying straight into another bolt of lightning. It spins... and dips... and almost before the crowd has time to gasp the frigate is crashing towards the ground. Towards the Highport.

The characters have mere minutes before the airship crashes. They have a couple of ways to make themselves useful and help avert disaster.



CROWD CONTROL

The onlookers mill around, barely moving out of the way before the crash unless they're herded with a successful **DN 5:2 Mind (Guile)** or **Mind (Intimidation)** Test. If the characters don't succeed at crowd control, the consequences are limited to a few injuries. Though some are serious, no lives are lost.

RESCUE OPERATION

This isn't the first time weird Tzeentchian magics have jeopardised incoming vessels. The Highport is equipped with magnetic landing pads, fitted with chunks of glowing blue stone — a gift from the Endrineer's Guild as part of the deal to grant the Kharadron the highest tier of the Highport. The characters can throw the heavy switches to power them up with a **DN 4:1 Body (Might)** Test. This slows the frigate's descent, but doesn't stop it crashing. The Kharadron teamsters running the Highport can manage this on their own if the characters don't or can't help, but in that case some of Bugmansson's entourage are injured in the crash.

A BAD START

While 'airship crash' sounds bad, it's important that everyone walks away from this one. It puts a real dampener on the celebrations if somebody dies.

SALVAGE

Regardless of the characters' best efforts the frigate crashes, hitting the metal grilles and platforms of the Highport with a slew of sparks and screeching metal. Lightning coruscates on the outside of the vessel for seconds afterwards as the crowd falls into shocked silence.

Grunting and hammering fills the vacuum of quiet, someone inside the downed ship battering at a side panel until it gives away and releases a cloud of foul, black smoke and a burly Duardin in dented armour. He staggers out, bleeding from a couple of minor wounds and with a beer keg under one arm. Gesticulating back at the downed vehicle he yells:

'The ale! Save the rest of the bloody ale or why are we here?'

Everyone looks at the characters expectantly.

There are four casks of XXXXXX in the frigate. Each one is heavy, requiring a **DN 4:1 Body (Might)** Test to move. Characters who succeed get the beer out unharmed. Those who fail are still inside when the ship catches fire. It's quickly doused by Highport staff but it's too late: the kegs are ruined by smoke, heat, and water. The famous Duardin brew is undrinkable.

Year's Beginning's Eve is not off to a great start but Bugmansson is alive and there's at least one keg of beer left, plus the smaller one Bugmansson carries under his arm. This is enough to send the crowd into a joyous round of applause that lasts for several minutes. Some of the onlookers even call the characters heroes.

SETTLE THE NERVES

Vitala Vikari steps into the confusion after the crash. The wooden stage, pennants, and local ales set out for the formal reception are now under wreckage, but she strides up to Bugmansson and shakes him warmly by the hand.

'Welcome...' she clears her throat, and wilts for a second before straightening up and speaking louder and clearer.

'Welcome to Brightspear, Brewmaster-General!'

Bugmansson looks at his fellow Duardin dusting themselves off, and at the wreckage of his aethership. There's a moment of strained, awkward silence. Then he unclips a tankard from his belt, fills it with beer from a pressurised tap connected to his back-mounted keg, and serves Vitala a foaming mug of ale.

'And what a welcome!'



If the characters saved some or all of the kegs from the wreckage, this beer tasting, intended as a solemn and formal occasion, quickly turns into a party. Bugmansson hands out ale freely, though in very small cups (*'Human constitutions aren't built for XXXXXX'*). The XXXXXX is outstanding. Thought-stopping. The foamy head is creamy, smooth, and sets the palate tingling. The beer is dark and rich, and there isn't even time in a single sip to take in the depth of flavour. It's like taking a shot of liquid courage.

If the characters didn't save any other kegs, the tasting is more restrained. A few Conclave members and some other city functionaries get small sips, but Bugmansson saves the majority of the last keg for the upcoming pub crawl. The celebration is underwhelming, a little embarrassing, and Bugmansson quickly overcomes the awkwardness by directing Vikari to *'show us around!'*

With another small sip of XXXXXX for everyone, the pub crawl gets underway!

EYES ON THE PRIZE

As this is a night out, Bugmansson has brought a back-up keg to refill the one strapped to his back. He carries it under one arm and puts it down when that's inconvenient. Don't make a big deal of this, just keep it in your mind because these moments of inattention are when the beer is stolen. By default, the theft happens during the fight at the Great Parch Brewing Co., but if that is impossible (for example, if the characters are holding onto the keg by then), it *could* have happened any time Bugmansson wasn't holding the barrel. The first people who notice, or are bold enough to mention, the taste are the Fyreslayers at *Lowstone's*, whenever the theft occurs.



PART 2: BEST OF BRIGHTSPEAR

The pub crawl goes from the Highport, around the Upper Tier, down to the New City, and then back up to the Highport: Bugmansson leaves early tomorrow, heading to the next city on his tour. The group includes Bugmansson and the five Duardin he brought with him: a number of Dispossessed Spearian Duardin, Vitala Vikari, some other Conclave members and city officials, and the characters. All told there are over two dozen people.

The characters are probably drinking heavily. Either call for **DN 4:1 Body (Fortitude)** Tests at the start of each scene to see how inebriated they are (increase Complexity of all Tests, including further Tests to resist inebriation, by 1 if a character fails), assume they sober up quickly when needed, or leave it to roleplaying.

THE TWELVE TAPS

The *Twelve Taps* is one of Brightspear's finest pubs. It's a big, round building currently decorated for Year's Beginning with strings of lanterns throwing patterned shadows on the wall, and braziers of incense giving out soft, relaxing aromas. The circular central bar is festooned in bells and ribbons, and tiny magical lights in glass orbs.

The group is ushered through into the courtyard, where tables have been arranged into a horseshoe shape and set with kegs, clay jugs, and a couple of buckets. A banner overhead proclaims this to be 'Brightspear's First Annual Brewing Contest!' and the proprietor, the Duardin Vermund Gragg-Or, oversees it all with beaming pride.

The thirteen Humans, Duardin, and even a cloaked Aelven Wanderer arranged behind the tables applaud nervously, and a couple cheer for Bugmansson. Vermund hops up onto a chair and gives a short and moving speech about how much it means to have a representative of the Kharadron in his pub, and not just any representative but a legendary brewer nonetheless. This goes on until someone yells

'Less speechifying, more beer tasting!'

It's Bugmansson.

TASTE TEST

After a recent catastrophe involving some haunted beer (see the adventure *Fateful Night*), Vermund and the *Twelve Taps* cannot afford another disaster. He has meticulously screened the brewers for the taste test to ensure their quality. The alcohol is excellent, even the Aelf's strange sticky tree sap beer is delicious. Bugmansson gamely tries each one, and encourages the party to do the same.

Vitala smoothly talks her way out of the tasting after sipping a few drinks (and realising how strong they are) but Bugmansson expects the characters to finish each beer out of respect for the brewer. There are five beers in total. A character participating in the taste test must make a **DN 4:1 Body (Fortitude)** Test, with the Complexity increasing by 1 for each drink they have already tasted. On a failure, the character's heads swims and they fall face first into the tasting table, falling *Unconscious* for 1 minute. Bugmansson gives an uproarious cheer and declares the offending beer the winner, naming it after the poor unfortunate character who passed out. The beer becomes popular throughout Brightspear, and the character becomes known in the city — whether they like it or not!

DEVELOPMENT

Provide the characters with **Clue 2**. As before, try and slip it into the scene so it feels natural.

THE PICKLED EFREET

The Pickled Efreet (*Brightspear City Guide*, page 35) is housed in a building as old as the Agloraxian Empire, all burnished metal and huge panes of flawless glass. It's decorated for Year's Beginning with red pennants and hangings, and dozens of warmly glowing lamps.

Bugmansson roars triumphantly and strides across the street to The Pickled Efreet.

'This the one I asked for, Vikari?' he yells back at Vitala, who grimaces. 'This, now, this is a proper pub. Chock full o' bastards.'

Bugmansson is immediately proved right. The crowd in the Efreet are a motley crew, in the way only mercenaries can be, and also armed to the teeth. They seem slightly perplexed by the area that's been roped off and to which your group is immediately led.

It takes seconds before **Tavi Olamn** (she/her), a Human mercenary with five (visible) knives and adorable freckles, ducks under the velvet rope designating the VIP section

of the bar. Bugmansson is of the opinion that *'the more the merrier!'* so the distinction between the pub crawl and the rest of the patrons disintegrates immediately. Within moments, someone challenges Bugmansson to *'a bit of local sport'*, and the kitchen starts preparing Dappled Efreet for an eating contest. Winner is the one whose stomach doesn't explode.

Tavi suggests playing for a keg of XXXXXX but that nearly kills the mood: Bugmansson is not at all willing to part with it, and looks like she just asked him to sell her his grandmother. *'I would rather burn this city to the ground than let this keg out of my sight.'* They settle on a sphere of Aqua Ghyranis as the stake, winner takes all.

EATING CONTEST

Unless the characters wish to participate, there are five contestants: Tavi, Bugmansson, and three other Efreet regulars, all hardened warriors with scars, weapons, and the slight sway of the extremely drunk.

Dappled Efreet is an ugly fish, the black and red of magma with an eye-watering aroma of spice. It has legs. Half the plates have been prepared correctly. The others, as is characteristic of the meal, will combust in the eater's stomach. The first person to finish their dish is the winner.

- ✧ Each plate is served with a shot of Aqua Ghyranis on the side.
- ✧ Eating the Dappled Efreet requires a **DN 4:1 Mind (Determination)** Test to overcome the smell and the fear of death. Reduce to **DN 3:1** if the contestant is very drunk.
- ✧ Eating *fast* requires a **DN 2:1 Body (Fortitude)** Test. The person with the most successes is fastest.
- ✧ Assume all NPC contestants have pools of 4 dice for each roll.



The shot of Aqua Ghyranis, taken afterwards, prevents any ill effects. Taking it before eating has no effect. Of course, it's the equivalent of a phial of Aqua Ghyranis (10 Drops), so some characters might prefer to risk the explosion. If they risk it, roll 1d6: on an odd number, the fish was not correctly prepared. The character burst into flames and begins to burn from the inside out. They suffer 5 Damage each round for 1d6 rounds, which ignores Armour. Jaded barstaff, who have seen this one too many times, throw a heavy cloak around the burning character to douse the flames and force a phial of Aqua Ghyranis down their throat. This ends the effect, but does not heal any Toughness. The character is also expected to pay the phial back.

GREAT PARCH BREWERY

The next stop is in the New City, at Great Parch Brewing Co. Brightspear's only brewery is an ugly, square building with little decoration except the wooden mushroom, the size of a child, that stands outside its door. Someone has placed a candle atop the mushroom for Year's Beginning, and that's the only nod to the festivities.

The excited crowd gathered outside the door, made up of drunken New City residents, visibly less wealthy than those at the previous stops, make up for the lack of decorations. People line the streets, many of them holding signs expressing their appreciation of the Brewmaster-General. The door of the brewery is shut, and there's no sign of staff until a minute or so after the group arrives at which point the owner, Arndt Lyddon, cracks open the door.

Foul green smoke curls around the door, and the candle atop the mushroom blazes briefly into a tiny fireball, then goes out. The pallid, sweaty Human leaning around the door looks sickly, and takes great gasps of air.

'There is,' he coughs, 'a problem. Tour's... tour's off.'

Behind him, inside the brewery, there's a sound like an enormous rubber ball bouncing off a pipe.

MIGHTY SQUIGS FROM LITTLE FUNGI GROW

When Lyddon's own basement full of fungus can't keep up with demand, he harvests extra crops from Brightspear's Undercity. One recent batch, from deeper than ever before, contained spores destined to grow into Squigs. He hired exterminators to deal with the Squigs, but the fungus is persistent, and it's got into his vats. Now every few batches, he brews Squigs as well as beer.



Tonight, a torrent of **Squigs** (*Soulbound*, page 341), strange sharp toothed squiggly-beasts, bounces out past Lyddon. Bugmansson and his entourage deal with most of them, leaving four for the characters and one to menace Vitala. The Squigs aren't trying to kill — they're more interested in escaping into the city and having their own night on the town. Vitala orders the characters to contain and kill them. Given the Squigs' ability to leap up to rooftops and over Human-sized obstacles, that should be a challenge.

ARENA

The Zones for this fight are the street, the rooftops, and possibly the interior of the brewery.

DEVELOPMENT

Provide the characters with **Clue 3**. As always, try and slip it into the scene so it feels natural. For example, describe the shady characters ducking to avoid a bouncing Squig.

When the Squigs are defeated or have escaped, Vitala orders the brewery sealed up, and says she will dispatch Freeguild to deal with the problem in the morning. Bugmansson strongly opposes spending the rest of the night fighting Squigs. It's fun, but he's got an early start in the morning.

LOWSTONE'S

The last stop on the pub crawl takes the characters to *Lowstone's* (*Brightspear City Guide*, page 23), a tavern and hostel well-known for its 'no expense spent' approach to business. Bugmansson and his entourage will sleep here tonight before heading on to their next stop in the morning (with borrowed gyrocopters, in some cases).

The Year's Beginning candles flicker and dance in the gust as the door closes. As if they've rehearsed the movement, a dozen bare-chested Duardin with crests of fiery red hair swing around to look at your group. Their eyes lock onto Bugmansson, and there's a moment of silence, in which the black-bearded Duardin behind the bar ducks down out of sight.

'Hail and well met,' one of the Fyreslayers growls. It's hard to say whether it's deliberate aggression, or that's just his voice.

'Come to show us a taste of the good life?'

Lowstone's is a rowdy place at the best of times but tonight it's been taken over by a dozen Fyreslayers. These Greyfyrd Lodge mercenaries had a couple of requests for city contracts to secure locations in the Undercity denied because of the 'no expense spared' approach to Bugmansson's visit. They've been drinking for hours, and they're ready for a fight — with Bugmansson. There's tension in the air from the moment Bugmansson's group enters, and it's clear there's going to be trouble. Duardin, or characters familiar with Brightspear's local politics, can make a **DN 4:1 Mind (Lore)** Test to recall the reason for the Fyreslayers' attitude.

The **Fyreslayers** (see page 16) are dead set on a fight. They're disrespectful and borderline insulting from the moment Bugmansson's group enters. The Brewmaster-General grits his teeth and forces himself to be gracious and friendly.

The characters may be able to talk the Fyreslayers down, with a successful **DN 5:1 Mind (Guile)** Test (**DN 4:1** if there is a Fyreslayer in the group). Otherwise, Bugmansson shares out some of the ale from his keg, the leader of the Fyreslayers (Jarri) spits it over the Brewmaster-General, and declares it '*PISS!*' Battle ensues.

If the characters manage to avert combat, Jarri's reaction is to swallow, look deeply uncomfortable, and mutter '*Not what I expected...*' He is then heard muttering to the other Fyreslayers, out of Bugmansson's earshot, that he's '*had better beer from Great Parch.*'

ARENA

If it comes to a bar fight, split *Lowstone's* into three Zones: behind the bar, the taproom, and the street outside. The taproom is difficult terrain due to the tables and stools crammed into the small space.

DEVELOPMENT

Vitala is alarmed by the Fyreslayers' assessment of the beer, tastes it, and pulls the characters aside to inform them, with great concern, that it's not the same as the XXXXXX she tasted at the Highport. Someone, she reasons, has stolen the good stuff. She instructs the characters to go and find the missing keg before Bugmansson notices.

PART 3: TRAIL OF BREADCRUMBS

The characters have their clues. Players familiar with Brightspear might put them together without dice rolls or help, but if this is their first visit they'll need some assistance. You can:

- ✧ Call for a **DN 4:2 Mind (Lore or Intuition)** Test to make sense of the clues.
- ✧ Have Vitala offer insight if the characters fail the check.

Solving the clues shouldn't be a tiring or challenging exercise. If the players can't do so quickly, use Vitala to tell them the answer, and move on to the fun part: arriving at the location for each thief's Showdown (**Unusual Suspects**, page 3) and having a good old-fashioned scrap.

SHOWDOWN

Refer to the location and combatants in **Unusual Suspects** (page 3).

CONCLUSION

With the XXXXXX reclaimed and disaster averted, the characters have two more challenges ahead of them:

1. Replacing the stolen beer.
2. Partying until dawn with a bunch of hardened Duardin drinkers.

IN GOOD HANDS

Bugmansson and the others are still drinking in *Lowstone's* when the characters return. They've now been drinking some of Brightspear's best and worst beer for almost ten hours, which is to say they're beginning to get a bit of a buzz on. Depending how much time you've got left, you can either call for a **DN 5:1 Mind (Guile)** Test to switch the fake XXXXXX for the real stuff, or let the players come up with a ridiculously convoluted plan, involving distractions, sleight-of-hand, and misdirection. If the plan is funny enough, don't call for a roll.

However they replace the beer, they're barely finished when Bugmansson stomps over to them, thanks them warmly for being *'the best bloody tour guides in Aqshy!'* and pours out a pint of XXXXXX for each of them.

Any non-Duardin who drinks more than a few sips loses consciousness shortly after. For non-drinkers and Duardin, the lock-in at *Lowstone's* continues until the sun comes up and the Duardin depart.

AFTERMATH

Assuming all went well, the characters have achieved two positive outcomes:

- ✧ Brightspear's Doom decreases by 2, thanks to the city-wide sense of pride and good cheer.
- ✧ Vitala Vikari, a member of the Conclave, owes the characters a significant debt.

If things went off the rails (for example, an Aleguzzler Gargant drank the XXXXXX), Bugmansson is greatly offended, Vitala is ashamed, Doom increases by 2, and Brightspear struggles to get any significant help from the Kharadron for several months.

AWARDING EXPERIENCE

As well as awarding XP for achieving any personal or party Short- or Long-term Goals, award additional XP for the following:

- ✧ For completing the adventure, award the party 1 XP.
- ✧ If a character tried every beer at the taste test, award them 1 XP.
- ✧ If a character won the eating context, award them 1 XP.
- ✧ If the party managed to (briefly) talk the Fyreslayers down from a fight, award 1 XP.



APPENDIX:

CREATURE STATISTICS

JAKKOB BUGMANSSON XI

The name Bugman traces its origins back countless centuries, beyond the Age of Myth, to the ancient World-That-Was, to a renowned brewer named Josef Bugman. Bugman's beers were famous across that long forgotten land, prized by beer connoisseurs as the pinnacle of brewcraft.

The Bugman's Brew guild-company makes beer from Bugman's ancient recipes and sells them throughout the Kharadron sky-ports (and some select Human cities). None of these is more sought after than the famous XXXXXX ale. People have paid small fortunes for a keg of the beer, and a shocking amount of Duardin have died trying to get a look at the recipe.

Today, Jakkob Bugmansson XI, Brewmaster-General, carries on the name and tradition of Josef Bugman. Jakkob is a powerfully built Duardin with a luxurious grey

beard and a single piercing blue eye. He speaks bluntly and tells people precisely what he thinks of them — if Jakkob doesn't like you, you'll know about it. When he is relaxing with a pint of ale and good company, he is loud and raucous, often the first one to begin songs and call out for drinking contests.

JAKKOB BUGMANSSON XI, BREWMASTER-GENERAL

Medium Mortal (Duardin), Chosen

Great

Poor

Good

Armour

Toughness

Wounds

Mettle

2

10

7

2

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+1d6), Crafting (+3d6, +3), Determination (+3d6, +3), Entertain (+2d6), Fortitude (+3d6, +3), Intimidation (+2d6), Lore (+1d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+3d6, +2)

TRAITS

Bugman's XXXXXX: Bugmansson carries his trusty axe in one hand, and a frothing tankard of the famous XXXXXX ale in the other. As an Action, Bugmansson can down his pint. If he does, he recovers all Toughness and heals a *Minor Wound*. If Bugmansson is feeling generous, he can let an ally drink instead. The target recovers all Toughness and heals a *Minor Wound*, but must make a **DN 6:2 Body (Fortitude)** Test or fall *Unconscious* for an hour. This is a **DN 5:2** Test for Duardin.

Tap the Keg: The heavy keg on Bugmansson's back perfectly regulates and maintains the precious XXXXXX ale within, ensuring it is ready to drink at all times. As an Action, Bugmansson can refill his pint of Bugman's XXXXXX.

That Calls for a Drink! Bugmansson is always ready to celebrate, and there is no better time to celebrate than the death of a worthy foe. Once per turn when a Champion or Chosen type enemy in Bugmansson's Zone dies, he can use his *Bugman's XXXXXX* Trait as a Free Action.

ATTACKS

Skull Opener Axe: Melee (Great), 7d6, 1 + S Damage. *Rend, Slashing.*

BODY

MIND

SOUL

4

2

4



ALEGUZZLER GARGANT

Gargants spend their whole lives taking what they want and squishing any pipsqueak who protests, and as a result most of them have the self-restraint of toddlers. No wonder, then, that when young Gargants get a taste for alcohol, they quickly become uncontrollable drunkards. These Aleguzzler Gargants stumble into dank caves to sleep off their hangovers, and there they often find common cause with the Gloomspite Gitz. In exchange for cauldrons filled to the brim with eye-popping fungus brew, Aleguzzler Gargants lumber into the sunlight and bash whatever's giving them the worst headache. The Grots scurry about their feet and delight in the fact that the bigger brute is on their side for once, even if the Aleguzzlers sometimes drunkenly step on their own allies.

ALEGUZZLER GARGANT

Enormous Mortal (Gargant), Champion

☞ Extraordinary ☹ Poor ☞ Superb

Armour	Toughness	Wounds	Mettle
1	24	-	1

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Fortitude (+2d6), Might (+3d6), Weapon Skill (+2d6)

TRAITS

Drunken Stagger: If the Aleguzzler Gargant uses Mettle to Run, it moves into a random adjacent Zone. If the Aleguzzler Gargant uses Mettle to Attack, it targets a random creature within reach.

Nigh Unkillable: The Aleguzzler Gargant is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Stuff 'Em In Me Bag: Aleguzzler Gargants save snacks for later. As a Free Action, an Aleguzzler Gargant can stuff a *Mortally Wounded* creature within Close Range into its bag. Creatures in the Aleguzzler Gargant's bag are *Restrained* and cannot receive help from allies to recover from being *Mortally Wounded*. The bag has 0 Armour, 5 Toughness, and Average Defence.

Timber! When the Aleguzzler Gargant dies, Large or smaller creatures within Close Range must make a **DN 5:2 Body (Might or Reflexes) Test**. On a failure, they take 3 Damage and are *Restrained* by the Gargant's weight. A *Restrained* creature can use an Action to make a **DN 5:2 Body (Might) Test** to escape.

ATTACKS

Massive Club: Melee Attack (Extraordinary), 11d6, 1 + S Damage. *Crushing, Reach*.

Mighty Kick: Melee Attack (Extraordinary), 11d6, 2 + S Damage. *Crushing*.

BODY	MIND	SOUL
9	1	2



DREDNA AND BREKK

Dredna and Brekk are desperate Duardin. They used to work in the *Twelve Taps*, until they nearly destroyed the business with haunted beer. Now they're reduced to plotting vengeance with Arnst Lyddon, a strange, pallid man who makes beer out of fungus. They're living for revenge against their old boss.

GREYFYRD FYRESLAYER

The fiery sons of Grimnir, the fallen Duardin god of battle, Fyreslayers are mercenaries without peer, famed throughout the realms for their willingness to take on any foe, so long as their price in gold is paid.

Notorious mercenaries, the Greyfyrd undertake any mission so long as their exorbitant fees are met. The only pursuit they find worthy is making war, and their fierce skill at arms ensures they are well employed. They care little for the moral complexities of warmongering; no cause is more just or unjust. All that matters in the end is how such conflict benefits the lodge.



DREDNA/BREKK			
<i>Medium Mortal (Duardin), Warrior</i>			
⚔ Average	🎯 Average	🛡 Average	
Armour	Toughness	Wounds	Mettle
1	5	-	-
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+1d6), Crafting (+2d6, +2), Lore (+2d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Stubborn as a Stone Mule: The first time Dredna and Brekk are reduced to 0 Toughness, regain 2 Toughness and increase Melee by two steps.			
ATTACKS			
Axe: Melee Attack (Average), 3d6, 1 + S Damage. <i>Slashing.</i>			
BODY	MIND	SOUL	
2	2	1	

GREYFYRD FYRESLAYER			
<i>Medium Mortal (Duardin), Warrior</i>			
⚔ Great	🎯 Poor	🛡 Average	
Armour	Toughness	Wounds	Mettle
1	7	-	-
Speed: Normal Initiative: 3 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Rune of Fury: The Fyreslayer's Melee increases one step. This is included above.			
Rune of Iron Skin: Each of these ur-gold runes provide armour for the Fyreslayer. The Fyreslayer has Armour 1.			
ATTACKS			
Greataxe: Melee (Great), 5d6, 2 + S Damage. <i>Slashing, Two-handed.</i>			
BODY	MIND	SOUL	
3	2	2	

SPEARIAN NOBLES

The typical young Spearian noble is wild and reckless, with just enough training to be dangerous but not a lot of will to see a fight through to the end. When the tide of battle turns against them they often make a quick exit: they're more sport fencers than hardened combatants.

VITROLIAN REDCAP

The Vitrolian Redcaps are the most prominent group of criminals and gangsters in the Spearian underworld. They're known to have their fingers in every pie, from extortion, to theft and smuggling, to darker deeds. They're known to violently suppress other gangs, regularly executing their enemies in gruesome ways. The luckiest upstart gangs get taken into the Redcaps as vassals.

Business comes first for the Vitrolian Redcaps, but there's also pride at stake in whatever they do. They can't be seen to be weak, get scared, or fail at an operation. That might make others think they had a chance of usurping the Redcaps' power.



SPEARIAN NOBLES

Medium Mortal (Human), Warrior

⚔ Average (Good when uninjured)

⚙ Poor

⚔ Average

Armour

Toughness

Wounds

Mettle

1

5

-

-

Speed: Normal

Initiative: 3 (5 when uninjured)

Natural Awareness: 1

Skills: Awareness (+1d6), Determination (+1d6), Reflexes (+1d6, +1), Weapon Skill (+1d6, +1)

TRAITS

Style Over Substance: The noble's Initiative increases to 5 and Melee or Accuracy increase one step, when they are unharmed. If they suffer Damage, their Initiative drops to 3 and their position in the turn order changes accordingly.

ATTACKS

Sword: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

BODY

MIND

SOUL

2

1

2

VITROLIAN REDCAP

Medium Mortal (any), Warrior

⚔ Average

⚙ Average

⚔ Average

Armour

Toughness

Wounds

Mettle

1

6

-

-

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+1d6), Ballistics Skill (+1d6, +1), Dexterity (+1d6), Guile (+1d6), Intimidation (+1d6), Reflexes (+1d6), Stealth (+2d6), Weapon Skill (+1d6, +1)

TRAITS

Spearian: The Redcap has Advantage on Opposed Tests to hide or find someone within Brightspear.

Unfair Fight: If another Vitrolian Redcap is within Close Range of the target when the Redcap attacks, their Melee increases one step and they deal +1 Damage.

ATTACKS

Wicked Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Penetrating, Slashing.*

Hand Crossbow: Ranged Attack (Average), 3d6, + S Damage, Medium Range. *Close, Piercing.*

BODY

MIND

SOUL

2

2

2

BREWMASTER

A master brewsmith of the Kharadron Overlords, you bring liquid refreshment to the Mortal Realms.

The brewing of ale has a long tradition amongst Duardin, and the Kharadron are no different. The wandering slayer Gotrek Gurnisson has spread tales of the legendary brewer Josef Bugman, who was said to brew the finest ales the World-That-Was had ever known. Today, Bugman is held up as a paragon of ingenuity and invention, a symbol of the enduring nature of Duardin craftsmanship. While the path of the brewsmith may not be as lucrative as an endriner, or as celebrated as a member of the Grundcorps, they are nonetheless held in high regard. Brewsmith Guild-companies such as Bugman's Brew and Grumgar Brothers Hopperry can be found in almost every sky-port. Even the insular Kharadron of Barak-Thryng are renowned for their dark ale, the recipe for which is guarded as fiercely as any military secret.

Like all Kharadron, a Brewmaster is a shrewd negotiator, adept at selling their goods and services and getting the best deal in the process. When a Brewmaster agrees to join the Soulbound they make sure that there is something in it for them. Often this is access to rare and exotic ingredients, and the ability to travel places other brewers wouldn't dare go. The promise of an eternity to hone your craft and the chance to be spoken of in the same breath as the legendary Josef Bugman may well be enough for many Brewmasters. Of course, to live that long you need to ensure the survival of your companions. The Brewmaster is quick to share a refreshing brew to get their allies back in the fight, or bring some much needed levity when things look bleak. If that fails, a Brewmaster is as deadly with their axe as any other Duardin.

'The name Bugman stands for quality, everyone knows that. But some of these fools would have you think the watered-down grog they peddle can outdo my brew — and claim I ain't no true heir of Bugman! As me ancestor used to say, there's no beer as bitter as its history.'

— Jakkob Bugmansson XI, Brewmaster-General



BODY



MIND



SOUL

Species: Duardin (Kharadron Overlords)

Core Skill: Crafting

Skills (9 XP): Awareness, Ballistic Skill, Crafting, Dexterity, Entertain, Fortitude, Guile, Insight, Lore, Medicine, Reflexes, Weapon Skill

Core Talent: Special Brew

Talents (Choose 3): A Warm Meal, Diplomat, Guts, Heavy Hitter, Iron Stomach, Savvy,

Equipment: Brewmaster's Rig, any Common Melee Weapon, tankards bearing your runic mark (one for each member of the Binding), 25 drops of Aqua Ghyranis.

TALENT: SPECIAL BREW

Requirements: Brewmaster

The Kharadron brew beers in large sealed vats, regulating the process using aether-powered pumps and seals. This means the beer often picks up hints of aether-gold during the fermentation process, giving a lot of Kharadron beers a golden hue and sometimes almost magical properties.

You have mastered this process and have spent years perfecting the recipe for your beer, carefully tasting, testing, and rebalancing the flavours to create something truly special. Choose one of the recipes below to be your special brew. Though there are many beers of this type, yours is unique to you. Be sure to give it a name fitting of such an important beverage. You can take this Talent multiple times, learning a new recipe each time.

- ✧ **Ale:** Ale comes in all sorts of colours and styles, from the ice-white Wight As A Ghost Pale Ale brewed using water from Lethis in Shyish, to legendary Bugman's XXXXXX. Your ale has been brewed to light a fire in the belly of the drinker, getting them ready for a fight. Drinking this beer increases the imbiber's Melee one step, and grants +2d6 to all Weapon Skill Tests. This effect lasts for 3 rounds.
- ✧ **Stout:** Stout is a rich, dark beer that often has a thick creamy head. Your stout has been brewed to fortify the body and spirit. Drinking this beer increases the imbiber's Defence one step and grants +1 Armour. Additionally, the target gains +1d6 on all **Body (Fortitude)** Tests. The effects last for 3 rounds.
- ✧ **Cider:** Cider is often made from fermented fruit and while is not a beer, it does share some of the same process in its creation. Though it is a drink often scorned by Duardin, you go against the grain. In doing so, you have managed to draw out the Jade magic in all living things and infuse your cider with healing properties. Drinking this beer accelerates a body's natural healing. The imbiber immediately recovers Toughness equal to their Body, and continues to heal at this rate at the start of their turn for the next 3 rounds.

As an Action, you can drink a pint of your beer, taking a moment to savour the taste. Alternatively, you can use a Free Action to hand the pint to an ally within Close Range who can use an Action on their turn to drink it. The drinker gains the effect of the beer. If a creature drinks a second beer while under the effects of the first, they must

make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until they Take a Breather. If a creature drinks three or more beers, they must make a **DN 4:X Body (Fortitude)** Test, where X equals the amount of drinks they've had. On a failure, the creature falls *Unconscious* until the next day. A phial of Aqua Ghyranis or other magical effect can remove this Condition. Regardless of whether the creature sleeps it off or is cured, they are *Poisoned* until they take a Rest or receive healing.

You begin play with a keg full of your *Special Brew*, which gives you enough beer to last until your next period of downtime. You refill your keg during your downtime, perhaps creating a fresh batch or getting a new cask from storage. When you do so, you can choose from any of the recipes you know. Refilling your keg does not require an Endeavour, but you can create a brand new beer using the *New Recipe* Endeavour.

ENDEAVOUR: NEW RECIPE

Not content with the traditional beer recipes that have become popular across the realms, you seek to create something truly unique. You spend your downtime finalising a new *Special Brew* recipe, perhaps something you have been working on for months, if not years.

When you take this Endeavour, you can create a new *Special Brew*. Creating the new brew uses the spell creation rules found on page 283 of *Soulbound*, with the following exceptions:

- ✧ The total Aspects can not exceed 6.
- ✧ The brew always affects 1 target. It can not affect a Zone and does not have a Range.
- ✧ The duration in rounds must be included in the cost for the Aspects. For example, if you want the effect to last 3 rounds, the Aspect cost for the duration is 3.
- ✧ The brew is meant to help people. You can't choose Aspects from the Hurt and Hinder section of the Aspects table (*Soulbound*, page 284).

When you undertake this Endeavour, you must make an Extended Test (*Soulbound*, page 128) using **Mind (Crafting)** to create the *Special Brew*. The Difficulty of the Test is 5, while the Complexity is equal to the total cost of the brew's Aspects. Over the course of one week you can make 3 Tests to create the brew. If you succeed, you have successfully created a keg of the brew. You can select this brew when choosing which beer to make between adventures.

BREWMASTER'S EQUIPMENT

NAME	COST	AVAILABILITY	DAMAGE	TRAITS
Aether-regulated Keg	700D	Exotic	-	-
Dual-keg	1000D	Exotic	-	-
Pressurised Beer Tap	200D	Exotic	+ S	Aetheric, Close, Crushing, Range (Short)

BREWMASTER'S RIG

You begin play with the following aether-rig. See **Kharadron Equipment** on page 110 of *Soulbound* for more information on aetheric devices and aether-rigs.

- ✧ Basic Aether-rig
- ✧ Arkonaut Armour (2)
- ✧ Aether-regulated Keg
- ✧ Endrinharness
- ✧ Pressurised Beer Tap

AETHER-REGULATED KEG

Power Consumption: 1

Crafting: *Endrineering* Endeavour, DN 4:7, requires 350D worth of materials.

Kharadron Brewmasters use these aether-regulated kegs to ensure their beer is always served at the perfect temperature. The keg is fitted with an array of devices, such as thermostats and barometers, that are used to measure outside conditions, and then adjust the keg's inner compartment accordingly. The keg can also be switched to a fermentation setting which greatly reduces the time needed to brew beer.

DUAL-KEG

Requirement: Endrinharness

Power Consumption: 2

Crafting: *Endrineering* Endeavour, DN 4:12, requires 500D worth of materials.

The dual-keg is a new development by the Brewmasters and allows the wearer to carry two full kegs of beer at a time. The dual-keg uses the same technology that is found in the standard aether-regulated keg, but has been cleverly adjusted to allow for two kegs to be regulated at once. The kegs are slightly smaller than an average keg, allowing for two back-mounted kegs, but the weight is still too much for even a Duardin back to bear. For this reason, the dual-keg requires an endrinharness to utilise, ensuring the weight is evenly distributed and preventing permanent spinal damage.

The dual-keg allows a Brewmaster to carry two kegs of *Special Brew*, each with a different beer.

PRESSURISED BEER TAP

Requirement: Aether-regulated Keg or Dual-keg

Power Consumption: 2

Crafting: *Endrineering* Endeavour, DN 4:6, requires 100D worth of materials.

This handheld beer tap connects via a sturdy yet flexible hose to a back-mounted keg. The pressure within the tap allows a Brewmaster to refill their beer as a Free Action by simply tapping the trigger.

As with many Kharadron equipment, the high pressure spray has also found use in combat. If you're willing to waste the beer, it can be released in a powerful torrent, dealing a solid blow to nearby enemies and blinding them. If you deal Damage with the Pressurised Beer Tap, the enemy is *Blinded* until the end of their next turn.





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