

FREE



CITY



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Introduction

The guide you're about to read is a handbook for the players who would like to be a part of the Free City during Battle Quest 2019. It's meant for all game participants and delivers not only some basic information about the game, but is also meant as a source of inspiration for creating one's character and finding one's place in the plot.

We'd like to stress that this guide contains our own vision of the Warhammer universe and – even though we try to keep true to the source – might not be identical to the original. We based our story on the history of the Old World, but allowed for some simplification and changes which in our opinion not only work better for our game, but also make it more accessible for people not

familiar with Warhammer. Following this logic – no other sources are necessary to join the game, but reading more might help you better immerse yourself in this world. Battle Quest is a game with immense potential, and it's you who makes the decision about what you want to play. We hope that this manual will assist you in bringing to life some unforgettable heroes.

The following chapters touch on:

- 🔪 **Chapter 2** – the premises of the Free City and it's function at the larp;
- 🔪 **Chapter 3** – the faction's premises – which will let you decide if this particular faction is what you're looking for;
- 🔪 **Chapter 4** – in-game description of the faction
- 🔪 **Chapter 5** – the rules of the Free City;
- 🔪 **Chapter 6** – sample ideas for the groups which could be in the city
- 🔪 **Chapter 7** – concepts for individual characters you could roleplay as the citizens of the Free City;
- 🔪 **Chapter 8** – description of the weapons and typical garb for a common citizen along with a dedicated Pinterest board.





What is the Free City?

The Free City is a space created specifically for the players who do not want to make combat the core of their play (or for those who want to avoid it all together). Even though Battle Quest is a battle larp we do realize that the Warhammer setting is enticing and that there will be a lot of people who would just like to play the inhabitants of the Old World and just live for a couple days in this very popular universe.

The second reason for the existence of the Free City is the need for a “neutral zone” where players from all sides of the conflict can take a break from the clangor of battle, eat something and enter a social interaction with the enemy that is not combat-based.

Meta-game-wise the Free City is a non-combat zone. It also cannot be besieged nor taken over. The lore explanation for this is that the City is the sole civilisation centre within miles. Both sides of the conflict need a neutral ground where you can meet and exercise diplomacy, at least for a little while.

This is where the sellswords spend their hard-earned money, keeping their morale high. Besides, here you’ll find the groups that remain neutral for the time being, but might possibly be swayed to join either side. Of course, this doesn’t mean that you’ll be magically unable to draw your sword within the city walls of the Free City – we’re considering introducing a City Guard to manage such situations, which will naturally occur.

We do believe that all our participants will respect the need for such a game space – accessible to all and neutral.



The worshippers of Chaos, orcs and other creatures regarded by the citizens of the Old World as “evil” cannot enter the Free City. This is to keep the coherence of the game world – we don’t want a Slaanesh demon in its true form sitting at a table with a pious priest of Urlic. Obviously, the Forces of Chaos might choose to infiltrate the Free City in disguise.

The Free City...

... is for you:

- ☞ if you’re interested in role-playing and creating the feeling of the Old World;
- ☞ if you don’t want to fight at Battle Quest or you want to have 100% control over when you enter the battle
- ☞ if you have an idea for a character or a group that wants to keep neutral (at least in the beginning) or is a non – combat unit.
- ☞ if you want to create your own mini-location and create entertainment for other players

... is not for you:

- ☞ if you want to spend most part of the game fighting
- ☞ if you want to play in a group concentrated on military interaction
- ☞ if you want to have the full Battle Quest experience and at the same time remain neutral – there will be no such units at this game and we encourage you to join either the Quest or the Expedition.

The Free City the story



A year ago, when the war in the north of Ostland ended, the Imperial forces introduced their own rules. Alongside the paper pushers and military to Zwergburg came civilisation and... restrictions. Some of the inhabitants adopted this new state of things, while the others weren’t so keen. At the same time a rumor spread, saying that even farther north, in the regions where the Chaos Invasion had rolled through, a large deposit of a precious ore was discovered. The Zwergburg citizens, stripped of their home, decided to try and find their luck and look for a new home there. What’s interesting, soon after they left, the tower of the mage Kenniger also vanished.

The road to the north was not a safe one, but a big group of settlers managed to reach the place mentioned in the rumors. It was indeed plentiful in precious crystals, and the biggest clusters could be found around the ruins of a Dwarven fort...which was also crawling with filth. The area was raided by groups of beastmen, orcs and servants of Chaos. Despite that, the settlers managed to bring some civilisation to the land. The settlement changed into a small town, which attracted all sorts of adventurers, business people and madmen.

One of the issues the new community faced was a lack of leader. The former citizens of Zwergburg in an almost knee-jerk reaction wanted to make Hugo Grossman the mayor, but the rest – who did not know him – insisted on an election. Grossman himself, visibly tired of the responsibility, also supported choosing a new leader. “New city, new order” he said.





For the next couple months the Free City kept growing. The “locals” were kept in check thanks to a few groups of adventurers who were apt in handling swords. It all seemed that the settlers found a place they could call home, where they could be free. Unfortunately, that didn’t last long. The word spread across the Old World about the precious crystals, but up until now it was only smaller groups that reached the settlement. No one thought someone would want to gather bigger forces.

Two brave adventurers, Antoine de Croy and Kurt Hollenstein, both driven by different motivations, gathered armies and set camp in the vicinity of the Free City. At first it seemed like good news – the city got busier and the soldiers on both sides started spending money in the local shops. And there was not that much fighting, since no one had declared war yet.

Both leaders decided to resolve the matter in a way suitable for nobles and decide on further action. They set up a date for the meeting and the new mayor of the Free City agreed to act as host. The citizens observe the developments carefully and with moderate optimism.

Though there also are people like Hugo Grossman who looked up from over his beer and muttered “Gods damn it... It’s starting again “

The rules of the Free City Division examples

- I. The Free City observes the universal laws of humankind. If someone violates these laws they will be punished by the City Guard. In special cases the mercenary units stationed within the city walls may be sworn into the Guard temporarily. After carrying out the task, they will be paid an appropriate compensation.
- II. The Free City observes an absolute armistice. Should a conflict arise, the quarrelling parties should come and present their issue in front of the mayor who will pass judgement.
- III. The Free City is a place of religious tolerance. This means that you can worship whomever you desire, as long as you don’t harm anyone. This tolerance ends where Chaos begins. Every servant of Chaos caught within the borders of the Free City will be killed. Slowly.
- IV. The Free City is neutral. It will never be the arena of battle nor political quarrels. It was established by people who value their freedom and together create an oasis of civilisation in these wild parts of the world.



Un Uomo Fortunato

Where there’s civilisation, there’s money – that’s the idea that motivated the tilean merchant “Magnanimous” Luca Vitelli when he decided to settle in the Free City. Along with a posse of his compatriots he opened a place that is something between a gamblers’ den and a tavern. He serves delicious wine which makes time fly whenever playing cards, dice or other games of chance. Usually he easily wins, but then he often buys everyone a round, so there’s no hard feelings. It’s common knowledge that the staff of “Un Uomo Fortunato” also deals in information. They’re very well versed in the local rumors and will tell you all about it for an adequate compensation.

The City Guard

If the civilisation is to survive, there needs to be a law. That’s why Godfrey Rottman, a former city guard captain in Bögenhafen gathered – at the request of the new mayor – a group of trusty people and now they stand at guard of the Free City laws. Thanks to the experienced leader the city guards have learned a lot of useful abilities quickly and can now surprise even the most reckless daredevils. Even though most of the citizens treat the city guards with respect, some complain that Rottman is at the mayor’s heel and serves a man rather than a whole community.





Casper Dorn's Hanza

The Free City has recently had an influx of resourceful and honest people, who are not afraid of taking risks and venturing close to the dwarven ruins in hope of finding the precious crystals. Casper Dorn's Hansa are not honest people for sure, but the thugs in its ranks are a certain type of resourceful for sure. Along with their chief they came up with a very simple operation plan: they ambush small groups or solitary travellers. They're most interested in crystals, but gold also goes. They don't tend to leave witnesses, but there have been people who complained to the mayor about their proceedings. Up until now the city leader has been deaf to those pleas, and the rumor goes that Casper Dorn has "donated" a significant amount to the mayor's office.

Character ideas

Reihard Wegner

Ranald's cleric from Nuln. A pious worshipper, who dreams of creating his own thieves' guild that will magnify the glory of the Trickster. He believes the Free City will significantly grow in the future and he'd like his organisation to have a strong position by then. He looks for worshippers and creative people who don't mind prowling other people's purses. He devised special challenges for the candidates, which will put to test their abilities and discretion.

Kolya Muratov

The heir of a minor boyar family, who came here from the capital of Kislev in order to find a family treasure – the saber of his father, who lost his life when combating the forces of Chaos in this area. He is looking for companions who would follow him to the dwarven ruins in the hope that he will find the lost weapon – be it abandoned somewhere in the woods or in the paws of the a Chaos spawn. He is also a Kislevite patriot who does not really like the presence of the two armies.

Nicole de Lestre

A medic from Bordeleaux, whose main goal is to help others. She arrived with de Croy's Quest, but she quickly separated and found her place in a lazaret in the Free City. She believes that war is inevitable, because human stupidity is limitless. However, she does not intend to be idle when blood is shed. She will treat everyone brought to her. Human life is the greatest and holiest gift from the gods.

Costumes and equipment

In the case of the Free City, it is difficult to precisely determine the appearance of its inhabitants. By nature, it is a collection of individuals and groups that differ from each other.

However, to inspire you a bit, we have prepared a board on Pinterest. You will find our stylization suggestions that can help you tap even more into the city's climate, although the limit here is actually only your imagination, Warhammer's setting and plot coherence.

[Link to Pinterest board](#)



