



# RUDI RATZENBERGER'S FORTIFYING BREWS

By Daniel White

## Fan Material for Warhammer Fantasy Roleplay : Rudi Ratzenberger's Fortifying Brews

Located in Bechafen, the provincial capital of Ostermark, this brewing business can be found near the docks and the water powered sawmills of that city.

A two story wooden building houses the vats and stills that produce the liquors that are the tipples of choice to most Ostermarkers. Due to the rather harsh climate of that land and the large area of the bleak regions hinterlands, these fiery beverages help to keep the drinkers safe from the chill and the disease that can quickly lay the unlucky low.

Rudi Ratzenberger is a bear of a man in his late thirties; his large size the result of his half Kislevite descent. He can be found at work in his factory on most days, either overseeing the brewing process or teaching the craft to his five apprentices. Traders often visit to pick up orders to trade downriver or to stock up their various inns and drink houses. Because of the drinking habits of Ostermark, Rudi's business is thriving and he is even beginning to export his wares to Kislev and along the river Talebec as his notoriety spreads.

The reason for his growing reputation is that his beverages (due to ingredients that he will not divulge) help to keep the drinker healthy in environments that are less than safe. His five best selling wares are detailed below.

### Ratzenberger's River-mans Rum

This rich, dark brown beverage is known locally as 'Triple R' and is the favoured drink of the river Talebec loggers who find themselves on

#### Rudi Ratzenberger

Artisan, ex-Tradesman

WS	BS	S	T	AG	INT	WP	FEL
31	27	49	40	46	47	44	40
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	-	-	-

**Skills:** Common Knowledge (Empire), Speak Language (Reikspiel), Gossip +20, Drive +10, Haggle +10, Evaluate +10, Perception +10, Read & Write, Speak Language (Guild Tongue) +10, Trade (Brewer) +10, Trade (Merchant) +10, Speak Language (Kislevian).

**Talents:** Resistance to Disease, Very Strong, Savvy, Etiquette, Dealmaker.

**Trappings:** Factory & Trade Tools, Leather Jack, Sword, 50 GC.

the water for long stretches at a time. It has a rich fruity taste and a sweet, tangy aftertaste. "A nip of triple" is a common slang term for getting drunk on this stuff and the local magistrates office even has a charge of 'Triple inebriation' on the books to account for the many river loggers who wash up on the cities streets the worse for wear.

#### Triple R

Cost: 1 SS, 10 BP per bottle.

Enc: 5.

Availability: Common in Ostermark, Scarce elsewhere.

Special: Each drink counts as two consumed beverages.

### Ratzenberger's Drop O' Gold

A clear golden ale aged for six months in Rudi's vats, this crisp, clean beverage is the staple drink for most commoners in Bechafen. With only a hint of an alcoholic tang, but with an almost cider like taste, this drink often accompanies meals in inns or in coaching inns throughout Ostermark. It certainly seems to help the locals with digestive problems.

#### Drop O' Gold

Cost: 2 BP per pint, 3 SS per keg.

Availability: Plentiful in Ostermark, Scarce elsewhere.

Special: +10% to test to resist the Galloping Trots if at least one pint is consumed daily.

### Ratzenberger's Black

A marvel of brewing technology, Ratzenberger's Black or just 'Black' is mixed in a special vat in Rudi's factory. Two men continually stir the mixture in shifts of six hours for six days, before it is ready to be distilled. The result is a meal in a tankard, a remarkably thick, rich and viscous mixture that some actually eat with a spoon. A luxury for the sheep herders of the interior of Ostermark or for well to do travellers who do not expect civilisations boon, this heady brew can be drunk in lieu of food for short intervals. Some enterprising souls even sprinkle salt onto it before drinking so as to give the body everything it needs. The resultant ale tastes horrible, mind you, but it's better than suffering from de-hydration. There is usually a waiting list for orders of Black that can be of up to a month.

#### Black

Cost: 3 GC per pint.

Availability: Rare in Ostermark, not available elsewhere.

Special: One pint acts as though the drinker had eaten a well-balanced meal.

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### Ratzenberger's Pure

This clear, fiery vodka is mainly made for the large Kislevite population of Bechafen and is very popular among those residents. Known as 'Garrotte' in the bars of the city as the sensation of drinking it is not unlike that you would expect if someone had a garrotte around your throat, this is very potent stuff. Some student drinking contests in the city have ended with a stupid youth who could not hold his drink, ending up dead.

#### Pure

Cost: 1 SS per bottle.

Availability: Common in Bechafen.

Special: Flammable liquid. A judicious swig can help resist the cold, +5% to Toughness tests to resist hypothermia.

### Ratzenberger's Tree Sap Wine

This cloudy white wine is brewed from a variety of hardy tree species, but some experts suspect that the main ingredient is sap from the Blood Oak. Whatever it is made from, apart from being a delicious, fresh drink, this beverage numbs slight or moderate pain. Those too scared to visit the Barber Surgeon to have a tooth pulled spend their lives swigging this is they can afford it. It is also a friend to the traveller, as it eases the pain from scrapes, aching muscles and the like.

#### Tree Sap Wine

Cost: 4 SS.

Availability: Common in Ostermark, Scarce elsewhere.

Special: Subtracts 5% from physical attribute penalties associated with pain.

### Adventure Seeds

An affluent man approaches the PCs. He would like them to procure some papers for him; a mere shopping lists of ingredients. These are of course, the ingredients for Rudi Ratzenberger's Black. The PCs must break into Rudi's factory and obtain the much sought after recipe. The man will pay the PCs 20 GCs each for the job. However, his information has conveniently left out the six burly Kislevite sailor/apprentices that sleep on the premises.

One of Rudi's apprentices, a burly Kislevite, seeks hardened looking types for a trip to the Eerie Downs to collect some plants. He will supply descriptions and each living plant returned to him will get the PCs 1 SS.

The PCs stumble upon a river barge unloading barrels against Rudi's factory walls. The men are

shifty and will seek to fob the PCs off with a story about delivering supplies. So why can they see fuses trailing from the barrels? Who is behind this sabotage attempt, a rival merchant or a miffed Barber Surgeon or Physician loosing patients?

A heavily disguised man is searching the inns of Bechafen for hardened adventuring types. The reason? He wants to employ them to fill the empty wineskins he supplies them with, with Trolls blood. He will pay 5 GCs for each full wineskin. Is this man anything to do with Rudi and if so what does that say about the ingredients of the great man's brews?

A PC suffering from toothache or another persistent source of pain comes across Rudi's Tree Sap Wine in a tavern and becomes dependant on it. What is he willing to do to ease his pain?