

RABENSTADT

or “whatever do we call an OSR vampire hunter thing”
or “beware the spookie vampyres in the nighte”
or “Castle Ravencroft”
or “”

A document for a communal effort at an early modern/industrial
vampire hunting adventure.

*The year is 1850. The city of Rabenstadt is under siege, not by any invading army
but from corruption within - vampires, plague, and dissent.*

*The pallid flu reaps ever more victims, as do the vampires.
Tensions are rising, as if the quarantine were the straining walls
of a boiler with a plugged safety valve, about to explode.*



Contributor Organization Page

Want to join this project? Consider the following points to start with:

- Read the pages thoroughly, including comments. The document changes constantly, so you may want to check the revision page too.
- Comment and suggest changes before doing actual edits.
- If you see something that could be made into a task, add it to our kanban (see below).
- Read up on the kanban. Make a trello account by using the join link.
- When in doubt, @ any of the other contributors in the [OSR Discord](#).

Check out our trello:

[Public view of the trello kanban](#)

Kanban 101: - @Sigve if you need help with this. Don't be afraid to ask!

- If you start working on something, drag the relevant card over to “doing”.
- If it isn't finished at the end of your work session, move the card back to “to do”.
- If you think it's done and done, put the card in “done”.

[Join trello link](#)

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If you want direct edit rights, @Torch Hollow in the discord and ask to be invited.

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If you want to, add your name and/or blog here after writing something

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Corruption

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System

INTRODUCTION

The Basics

- **Approximate time period: 1850.**
 - Abundance of steam engines
 - The very end of the industrial revolution
 - The beginning of repeating guns (gatling, revolvers, lever action rifles...)
 - Victorian England
 - Belle Epoque France
 - War in Germany?!
 - [Timeline of historic inventions](#) (scroll down till about 1840s and read back up)
Is definitely useful to have an idea of what is and isn't invented yet
- **Game system:** ~~LoFP, very tentatively~~
- **List of inspirational media:** Dracula, Bloodborne, Vampire Hunter D, Blade, Van Helsing, Penny Dreadful, Vampires in Warhammer, The Strain, Vampyr, Castlevania, Jojo's Bizarre Adventure: Phantom Blood
- The focus is vampires (for now), of different types
 - Preparation: Find the lair, gather garlic, wait for daylight etc.
 - Finding vampire/monster during day without getting found out themselves at night
 - Silver / holy weapons / stakes (particularly ash, oak, hawthorn, rose).
 - Protecting the clergy from the forces of vampires.
- Format:
 - Gothic theme
 - Sandbox?
 - Hexbox?
 - Setting themes?
 - "Surreal victorian horror city"
 - "The Sacred vs Magic"
 - "The descent into ruthlessness"

Potential Later Additions

- Sanity/stress/infection/corruption
- Alternative cleric/priest? (less fighter, more faith)

Weird Questions

- Are there rules for talking to diseases?
 - Not yet
- What do spells look like?
 - Occult rituals?
 - Cthulic moonbeams?
 -
- On a scale of 1 to Alucard, how much vampires?
 - Not Alucard, because if it was Alucard every vampire encounter would be a TPK, but it's vampire out of 10.
- What about Hellsing Abridged?
 - yes
- Is each different church a different "class"?
 - Probably just cleric schools
- Can I multi-church to stack the bonuses from being both Jewish and Protestant or is that heresy?
 - H E R E S Y
- What does heresy do?
 - Free [corruption points](#)
- Scene - dozens of vampire spawn, super weak pretty-much zombies getting mown down by one guy on a old-timey hand-cracked machine gun
 - The gatling gun was not invented yet
- Can I get levels in "vampire"?
 - Yes
- and yes/no to the following - werewolves, ghosts, cthulu, aliens, deep underground insanity engineers
 - Not yet (?)
- Is the Queen a vampire?
 - Which queen? (And/or witch-queen)
 - Bismarck might be one

Dangers

- Smog allows vampires to spite daylight
- The plague - the pallid flu, a vicious strain of influenza, plagues the city
 - Plague urchins
- Restless / angry citizens
- Vampiric corruption
 - Key NPCs might be compelled / fascinated by vampires.
 - Possibly even “replaced and impersonated by”?
 - “Turned” by compulsion or “embraced” (into a vampire)
 - Charmed / fascinated into revealing secrets (about the PCs)
 -
 - Vampire worship with its own creepy cult.
 - Rogue vampire-spawn (relatively weak but unpredictable)
- General political chaos
 - Squabbling regular factions (nobles, industrial magnates, trade unions, ...)
- Lack of food/resources
 - Good luck getting military-grade ammunition in the city market
 - But the black market... that’s the only growing market now

Possible Character Funnels

- A bunch of commoners caught in a vampire’s madhouse. Survive til dawn or escape!
- Players are survivors from a tiny, plague stricken village trying to reach the "safety" of the city, but it's nighttime and they're being hunted by all manner of hideous/vampiric creatures.
- Players are captives in a research facility waiting to be experimented upon. The last batch of experiments was “successful” (creating a strain of vampirism). Can they escape the facility while avoiding the remaining guards and the newly created monster?
- The players are newly converted vampires trying to sneak into a new country, and there’s limited roof-cover on the boat (in case of Vampire PCs).
- Players are “volunteer ratcatchers” sent into the Tunnels by a faction who want the plague/vampires dealt with. They have almost certainly not volunteered for this and are quite certainly not catching rats, not that the PCs know that.

TIMELINE OF TECHNOLOGY

- * one of the biggest things about this time period is that the telegraph plus fast automated printing press plus cheap wood-pulp paper enables real mass media and overnight news, at least as far as telegraph lines extend.
- * repeating rifles really aren't ready for showtime, but the various prototypes and failiures available would be playably ridiculous (e.g. the Girandoni air rifle)
- * liquid nitroglycerin is still something people are trying to figure out how to use and keep blowing up factories
- * anesthesia with nitrous oxide, ether, and chloroform is just on the cusp of being properly developed but people are already having "ether frolics". morphine is available
- * smallpox vaccine exists, vaccination has spread and is on the cusp of becoming compulsory
- * steamboats, steam locomotives and hot air balloons are old news, but the bicycle is not yet perfected (weird prototypes again can be discovered)
- * electrical stuff is still extremely cutting edge (electric motors yet to be applied) mostly for telegraphs I think

One could do a pretty nice "wondrous industrial-age prototypes" table or similar - things which aren't really in practical use yet but are previews of what's coming

Thanks, Chort!

THE CITY OF RABENSTADT

Founded in 1300's on the banks of single-syllable river

Current population of Hohenzollern: perhaps 50 000

City population: ca. 150 000 including nearby villages.



A dying city and the oppressed villages nearby.

Rabenstadt is located at the edge of [Hohenzollern](#), a newly acquired region of Prussia. Though it ceded its sovereignty peacefully,

Hohenzollern

Hohenzollern became part of Prussia in 1850, becoming the smallest province in this growing German state. Originally two separate principalities, both controlled by members of the Catholic branch of the Hohenzollern house, the newly merged province came under the control of the Protestant branch of the Hohenzollerns peacefully, as a full-fledged province. One ruler ceded their sovereignty in exchange for Prussian help in defeating the democratic *Revolution of 1848*, the other simply sold their principality after being forced to implement a constitution after the revolution had ended. Both principalities had been sovereign states for less than 40 years, following the fall of the Holy Roman Empire in 1806 and its aftermath.

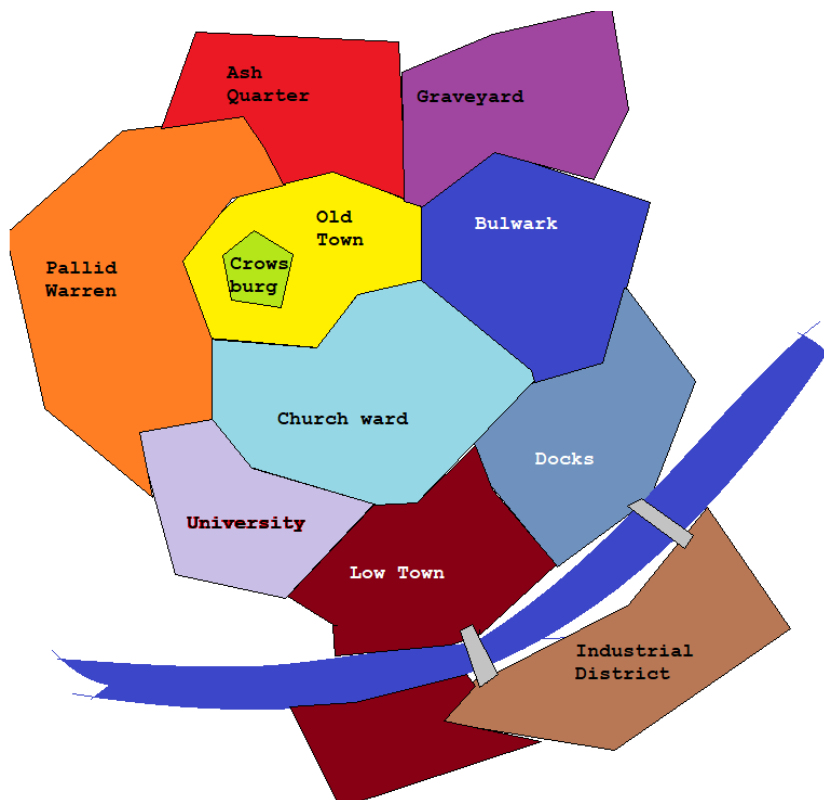
[INSERT MAP OF HOHENZOLLERN]

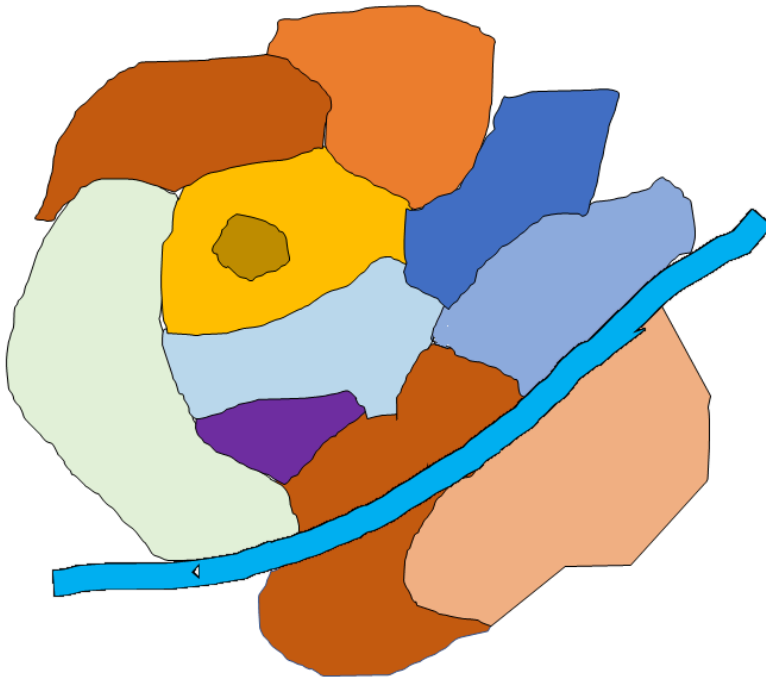
Interesting Facts

- While the majority of both nobles and commoners in the province itself remain Roman Catholic, the state is Protestant.
- In 1850, King Frederick William IV of Prussia began rebuilding the Hohenzollern castle at the northwestern point of the Hohenzollern province.

Overall population is probably ~15 000 per square kilometer -> 10 sq. km (not that big?!)

District	Population	Note	
Bulwark	15 000		
Old Town	10 000		
(Crowsburg)	Included in old town		
Church Ward	20 000		
University Ward	10 000		
Low Town	20 000		
Docks	10 000		
The Warren	45 000		
Ash Park	10 000		
Graveyard	~0		
Industrial	10 000		
<i>Total</i>	<i>150 000</i>		





City Districts:

- Graveyard - here be ghouls, both “actual” ghouls and very desperate people.
 - Ghouls that are failed vampires, mad and desperate for blood.
 - Ghouls that are people desperate for food.
 - Ghouls that are people thinking they can transmit the plague to the dead to recover
 -
- Old Town - close to center of the city, consists of the most lavish houses, but also nice (if old) middle-class houses.
- Crowsburg - the old castle in the middle of old town
- The (Pallid) Warren - one of the poorest districts, heavily stricken with disease
- The Bulwark - a district isolated from the plagued population. (Starting area?)
- The Tunnels, Catacombs and Sewers - built in several overlapping batches
- Church Ward - around the big gothic cathedral, second oldest standing district (?)
- The Crowsburg Trinity University & Hospital Campus
- Ash Park - a sparse neighborhood split by a large park filled with ash trees. Here the efforts to stymie the plague will eventually go horribly wrong. Only burned out houses remain. Red-crusted people scramble through the ruins, fleeing at any sight of outsiders. At the start of the game, a burrough with several ash trees and some very beautiful park-gardens.
- The Docks
- Low Town - low literally and figuratively, but not true slum. Formerly connected to the docks.
- Industrial District

The Nearby Lands:

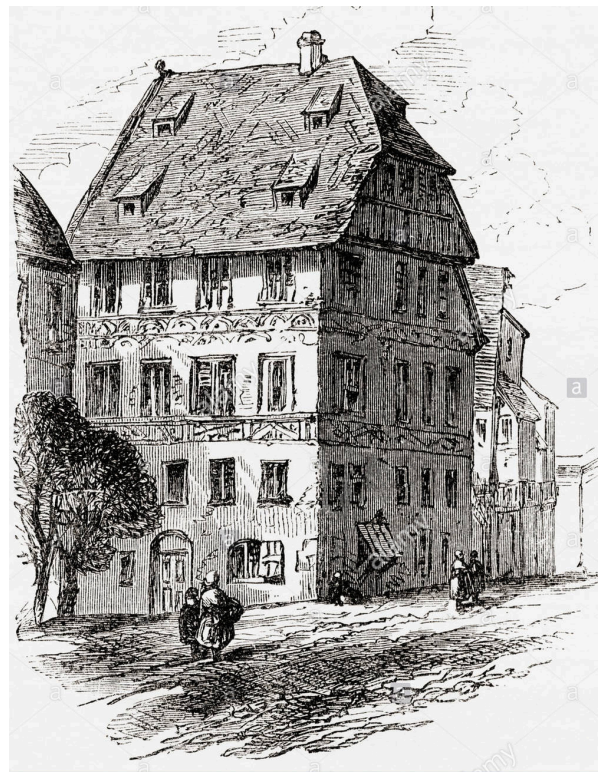
- A village or three
 -
- Ruined village(s)
- Abandoned village(s)
- The Orchard
- Lonely Mansion
- The Abbey
- The Single-Syllable River (Donau?)

Bulwark

Formerly a middle-class ward, where a large number specialists and craftspeople lived, in addition to state officials and industry overseers. From their base at the **Garrison House** the **Prussian Army** has secured the entire neighborhood. They have set up strong perimeters and barricaded off most of the ways to get inside.

Points of interest:

- **Garrison Barracks** - Where the soldiers reside, now as before. Has room for around 200 men, though there's far less there now.
- **The Watchtower** - The only other building as old as the castle. An old square tower with space for a wood-fire beacon on top of the sloped roof.
- **Old Earthenworks** - The last remainder of the bastion that provided a defensive position towards the waterfront. Half the outer wall still remains.
- **Big Ole Workshop** - Where some of the town's best artisans worked before Industrial Times. Now it is far below its capacity, but still manufactures some items too complex for the factories.
- **The Small Factory** - A simple factory building for producing textiles. Despite its lacking size it's increasing its business.



Developments:

1. **Fortifications** - As the Pallid Flu spreads, the Prussians will increasingly fortify this ward. At first, sawhorses and small teams, but later they will build lumber barricades and set up cannon positions.
2. **Paranoia** - Captain Germar Schulz will gradually become paranoid about communist spies and dissenters. People who disagree with him will all come under suspicion.
3. **Desertion** - In the event that the officers die or become manic, that the situation grows hopeless, or [something worse], the guard patrols will thin out, as soldiers flee the Bulwark. Half of them will form up into a rogue force against the vampires.

Crowsburg Castle (The Crowsburg)

Built in the 11th century, Crowsburg Castle defended the river pass and nearby farmlands. Due to its extensive tunnel networks and extensive subterranean granaries, Crowsburg was capable of resisting sieges more than most castles of its time. Surrounded by what is now Old Town, Crowsburg's role as a military installation has faded and the local nobility refitted it into a chateau after it had been sacked by Swedes during the Thirty Years' War. Now, in 1850, the castle serves more as a locale for the nobility to host their feasts, hunts and other decadent ceremonies, than as any kind of proper fortification.

Points of interest:

- **The Old Armory** - A museum where the noble families heirloom weapons, and particularly overwrought archaic armor, are on display.
- **The Grand Hall** - Known for its massive paintings, lavish decor and furnishings, frequently the locale of grandiose gatherings. It has been expanded twice by tearing down walls and adding more pillars, leading to a slightly incohesive feel.
- **The Chapel** - Almost never used after **the Cathedral** was built, this small holy space is barely more than the personal space of the Castle Chaplain, [name].
- **The Undercroft** - Formerly a grain storage, this basement supposedly connects to the tunnels. Rumors have it that profane rituals have been carried out here.

Developments:

1. **Extravagance** - in the beginnings of the plague, the nobles increase the frequency and expense of their parties, as if to ignore the situation. Or perhaps it's just a cover for some form of conspiracy...
2. **Erratic Meetings** - when the situation gets worse, some nobles (and even entire families) disappear for days on end, only to suddenly return and join in on conversations as if they had full knowledge on the situation. On the other hand, some never return.
3. **Power Plays** - remaining nobles make moves on each other, trying to push each other into debt, "accidentally" killing off rivals, and generally improve their position for when the entire situation settles down. It will, right. Right?

Old Town

What is now the Old Town slowly grew from assembled houses around the castle grounds. Eventually it coalesced into the Bulwark and the city proper started growing. Nowadays many of the houses are quite high-class, mostly hosting well-to-be **Industrial Magnates**, an array of lesser **Nobles**, and some of the more wealthy commoners. Though many of the houses are both old and old-fashioned, the plaster is immaculate and the homes richly furnished.

Points of interest:

- **Remembrance Square** - The point where the Swedes broke the inner wall in the 30-years war. The last vestiges of the local garrison was slaughtered on this spot. It's a large plaza with a big monument. For Necromancers, it reeks of power.
- **Market Square** - Every Thursday the Commoners Market is held, merchants from nearby set up stall, transforming the normally calm square into bustling chaos. It's just opposite the Remembrance Square, and you can buy almost any item here.
- **The Old Garrison** - two large stone houses, that housed the local soldiers before **the Bulwark** was built. They are old-fashioned and worn, but still solid. The Honor Guard still resides in one of the houses. The other is no more than a stash of old forgotten gear. Who knows if any **Relics** may be found amongst the trash?

Developments:

1. **Forced Cheerfulness - Old Town** generally fares the best during times of disease. There is a sense that everything is fine, undermined by a creeping dread.
2. **Closing Shop** - most businesses close down when the global Flu Index reaches 4. This means it's difficult to purchase formerly plentiful equipment.
3. **Ghost Town** - the few people remaining are barricaded inside, and won't come out to help anyone, no matter what. They are prepared for violence to strangers.

Ash Park

A sparse neighborhood where most of the new and expensive houses are built. It thins vaguely out towards the countryside, with bigger and more spread out houses. It's named for the formerly contained grove of ash trees that has been growing since before the castle was built. Nowadays there's ash trees springing up here and there in the area, with many of the nobles' houses having a few in their garden.

Points of interest:

- **Aurick's Wall** - The only remnant of a never completed expansion of **Old Town**, this thick wall makes for a clear divide between **Ash Park** and **the Warren**.
- **The Park** - the namesake of the district is a large open area filled with old ash trees. It's no longer self-contained, but is yet kept by three aging gardeners. The trees are of fine quality, and make good stakes.
- **Ludwig's Old Manor** - it used to be a slightly off-site manor house, now absorbed by the city. It's only some fifty years younger than Old Town. Some say Ludwig himself haunts the place, after he went mad and committed suicide in 1450.

Developements:

- **Ashes** - a purging fire in the Warren gone wrong. Almost every house in the **Ash Park** is burnt down through a stroke of ill fortune. Only Ludwig's Old Manor and four other houses survive more or less intact.
- **Spontaneous combustion** - every so often things or people near Ash Park seem to spontaneously ignite. They have found no connection between incidents yet.
- **Dust Ghosts** - people-shaped clouds of ash have been seen roaming the ruins of Ash Park. People who stray too close disappear, and a new spirit joins the hunt.

The Docks

From a little wharf in the 14th century, **the Docks** have become a large, industrial port. Normally teeming with activity, the docks are quiet lately. With the plague it's more-or-less locked down, with only a few ships being allowed downriver with goods. After the Army demolished the normal streets to **Low Town** and barricaded most others, the only easy access is from **Bulwark's** south gate.

Points of Interest:

- **The Harbor** - where ships can dock. There's space for twelve large steam ships, and numerous other vessels. There are three major sections of the Harbor, two on the north side and one on the south side of the river.
- **The Customs House** - after five-six major expansions, this house is a mess of different styles, all increasingly wealthy. The massive storage for confiscated goods are twice again the size of the massive house, and in those underground tunnels remain forgotten items taken hundreds of years ago.
- **Trade Houses** - five massive, broad and flat houses, each representing a different major company or family. They line the Harbor on the northern side, for hundreds of paces.
 - House A:
 - House B:

Developments:

- **Stealthy Shipments** - the oligarchs send off ships through the blockade, through a combination of subterfuge and bribes. Some ships enter too, though fewer than what left.
- **Exodus** - every single manned ship leaves, with more people than should. [preventable]
- **The Schwarzewelle** - a huge black ship arrives, and old weatherbeaten wooden sailing vessel. It shouldn't be here. It sank 250 years ago, destroyed by the canons of Rabenstadt, and has lain at the bottom of the river since. Nobody has gotten a good look at any of the crew.

Low Town

So called because it's both literally and figurative low, Low Town has a population of over 20 000. Factory workers mostly, they go to work early in the morning and return late at night. During the days, there's few left in the district at all, even children off working or in the cheap schools set up by the church. It's distinctly less bad than **the Warren**.

Points of interest:

- **Abbey's Hospice** - the monks and nuns from **the Abbey** have set up a small hospice near the border to **the Warren**. In reality it has a far too small of a capacity even for only Low town, but it brings a sense of safety for the inhabitants.
- **The Granary** - offering some of the cheapest rates for still proper food, this guard tower remodeled to granary is the heart of Low Town. They sell an array of items, most picked up for cheap when they were unwanted elsewhere.
- **The Rows** - a massive housing complex, rows upon rows of simple wooden houses (which gives the are its name). It's run down, but surprisingly well cared for.

Developments:

1. **A Bleak Situation** - as the Flu spreads, more and more people stay home, too sick to stagger to work. The rest work twice as hard, leaving the mood bleaker than ever.
2. **Animosity** - the inhabitants become hostile to strangers, and sometimes even their own neighbors. Houses are barricaded, both from inside and outside.
3. **A Rough Place** - local groups of "guards" struggle against all outsiders, and each other. Mostly, they want everyone to stay away, but they raid outside for food.

The Church Ward

As the city grew around the castle, a separate church was built, demolished, and rebuilt again. Eventually, a cathedral was constructed, when the town hit a particularly prosperous series of years in 1298-1330. It's said that the saint interred within performed a final miracle after his death: forcing vampires to stand vigil over his grave for three days and nights, before they were destroyed by the morning sun. A monastery and a second church was also put into construction. Many of the houses in this ward are the property of the church, bought or acquired to provide housing for the clergy and the poor. In modern days, the Church Ward is home to a clerical school and the Cult of Lysander.

Points of interest:

- **The Monastery Barracks** - Home to the School of Clerics. Many war veterans seek out this place to find salvation after the horrors of modern war.
- **The Cathedral** - The cathedral is large, and holds many a relic. It has been remodeled three times, resulting in a mishmash of different but impressive architectures.
- **The Belltower** - a large square wooden tower, holding the four bells. The oldest bell is said to be from the 10th century. One of them is either made of or coated with silver. The newest is massive, and can be heard clearly far and wide.

Developments:

1. **Strict regulations** - as the plague spreads, the church officials push for stronger routines, for both mundane and religious matters. Washfontes are placed at every major entrance to the church ward, and daily prayers are promoted.
2. **Religious fervor** - most of the ward's populace, and several others, come pray daily, offering large amounts of money and goods to the church. Mismatched groups of religious militia form, making rounds and rooting out "heretics".
3. **The Deliverance** - the firmest believers seek refuge in the churches, making them beacons of sickness. The sick are at first handled with care and treated, but as the piles of corpses begin to rise, people look to the heavens for the coming apocalypse.

The Warren

A garbled mess of houses upon houses. Over 40 000 workers live here, being born and dying amongst the shacks and houses every day. The warren never lasts long. There seems to be a major fire every fifty years or so, but aggressive walling usually spares most of the rest of the city. Since the most recent fire, many of denizens in the Warren started settling deeper in the tunnels below the Warren.

Points of interest:

- **The Rat Shaft** - Home to hundreds of families, this particular part of the warren is built into an old cistern structure that predates most of the city. Many of the local criminals hide in this part due to its maze-like structure.
- **Cleaver Row** - For some awful reason, this particular street has an abundance of butcher-shops with “affordable” meat. Despite its locality, many farmers travel from the countryside to sell their animals here.
- **The Swedish Tower** - With houses built on top of and around a late medieval tower, the Swedish Tower is somewhat of a landmark in the Warren. The building lies close to the waterfront, overlooking the flimsy docks built by the denizens of the Warren. It has somehow survived all five fires its been through.
- **The Poorhouse** - for those that cannot even get a shack there’s the poorhouse. Here they perform forced labor for a piece of bread and some broth. It also more or less handles the poor that are too old or too sick to work.

Development:

1. **The Pallid Warren** - The Pallid Flu ravages this ward the hardest, quickly spreading the name of “The Pallid Warren” after a short while. The place also changes color as soldiers begin dumping lime on the streets here, giving it a distinct pale appearance.
2. **Doomsayers** - For some reason, the Doomsayers set up their soap boxes here more than elsewhere. Many of the cloth blame the Warren and its denizens from bringing the Pallid Flu to the city in the first place. Maybe if they repent, it will all go back to normal?
3. **The Reaper Comes** - the streets are covered in dessicated corpses, all a sickly white color. The few living stragglers stagger aimlessly among the houses looking for something, anything, to eat or soothe their pains.

University Ward

The University was built upon an old monastery and a few annexed mansions that were left behind by bankrupt nobility. With several veteran surgeons having returned from the Napoleonic Wars in the early part of the century, a tradition for medical studies and surgery practice took place here. Currently, the University and its Hospital draws attention from all over the German Confederation, with students from Switzerland, France and Venice. The grounds in this area are relatively quiet. Ash trees line the streets and parks small and large surround the grandiose campus buildings. A new Hospital is under construction, as well as a new building for the Department of Natural Philosophy.

Points of interest:

- **The Old Observatory** - This observatory has been almost abandoned, since a newer observatory was built in the countryside to avoid light pollution and smog. Although formally a restricted area, students go here for their secret hazing rituals.
- **The Asylum** - A fortified mansion that has since been converted to an asylum for patients that suffer mental ailments. Rumors go that some of the patients “treated” here are actually political enemies of the Mayor.
- **The Library** - A place for solitude and reading, this place has books dating back to the medieval ages. Private collectors have often donated books here. While not exactly public, amicable citizens can get appointments to peruse the collection.
- **The Hospital** - The hospital is relatively well equipped, but better fit for complex surgery than fighting plagues. Four large buildings like a series of interlocked “L”-s surround an inner courtyard where patients may recuperate.

Developments:

1. **Furious activity** - the scientists and doctors rush about, every student called to arms to solve the Flu. Theories are thrown about, and experiments conducted daily.
2. **Frenzied activity** - ideas go to more and more insane places. Outrageous solutions are touted as cures, and methods based on fantastical ideas and medieval alchemical treatises mix to an ungodly mess.
3. **Til the bitter end** - any and all solutions have been tried thrice. Sorcery become a near acceptable possibility. Human experiments are hardly hidden longer, and some give up on the cure altogether, focusing on finishing as much of their work as they can.

Tunnels

There are a multitude of tunnels piercing the earth below Rabenstadt. Old storage rooms and escape tunnels mingle with the water supply and the extremely rudimentary sewage system. Extending from an area under the Graveyard, the Catacombs spread like mycelium through the entire thing. If you know what you are doing, you can get nearly anywhere in without passing the surface. If you don't, you are likely to get lost and possibly never return.

Points of interest:

- **The Waterworks** - a huge underground cistern of good water. Used by a good two thirds of all the wells in the city.
- **The sewers** - half-finished, quarter functional. Their most important achievement is not interfering with the drinking water... yet.
- **The holdout** - near the Crowsburg, a system of secret tunnels and strange dungeons remain since who knows when. The most unexpected things can quite expectedly be found here, as a myriad of people have expanded their own personal secrets without knowledge or regard for what was already there.

Developments:

1. **The searchers** - people go down to the tunnels looking for food, water, or shelter, or in some cases to avoid the "polluted air".
2. **The wanderers** - people got lost for weeks below. They banded together, clash with other bands, and more or less deteriorate to tribalism. This seems to go far too quickly for the short time they spent below.
3. **The Great One** - several such tribes independently begin revering a great cosmic being of the depths. Is it real..?

FACTIONS IN THE CITY

Each faction should have...

- A general description
- 2-3 things they want
- A list of members (either right there, or links to the NPC chapter) and perhaps some quick-tables for making NPCs of that faction
- Some undertakings, things they could potentially want the PCs to do for them.

RANDOM NAMES

Female Name	Male Name	Last Name
Josefina	Gottfried	Von Berlichingen
Emma	Heinrich	
Freida	Herman	
Margarethe	Karl	
	Erhard	

The Vampire Courts

A group of vampires, loosely organized into a shadow of the aristocratic system. Not every vampire is a member of the Courts, but most of the oldest and most powerful are. In a mockery of the nobles' rule, they plot and move in the dark of night.

Wants to:

- Uncover the Resting Place of Alulim the Wise - a sumerian vampire defeated by the goths 1500 years ago. It's said that those that can inherit his blood will ascend.
- Uncover the Bearer of the Sacred Blood. A mythic lineage of humans that have powerful blood coursing through their veins. Reputedly related to Christ.
- Infiltrate the Arcane Conspiracy with their own Necromancers - arcane philosophers that have been studying the magic of death for too long.

Vampire Courts Members

Vlad "The Staker"

Vampire Courts Member Generation

Roll	Female Name	Male Name	Last Name	Type	Quirk
1				Human	
2				Human	
3				Thrall	
4				Ghoul	
5				Vampire	
6				Vampire	

The Arcane Conspiracy

The Arcane Conspiracy is a secret society of self-proclaimed “illuminated” people. Their peculiar schemes mix cutting-edge science with traditional alchemy and even sorcery.

The Conspiracy is alternately repressed by and hidden from the Church. The major groupings are based at **the University**, with key professors being high echelon members. A few members are part of the government, and even the clergy. They have extensive knowledge on the Tunnels (due to a combination of secrecy and engineering), and can travel freely through the city using them, and appearing when the player characters least expect it.

There are two major subgroupings in the conspiracy - the altruistic traditionalists and the more controversial radicals.

Wants to:

- Understand the nature of the world.
- (Radicals) Reach the next step in human evolution (currently through the plague and the vampires).
- (Traditionalists) Stop the plague, eventually in desperation through risky experimental cures.

Arcane Conspiracy Members

A list, or something

Generating Conspiracists

1dx	The conspiracist official faction is
1	Vampire courts
2	Nobles
3	Catholic church
4	Protestant church
5	Government
6	Workers union
7	Industrial magnates
8	No faction, just a person

Ranking within Conspiracy (1d10):

1-4 footman, 5-7 officer, 8-9

Level (1d6): 1-3 lv0, 4-5 lv1, 6 lv2

Grouping:

1-2 radical, 3-4 traditional, 5 wavering, 6 unaffiliated

As the Pallid Flu Progresses

Flu Index	State of Faction
1-3	
4-6	Both radicals and traditionalists become frantic due to time starting to run out. Undertakings w and q are offered. Double rewards.
7-9	

Undertakings for the Arcane Conspiracy

1) Will pay [money] for plague survivors or corpses to examine/dissect.

2) They want you to check out a safehouse lab that they lost contact. It turns out a mutant vampire escaped and caused major devastation. You might have to hunt it down...

3) Will pay [z] to pour this weird powder down the wells in **the Warren**. Why? Oh, uh... sanitation? Yes! Sanitation!

1dx	What does this powder do?
1	Does nothing, just a test of loyalty.
2	Actually helps with sanitation.
3	Merely placebo - colorful, bitter taste
4	Supposed to make vampires easier to track and subdue - with a special device
5	Grave earth - transmits vampirism
6	Infected powder - transmits the flu
7	Experimental cure for vampirism , 1d3: 1 highly toxic, kills anyone, human or vampire 2 actually ends up mutating vampires into an even more dangerous form 3 drives vampires into a rabid frenzy, then kills them.
8	Experimental cure for the flu, 1d4:
9	

4) Will pay [x] for a live vampire, and [y] for a vampire carcass/ashes.

1dx	Who wants the vampire?
1	Curious biologist - wants to dissect.
2	Radical that wants to reverse-engineer whatever causes vampirism.
3	Traditionalist that wants to cure vampirism.
4	Traditionalist that wants to cure the flu with vampirism (or the other way around).
5	
6	
7	
8	

5) They need some vital materials from a lab house that was lost in [overrun district]. Could you maybe get that for them?

6) Would you perhaps like to test a peculiar substance that they have developed? It's definitely harmless! Clearly! No question...

1dx	What is this substance?
1	You can no longer become a vampire.
2	You are now immune to the flu.
3	Save or drop to 0 HP.
4	Permanently add 2d4-5 to a random stat.
5	You become a vampire.
6	

The Nobility

Despite the French revolution's shift in political climate, much of the German states - and especially Prussia - remain heavily based upon traditional aristocratic structures. *Junkers* ("young lords") own a majority of the arable land in the German regions, and **the Nobility** hold strong ties to **the Industrial Magnates**.

While the counts of Hohenzollern are technically related to the royal line of Prussia itself, it's only a branch family. They have held the region for a good 600 years, and some other families have been here only a little shorter.

Wants to:

- Protect their lands, wealth, and families.
- Appease the Industrial Magnates to get their continued support.
- Keep the pre-flu status quo.

Named Members of the Nobility

[list]

Generating Nobles

Roll	Rank	Attire			Quirk
1	Attendant				Billows pipe smoke
2	Attendant				Sneers at the poor
3	Junker				
4	Junker				
5	Edler				
6	Herr/Dame				

Undertakings for the Nobility

1) A noble has gone missing, and their family would like you to track them down. Hefty reward.

idx	Taken by...
1	
2	
3	
4	
5	
6	
7	
8	

2) A certain group of **Worker's Union** members have been threatening a noble family. It would be nice if you could make them stop in any way necessary.

3) A noble would like you to collect a person for them, most inconspicuously. Why? Don't ask, it's a secret.

idx	The reason for the collection
1	It's an old enemy they want revenge on.
2	A political play - the person isn't important.
3	It's their secret lover.
4	
5	
6	
7	
8	

4) An entire noble family wants to be smuggled out of the city, before it all goes to hell. You get 10% of all the wealth you manage to move with them.

5)

The Nobility As the Pallid Flu Progresses

Total Flu Index	State of Faction
1-3	
4-6	
7-9	

The Catholic Church

The catholic church has a long-lasting and strong hold on Hohenzollern. Despite technically owning only the cathedral and some outlying buildings, they have a strong hold on the entire Church Ward and extend their reach further still.

- Holds the church ward and the cathedral.
- Many loyal catholics arounds, especially in the church ward.
- Has a surprising number of people due to several parishes abandoning their villages and fleeing *to* the city (and specifically the cathedral). Many live in church-owned dormitories.
- Are aware of the Bearer(s) of the Sacred Blood and want to protect him/her/it.

The Protestants

- Very few, mostly connected to the government/army.
- Want to strip the catholic Church of their properties through intrigue in the government.

The Worker Unions

- Various socialist groups.
- Scheming to assassinate the oligarchs.
 - They've already killed one of them.
- Want to overthrow the government.
- Planning to blow up the city hall?
- Some key members have founded a communist party.

The Prussian Army/Government

Small local garrison due to the recent acquisition.

Wants to:

- Secure recruits for the Prussian Army.
- Enforce a quarantine order from Sigmaringen.
-

They have secured most of the docks, and demolished those they could not defend.

Will instate martial law if the health of the city deteriorates.

The Industrial Magnates

A loose collection of oligarchs. Competitors, but united by common interests.

Wants to:

- Protect their families and properties.
- Keep workers isolated from the rest of the city (so that they can work and not get sick).
- Ship their goods along the river, often conspiring against the Prussian Army detachment to get their goods out of the city.

The Doomsayers

Mobs of peasants who think the only sane solution is to burn it all to the ground. Grows in size and ability to operate as organized rule erodes in the city. Will start appearing if the the situation becomes critical.

- Often suicidal and irrational
- Wants to find salvation before the end, through varying means
- A hodgepodge mess from every faction
- Some can be swayed, given sufficient proof that it *isn't* the apocalypse.

EQUIPMENT

LOCAL CURRENCY

NOTHING FINAL ON WHETHER TO USE ALTERNATIVE CURRENCY OR NOT YET, KEEP IN MIND ONE THALER IS PROBABLY MORE THAN “1 SILVER”

1 thaler = 1/14 mark = 17 grams of silver = ~50 \$ modern

30 groschen =

360 pfenning

1850: \$1 = 0.6 T

1870: \$1 = 0.4 T

Adapt some rules for cartridge-based weapons such as revolvers and rifles.

<https://www.nps.gov/common/uploads/teachers/lessonplans/1870CatalogueofGoods.pdf>

<http://anotherandrosphereblog.blogspot.com/2013/03/how-much-did-things-cost-in-1850s-usa.html>

<https://www.ucis.pitt.edu/nceer/1982-625-2-Pintner.pdf>

<https://libraryguides.missouri.edu/pricesandwages/1840-1849>

			Cost	
Cartridge		Ammunition for modern guns	0.2 gr	
Grenade			15 gr	
Shovel			10 gr	
Iron Shovel			12 gr	
Work Horse			60	
Laborer		10gr daily wage		
Silver tincture		Colloidal silver to poison yourself with		

Armory

FIREARMS

Item	Damage	Shots	Reload	Range	Cost	Weight
Pocket gun	1d4	1	4 rounds	10 m	6 T	0.3 kg
Revolver	1d6	6	4 rounds	60 m	9 T	1 kg
Pistol	1d8	1	4 rounds	60 m	4 T	1 kg
Carbine	1d10	1	1 round	200 m	7 T	4 kg
Repeating rifle	1d10	8	4 rounds	400 m	32 T	5 kg
Shotgun	2d6	1	4 rounds	20 m	14 T	~5 kg
Caplock musket	1d12	1	4 rounds	500 m	6 T	4 kg
Breech-loaded rifle	1d12	1	1 round	600 m	11 T	5 kg

Firearms ignores 4 points of armor AC at short range.

MELEE WEAPONS

Item	Damage	Note	Cost	Weight
Smallsword	1d6	Acceptable to wear round town. Cannot use Press/Parry against d8+ damage weapons	4 T	< 1 kg
Saber	1d8	Distinctly military	4 T	< 1 kg
Lance	1d10	Reach, two-handed. Can be used one-handed from horseback.	2 T	2-3 kg
Knife	1d4	Concealable	$\frac{1}{3}$ T	0.3 kg
Pitchfork	1d6	Reach, -2 to-hit vs AC 15+	$\frac{1}{2}$ T	2 kg
Club/mallet	1d6	-	$\frac{1}{3}$ T	2 kg
Hatchet/hammer	1d6	Ignores 2 point of armor AC	$\frac{2}{3}$ T	1 kg
Lumber axe/ sledgehammer	1d10	Ignores 2 points of armor AC	1 T	2 kg
Knuckleduster	1d3	Concealable	$\frac{1}{6}$ T	0.2 kg
Bayonet	1d8	Attaches to any long gun: two-handed, receives charge	$\frac{1}{2}$ T	0.7 kg
Garotte	1d6	Surprise or grapple only	$\frac{1}{6}$ T	< 0.5 kg

RAW: SMALLSWORD, KNIFE, KNUCKLEDUSTER HAS -2 TO HIT AC 15+

ARMOR

Item	AC	Notes	Cost	
Military Coat	14	Or similar tough woolen clothes	8 T	-
Cuirass	15	Likely hard to get a hold of	50 T	+1 E
Helmet	13	Also good against falling stones	6 T	1 slot
Gorget	13	Protects against neck-bites <i>Does not</i> stack AC with Cuirass	4 T	1 slot
Archaic Plate	18	Cannot be stacked for AC	750 T	+2 E

If you are wearing multiple pieces of armor (no more than one of each type), use the highest base AC and add +1 AC for each additional piece worn.

Silver bullets - at the very least effective against werewolves, and likely other creatures too.

GUN DATA TABLE

Item	Muzzle Velocity	Caliber	Fire rate	Range	Cost	Weight
Caplock musket	335 m/s	14 mm	2/min, 4/min with cartridges	500 m	6 T	4 kg
Breech-loaded rifle (dreyse needle gun)	305 m/s	15.5 mm	6/min, 10/min quickly	600 m	11 T	5 kg
Repeating rifle	315 m/s	14 mm	Full clip in ½ min	400 m	32 T	5 kg
Revolver	230 m/s	9 mm	Full clip in < 1 min	60 m	9 T	1 kg
Pistol	250 m/s	13 mm	1/min, or as musket	60 m	4 T	1 kg
Shotgun	350 m/s	12G	[as musket]	20 m	14 T	~5 kg
Pocket gun	130 m/s	10 mm	[as pistol]	10 m	6 T	0.3 kg
Carbine	335 m/s	12.5 mm	4/min	200 m	7 T	4 kg

ADDITIONAL RULES

Any kind of necessary or useful custom rules

<https://cavegirlgames.blogspot.com/2018/08/horrible-wounds-in-osr-games.html>

Wrestling

- Attacker must have two hands free.
- If the defender is armed and hasn't acted yet, they may immediately strike the attacker before the attempt.
- Both parties roll 1d20 + MAB + STR (ties broken by DEX, and then by another roll).
- Winner decides if loser is immobilized, disarmed or released.
- **Immobilized:** can only try to escape or strike with minor weapon.
- **Disarmed:** save vs. PARALYZE or lose the item.
- Immobilized for three rounds -> pinned down.
- A vampire can drain a pinned target of

Multiple grapplers: all roll, take highest, +1 for each additional.

The Pallid Flu (Influenza)

- The Outbreak not connected to vampire hunt, but potentially affects it by:
 - Killing off useful NPCs
 - Causing entire districts to go crazy
 - The PCs can catch it if they're caught in an infected district
 - Cause the vampire to leave if too much of the city is infected, leaving behind crazy blood-starved spawn
 - ???

Simple implementation:

Put a "Influenza" even on random encounter table. Each occurrence should add a point to a "Influenza Index" which describes how the state of the city is.

Index	Old Town	Pallid Warren	Bulwark	Church Ward
1 - 3	<p>10% of a given shop being closed.</p> <p>Rumors of a wandering illness.</p>	<p>20% chance of any NPC encountered actually being infected.</p> <p>Sounds of coughing and crying can be heard almost all the time.</p>	<p>No significant effects. Prussian soldiers maintain strict checkpoint discipline.</p>	<p>Some refugees have come here, beseeching the church for healing.</p>
4-5	<p>Some houses are closed down. Marked with "QUARANTINE" signs.</p> <p>NPCs have a 15% chance of being infected.</p>	<p>40% chance of NPCs encountered being infected.</p> <p>Moving on the streets here should be dangerous now.</p> <p>Evidence of mass deaths.</p>	<p>Prussian soldiers only allow people with correct papers to pass in or out of the Bulwark.</p> <p>Medical checkups for those entering.</p>	<p>Food shortages and increase in refugees. Donations of food appreciated.</p> <p>Clerics will ask PCs for favors to aid their charity effort.</p>
6	<p>Most houses dead, abandoned, or heavily barricaded.</p>	<p>80% chance of NPCs encountered being infected.</p> <p>Corpses litter the streets. Ghouls appear on random encounter chart.</p>	<p>Locked for all entry except those with special permission, and even then you are kept in quarantine for 2 days every entry.</p>	<p>Tensions between those losing faith and those becoming fanatical.</p>
		<p>Absolutely destroyed. Rotting piles of the dead litter the streets.</p>		