

FIASCOHAMMER



# FIASCOHAMMER

## CREDITS

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Thanks to: Sami Uusitalo, for all the great feedback I received on this playset.

Martina Enghardt and Gustav Persson, for helping in the development of this playset.

Playtesters: Evelina, Gustav, Jenny and Martina.

## BOILERPLATE

The playset is an free accessory for the Fiasco role-playing game by Bully Pulpit Games.

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For more information of about Fiasco or to download other playsets and materials, visit [www.bullypulpitgames.com](http://www.bullypulpitgames.com)

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This playset is completely unofficial and in no way endorsed by Games Workshop or Fantasy Flight Games. It is a fan product intended to be completely free and non-profit.

# THE SCORE...

## SETTING IN BRIEF

The Old World of Warhammer Fantasy is dark and grim place where people often fall victim to disease, war, corruption or worse; the Ruinous powers.

This playset focus on the Empire, where humans, dwarves, halflings, ogres, high- and wood elves meet. In this stewpot of corruption, dark needs and unthinkable lusts the players can take on roles as humans worshipping the Ruinous Powers, greedy dwarves, scheming elves or any other role in this perilous world.

This playset also features a slightly modified tilt table to include some elements of the Warhammer world.

## MOVIE NIGHT

Solomon Kane.

Black Death.

Or check out <http://dailyempire.guildredemund.net/art/movies> for a long list of inspirational movies (not my site, I'm just providing the link).

## READING TIPS

The Gotrek and Felix novels.

Warhammer Fantasy Roleplay books.

Warhammer Fantasy Battles army books.

# ...IN A GRIM WORLD

# RELATIONSHIPS...

## ■ FAMILY

- ▣ Parent-in-law and son or daughter-in-law.
- ▣ Cousins with a complicated relationship.
- ▣ Siblings.
- ▣ Noble and secret bastard peasant child.
- ▣ Parent and child who never met.
- ▣ Not family at all, but you always thought you were.

## ■ CHAOS

- ▣ Slaneesh cultist and a virgin.
- ▣ Survivor and savior from cult ritual.
- ▣ Corruptor and victim.
- ▣ Ex-cultist and redeemer.
- ▣ Power behind the throne.
- ▣ Suspected of heresy.

## ■ THE PAST

- ▣ War adversaries.
- ▣ The enemy of my enemy.
- ▣ Partners in crime.
- ▣ Witnessed the same horrors.
- ▣ Share something in the past (spouse, secret, etc).
- ▣ Bad blood or Rivals.

## ROMANCE

- ▣ Former spouses or lovers.
- ▣ Current spouses or lovers.
- ▣ Lifelong crush and lust and object.
- ▣ That one night under Morrslieb's light.
- ▣ Political marriage with no love.
- ▣ Secret lovers.

## CRIME

- ▣ Drug dealer and addict.
- ▣ Witch, Warlock or Necromancer and apprentice.
- ▣ Thieves.
- ▣ Corrupt official and toady.
- ▣ Smugglers.
- ▣ Conman and mark.

## COMMUNITY

- ▣ Officials (burger, bailiff, city watch, witch hunter, judge).
- ▣ Wizardly Order (bright, light, celestial etc.).
- ▣ Members of the same church (Sigmar, Ranald etc.).
- ▣ Members of the same guild (ratcatchers', merchants' etc.).
- ▣ Work at the garden of Morr or hunters of the undead.
- ▣ Students at the same university.

**...IN A GRIM WORLD**

# NEEDS...

## ■ TO GET OUT

- ... of the cult.
- ... of this town after poisoning the well.
- ... of your lot in life.
- ▣... of a relationship.
- ▣... of a family obligation.
- ▣... of this body.

## ■ TO GET EVEN

- ... and settle a debt.
- ... with a family member.
- ... with a rival.
- ▣... with a witch hunter.
- ▣... with the cult that killed your family.
- ▣... for the one that can't get revenge now.

## ■ TO GET WHAT YOU WANT

- ... by robbing a Red Arrow coach.
- ... by selling your soul to the Ruinous Powers.
- ... for Nurgle!
- ▣... so you can complete your collection.
- ▣... for cult purposes.
- ▣... by breaking into the burgomeister's home.

## TO KILL

- ▣... your emotions with drugs or alcohol.
- ▣... someone after revealing your plans.
- ▣... before the truth about you is revealed.
- ▣... for Khorne!
- ▣... for glory in a war.
- ▣... in the fighting pits.

## TO GET THE TRUTH

- ▣... about the cult.
- ▣... about corrupted authorities.
- ▣... about a crime.
- ▣... about the rats.
- ▣... for Tzeentch!
- ▣... about who killed them all.

## TO GET LAID

- ▣... with a dangerous and dark stranger.
- ▣... with the most beautiful person in town.
- ▣... and assassinate your mate afterwards.
- ▣... to not die a virgin.
- ▣... with someone of another race.
- ▣... for Slaneesh!

**...IN A GRIM WROLD**

# LOCATIONS...

## ■ THE DECENT PART OF TOWN

- The temple of a warrior god (Sigmar, Ulric, Myrmidia).
- A noble mansion.
- ▣ Tavern of the Rising Sun.
- ▣ A garden maze.
- ▣ Monument of the town hero Agatha the Merciless.
- ▣ The Chapterhouse of a Knightly order.

## ■ THE BUSINESS PART OF TOWN

- The market street.
- Temple of Verena.
- ▣ Merchant guildhall.
- ▣ Vanjas fancy Shoppe.
- ▣ City watch barracks.
- ▣ A barber-surgeon clinic.

## ■ THE POOR PART OF TOWN

- The docks.
- A broken clock tower.
- ▣ Temple of Shallya.
- ▣ The copper kettle inn.
- ▣ Gretchens brothel.
- ▣ The home of a murderer.



## THE BAD PART OF TOWN

- ▣ A shady alleyway.
- ▣ Illegal fighting pits.
- ▣ Black market.
- ▣ Temple of Chaos.
- ▣ Abandoned guard tower.
- ▣ The sewers.

## THE OUTSKIRTS

- ▣ Smugglers grotto.
- ▣ "Friendly" Fritz Farm.
- ▣ Roadwarden outpost.
- ▣ The gallows.
- ▣ Shrine of Taal / Rhya.
- ▣ The garden of Morr.

## NON-EMPIRIC

- ▣ Dwarven smithy or tavern.
- ▣ Halfling pie stand.
- ▣ High-Elf Embassy.
- ▣ Wood-Elf slums.
- ▣ Ogre maneater pirate ship.
- ▣ One of the Realms of Chaos.

**...IN A GRIM WORLD**

# OBJECTS...

## ■ PERILOUS

- Mutation (tentacles, hoofs, a tail, horns etc.).
- Disease (Ghoul pox, Nurgle's rot, stink foot etc.).
- Insanity.
- ▣ Permanent injury (scars, lost limbs etc.).
- ▣ A Mark of Chaos.
- ▣ Deamon-possesed animal or item.

## ■ MAGICAL

- Warpstone.
- Chaos artifact.
- A wand with an unknown spell.
- ▣ A tome containing the true name of a daemon.
- ▣ A runeforged item.
- ▣ Legendary item (Sigmar's hammer, Shroud of Magnus etc).

## ■ GRIM

- A bloody Warhammer.
- Penitent of Zeal.
- A brace of pistols.
- ▣ Torture implements.
- ▣ A head on a spike.
- ▣ A poisoned dagger.

## INFORMATION

- ▣ Evidence of (chaos) corruption.
- ▣ A treasure map.
- ▣ Military intelligence about a neighboring province.
- ▣ The time and the place.
- ▣ A dirty secret.
- ▣ Obscure knowledge of another race.

## VALUABLE

- ▣ A chest full of coins.
- ▣ Smuggled Bretonian liquor.
- ▣ Deed to a house and lands.
- ▣ A masterworked armour.
- ▣ A finger bone of Magnus the Pious.
- ▣ A crate full of drugs.

## SENTIMENTAL

- ▣ A religious symbol.
- ▣ Love letters.
- ▣ A small but vicious dog.
- ▣ An old and cracked Orc skull.
- ▣ Locket of a dead family member.
- ▣ The animated corpse of a son or daughter.

**...IN A GRIM WORLD**

# TILT...

## ■ MAYHEM

- A greenskin raid hits the town.
- A frantic chase.
- ▣ A dangerous animal (perhaps metaphoric) gets loose.
- ▣ Magnificent self-destruction.
- ▣ Cold-blooded score-settling.
- ▣ Misdirected passion.

## ■ TRAGEDY

- Death, out of the blue.
- Somebody mutates.
- ▣ Pain, followed by confusion.
- ▣ Death, right on time.
- ▣ Confusion, followed by pain.
- ▣ Death, after an unpleasant struggle.

## ■ INNOCENCE

- Somebody is not so innocent after all.
- A neighbor walks into the situation.
- ▣ Witch hunters swoop down on an innocent.
- ▣ Collateral damage.
- ▣ Love rear its ugly head.
- ▣ A well-meaning stranger intervenes.

## GUILT

- ▣ A visit from the (perhaps unofficial) authorities.
- ▣ Betrayed by friends.
- ▣ Somebody develops a conscience.
- ▣ Someone is revealed as a worshipper of the Ruinous Powers, or as an infiltrator in the chaos cult.
- ▣ Someone panics.
- ▣ A showdown.

## PARANOIA

- ▣ A stranger arrives to settle a score.
- ▣ What seems like dumb luck isn't – things are afoot.
- ▣ Two people cross paths and everything changes.
- ▣ A sudden reversal (of status, of fortune, of sympathy).
- ▣ A daemon possesses someone.
- ▣ Somebody is watching, waiting for their moment.

## FAILURE

- ▣ A stupid plan, executed to perfection.
- ▣ Something precious is on fire.
- ▣ A tiny mistake leads to ruin.
- ▣ A good plan comes unraveled.
- ▣ You thought it was taken care of but it wasn't.
- ▣ Morrslieb rises and it everything starts to go wrong.

**...IN A GRIM WORLD**

# A FIASCOHAMMER INSTA-SETUP

## RELATIONSHIPS

For three players...

- **Community:** Wizardly order.
- **Family:** Parent and child who never met.
- **The past:** Partners in crime.

For four players, add...

- **Romance:** Political marriage with no love.

For five players, add...

- **Community:** Members of the same church.

## NEEDS

For three players...

- **To get laid:** ...with a dangerous and dark stranger.

For four and five players, add...

- **To kill:** ...your emotions with drugs or alcohol.

## LOCATIONS

For three, four, or five players...

- **The Decent part of town:** Tavern of the Rising Sun.

## OBJECTS

For three or four players...

- **Grim:** A bloody Warhammer.

For five players, add...

- **Information:** The time and the place.

# A CHAOS FOCUSED INSTA-SETUP RELATIONSHIPS

For three players...

- **Chaos:** Corruptor and victim.
- **Family:** Not family at all, but you always thought you were.
- **The past:** Bad blood or Rivals.

For four players, add...

- **Chaos:** Suspected of Chaos.

For five players, add...

- **Crime:** Corrupt official and toady.

## NEEDS

For three players...

- **To get even:** ...with the cult that killed your family.

For four and five players, add...

- **To get what you want:** ...for cult purposes.

## LOCATIONS

For three or four players...

- **The Bad part of town:** Temple of Chaos.

For five players, add...

- **Non-Empiric:** One of the Realms of Chaos.

## OBJECTS

For three, four, or five players...

- **Perilous:** Mutation.



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VERSION 1.0