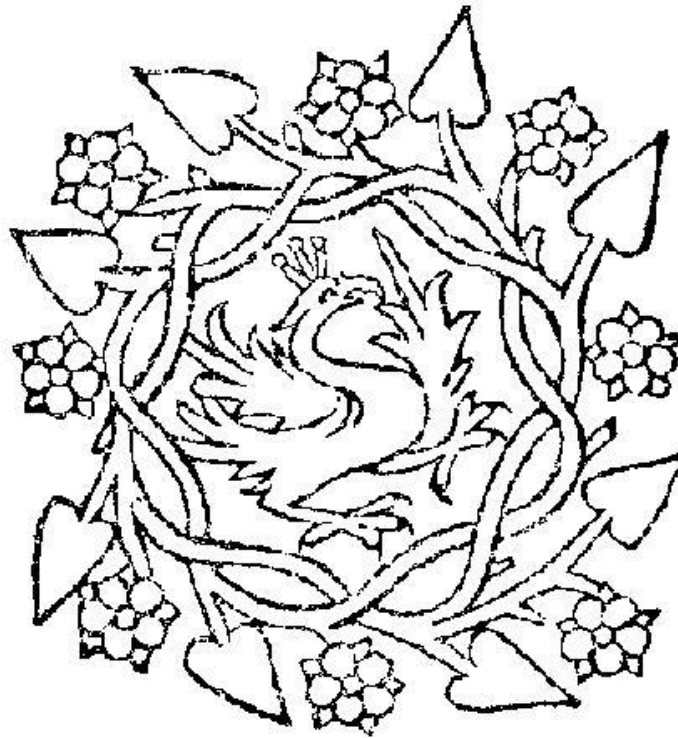


# The Enemy Within

A COMPANION



SIXTH EDITION



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# Preface



This is a companion volume to the original *Enemy Within* campaign for the first edition of *Warhammer Fantasy Role Play*. It is an unofficial document and is not authorised or endorsed by Games Workshop. Insofar as it refers to Games Workshop's intellectual property, it does so without permission. No challenge is intended to the rights holders.

The objective of this volume is to provide gamesmasters with assistance in running the campaign. That assistance falls into two broad areas.

First, background material, such as synopses, indices and chronologies, provides greater explanation of the published material.

Second, supplementary material expands and modifies the original texts. The extent of this has been deliberately limited. This is in part because *The Enemy Within* is already a long campaign. However, it is also attributable to a desire to preserve the campaign's original character. With the same purpose additions have also been composed, where possible, of material by the campaign's original authors.

The background and rules are assumed throughout to be those of the first edition of *WFRP*. However, discussion of specific game mechanics has been intentionally brief, which should enable the material to be used more easily with other editions of the game.

This is the sixth published version of this companion.

The author would like to extend his thanks to Graeme Davis, who commented on an earlier edition of this document. His comments have been incorporated into this edition.





# Introduction

## HISTORY

### *Early Games Workshop Period*

The Enemy Within campaign was conceived by Phil Gallagher and Jim Bambra, who outlined a series of six instalments. These were originally envisaged as being *The Enemy Within*, *Shadows Over Bögenhafen*, *Death on the Reik*, *The Power Behind the Throne* (sic), *The Horned Rat* and *The Empire in Flames* (sic).

At the campaign's conception, two of the adventures were already extant to some degree, though as discrete episodes. *Shadows Over Bögenhafen* had been drafted by Graeme Davis in response to a request for "a bloodless *Call of Cthulhu* adventure for *Warhammer*". *The Power Behind the Throne* also existed as a draft adventure by Carl Sargent, though for the first edition of *Advanced Dungeons & Dragons*.

Publication of the campaign began with *The Enemy Within* in 1986. This adhered to the standard format of the time, which was a softcover booklet with a detachable cover, containing 56 pages, handouts and maps. It contained a guide to the Empire, notes on running a campaign and a short adventure entitled *Mistaken Identity*. The volume was written by Phil Gallagher and Jim Bambra and edited by Graeme Davis.

This was followed by *Shadows Over Bögenhafen* in 1987. This had the same size and format as *The Enemy Within*. As it had initially been written as a stand-alone adventure, it only loosely linked with the rest of the campaign. *Shadows Over Bögenhafen* was written by Graeme Davis, with editing from Jim Bambra and Phil Gallagher.

The same three authors were behind *Death on the Reik*. Jim Bambra and Phil Gallagher wrote the main adventure text, while Graeme Davis took responsibility for the background information on

river life. The responsibilities for editing were reversed. During the course of writing *Death on the Reik* grew substantially in scope. It was published in 1987 as a much larger boxed set. It included an 88-page adventure booklet, a 20-page booklet of background information entitled *River Life of the Empire*, maps and handouts.

### *Middle Games Workshop Period*

The next instalment also grew to be larger than planned and was published as two hardcover volumes, each comprising 96 pages, plus maps and handouts.

The first volume was the city guide *Warhammer City*\*. This was the product of a broad collaboration, which included Jim Bambra, Phil Gallagher, Graeme Davies, Paul Cockburn and Sean Masterson, in 1987.

This was followed by the adventure *Power Behind the Throne*, by Carl Sargent in 1988. This had been converted from his original *Advanced Dungeons & Dragons* adventure. Like *Shadows Over Bögenhafen* this episode of the campaign had begun as an independent adventure and so was not closely integrated with the earlier episodes.

In 1988 Games Workshop reprinted the earlier instalments in hardcover format in order to establish a consistent presentation of the campaign. *The Enemy Within* and *Shadows Over Bögenhafen* were bound together as *Warhammer Campaign*. *Death on the Reik* was printed as a single volume.

Ken Rolston was hired to write an adventure that it was hoped would bring *WFRP* a larger audience in the United States. This was *Something Rotten in Kislev*†. This adventure had not at first been intended to be part of the The Enemy Within, but it was decided for marketing reasons to insert it

---

\* This was initially to be called *City of the White Wolf*, but was retitled at a late stage.

† This went by various other titles prior to its publication, including *Harvest of Death* and *Dead Guys on Parade*.

into the campaign. After extensive editing from Graeme Davis, *Something Rotten in Kislev* was published in 1988 as the next adventure in The Enemy Within. The change of author and departure from the planned arrangement of the campaign introduced serious discontinuities to the campaign.

By this point Games Workshop was prioritising its miniatures-based games and the decision was taken to bring The Enemy Within to a rapid conclusion for commercial reasons. *The Horned Rat* was cancelled while it was in outline form. Carl Sargent was hired to produce *Empire in Flames*, based on Phil Gallagher and Jim Bambra's notes. Mike Brunton edited the draft for publication. *Empire in Flames* was published in 1989, bringing the campaign to a somewhat rushed conclusion.

#### *Late Games Workshop Period*

Games Workshop reprinted sections of the campaign in softcover omnibus editions. *Warhammer Adventure* comprised *The Enemy Within*, *Shadows Over Bögenhafen* and *Death on the Reik*. *City of Chaos* collected *Warhammer City* and *Power Behind the Throne* in a single volume.



#### *Hogshead Publishing Period*

After Games Workshop ceased publication of *WFRP*, Hogshead Publishing began reprinting the campaign under licence. However, yet another arrangement was used for the different instalments.

In 1995 *The Enemy Within* and *Shadows Over Bögenhafen* were printed together as a new *Shadows Over Bögenhafen*, which was now counted as the first part of the campaign. In the following year, *Death on the Reik* was reprinted. A new edition of *Power Behind the Throne* was printed in 1998, which included a short additional adventure *Carrion Up the Reik* by James Wallis. This was followed in 1999 by a reprint of *Something Rotten in Kislev*.

*Warhammer City* was republished as *Middenheim: City of Chaos* in 1998, though this was no longer included as part of the campaign.

*Empire in Flames* was never republished. James Wallis intended to publish an alternative end to the campaign *Empire in Chaos*, but this was never published. He has stated the draft was lost in a computer failure.

#### *Subsequent Periods*

The campaign has not been republished for the second or third editions of *WFRP*. A campaign with the same name was published in 2012 for the third edition, but this was an entirely new creation.



#### *Other*

In 1988 *White Dwarf* 98 carried an adventure called *The Grapes of Wrath*, written by Carl Sargent and developed by Derrick Norton. It was reprinted in 1989 in *The Restless Dead*. In both instances it is described as part of The Enemy Within campaign.

After the publication of the second edition of *WFRP*, an alternative non-commercial ending to the campaign was made available. This was *The Empire at War*, which was intended to replace *Empire in Flames* and bridge the gap between the backgrounds of the first and second editions of *WFRP*.

## STRUCTURE

Because of the inconsistent presentation of the campaign over its history this companion volume divides the campaign into five phases.

**Phase One** comprises the journey to and events in Bögenhafen.

**Phase Two** encompasses the pursuit of the Wittgenstein meteorite.

**Phase Three** covers events in Middenheim.

**Phase Four** includes events in Kislev.

**Phase Five** deals with the finale of the campaign.

**Table 1: Summary of Editions of The Enemy Within**

	<b>Early Games Workshop</b>	<b>Middle Games Workshop</b>	<b>Late Games Workshop</b>	<b>Hogshead Publishing</b>
Phase One	<i>The Enemy Within</i> <i>Shadows Over Bögenhafen</i>	<i>Warhammer Campaign</i>	<i>Warhammer Adventure</i>	<i>Shadows Over Bögenhafen</i>
Phase Two	<i>Death on the Reik</i>	<i>Death on the Reik</i>		<i>Death on the Reik</i>
Phase Three		<i>Warhammer City</i> <i>Power Behind the Throne</i>	<i>City of Chaos</i>	<i>Middenheim: City of Chaos</i> <i>Power Behind the Throne</i> (including <i>Carrion Up the Reik</i> )
Phase Four		<i>Something Rotten in Kislev</i>		<i>Something Rotten in Kislev</i>
Phase Five		<i>Empire in Flames</i>		<i>Empire in Chaos</i> (unpublished)

## GAMESMASTER'S HELP

### *Playing Time*

The Enemy Within is a long campaign. The GM and players should be prepared to dedicate a considerable amount of time to it. Given the variability of play it is impossible to predict playing time with confidence, but approximate estimates of playing times follow below:

<i>Mistaken Identity:</i>	4-8 hours
<i>Shadows Over Bögenhafen:</i>	8-12 hours
<i>Death on the Reik:</i>	40-80 hours
<i>Power Behind the Throne:</i>	30-50 hours
<i>Something Rotten in Kislev:</i>	30-50 hours
<i>Empire in Flames:</i>	40-80 hours
Total:	150-280 hours

### *Party Composition*

*The Enemy Within* (p3) recommends the use of the pregenerated characters included in that volume. Although the characters work well with the campaign, many will find them restrictive and wish to use custom characters. Custom characters can be accommodated with only a small amount of work from the GM. The following notes provide some guidance in this regard.

### **Races**

**Humans.** At least one member of the party should be human in order to take on the role of

Kastor Lieberung's double. If the party is to reflect the racial mix of the Empire, the majority of characters should be human.

**Dwarfs.** Crown Prince Hergard von Tasseninck's expedition to the Grey Mountains (*The Enemy Within*, p37, Handout 1) states that "no laggards, cowards or dwarfs need apply". If the reference here to dwarfs is deleted or changed to another race, there is no difficulty in using dwarf characters in the campaign.

**Elves.** Elves pose no problems. An elf character may even be at an advantage in *Power Behind the Throne*, given the importance of elf NPCs in that adventure.

**Halflings.** The initial encounter with Elvyra Kleinstun in *Shadows Over Bögenhafen* (p13) assumes the presence of the pregenerated halfling PC Harbull Furfoot. However, this section can equally well work with characters of other races.

### **Careers**

**Boatman.** The pregenerated boatman, Johann Dassbüt, is used to introduce Josef Quartjin in *The Enemy Within* (p47, Handout 5). However, with minor changes Quartjin can easily be introduced as an acquaintance of another character.

The presence of a boatman may also be useful in *Death on the Reik*, though one is not strictly necessary (p12).



**Healer.** The encounters with Elvyra Kleinstun (*Shadows Over Bögenhafen*, p13, and *Death on the Reik*, pp13-16) are optimised for the pregenerated healer, Harbull Furfoot. It is straightforward to accommodate other healer characters. If there are no healers in the party, more work is required for the GM. In such a situation Kleinstun could be treating one of the PCs for injury or illness or offer the PCs training in a different career. The sections relating to Kleinstun can even be omitted entirely, as they have no direct bearing on any other plot threads.

**Priest.** Priests of Sigmar or Ulric can pose some difficulties for GMs. The widening schism between these two cults is a major theme of *The Enemy Within* and the PCs are required to operate on both sides of the divide. Moderate members of these cults, who can espouse conciliatory views should cause no problems, but those with extreme views should probably be avoided.

**Rogue.** The mutant Rolf Hurtsis is introduced as a former thieving companion of the pregenerated character Kirsten Krank (*The Enemy Within*, p43, Handout 2). Again, Hurtsis can be connected to other characters with a slightly modified back story.

**Wizard.** *Death on the Reik* (pp17-19) contains an extensive encounter with the mentor of the pregenerated wizard's apprentice Wanda Weltschmerz. This can be used with any other wizard character or modified to refer to a different mentor. Again, the encounter can also be wholly removed, if necessary, as it does not affect any theme or plot thread.

### *Preparation*

The GM is strongly advised to read ahead and become familiar with the overall story and structure of the campaign. This is for two reasons.

First, the connections between episodes of the campaign are underdeveloped in the published campaign. Existing storylines are abandoned without resolution and new ones are introduced without adequate prior exposition. With prior knowledge of the campaign's future direction the GM can anticipate some of the problems this creates.

Second, there are a number of choices available to the GM in the arrangement of the campaign's episodes. The GM needs to decide which arrangement is most appropriate. The choices are as follows:

1. At the start of Phase Three, there are a number of alternative adventures to fill the substantial hiatus between *Death on the Reik* and *Power Behind the Throne*. They include *The Grapes of Wrath* (*White Dwarf* 98 and *The Restless Dead*, pp63-79), *The Pie-Eyed Piper* (*Warhammer City*, p62) and *Carrion Up the Reik* (pp i-xiv in the Hogshead edition of *Power Behind the Throne*). These and alternative options are discussed in *Phase Three*, below.
2. There is provision to omit *Something Rotten in Kislev*. This is discussed further in *Phase Four*, below.
3. There exist two different finales to the campaign. The original published finale was *Empire in Flames*. However, there also exists a fan-made alternative, *The Empire at War*. This is discussed in *Phase Five*, below.

## Themes and Narrative Arcs

Most of the episodes in *The Enemy Within* have self-contained plots. However, there are several themes and narrative arcs which extend across multiple episodes. An overview of these is provided below. Unfortunately, some of these themes and storylines are not well developed. In particular there are sharp discontinuities in Phases Three and Four. It is suggested that the GM should introduce additional material to address these weaknesses. Suggestions can be found in *Phase Three* and *Phase Four*, below.

### The Purple Hand

The Purple Hand is the most prominent Chaos cult in the campaign. It is involved in three narrative threads.

1. **Kastor Lieberung.** This storyline is introduced in *Mistaken Identity* (*The Enemy Within*, p36 *et passim*), where it is central to the plot. It is further developed in *Death on the Reik* (pp6-8). However, it is then almost entirely abandoned in the campaign as originally written. There is a brief prophecy in *Warhammer City* (p83). *Power Behind the Throne* (pp90-93) refers to some relevant documents, but suggests the PCs are unlikely to find them. Otherwise there is no further development of the storyline.

There have been subsequent attempts to rectify this. *Carrion Up the Reik* (pp xiii-xiv) adds a brief further event, but this is an unresolved tangent that brings the thread no closer to resolution. *The Empire at War* (*passim*) contains extensive material to resolve both the original material and the content added in *Carrion Up the Reik*.

Of course, it is not essential to resolve this narrative arc. However, many will find the lack of a conclusion dissatisfying, especially after such extensive exposition. *Phase Three*, below, contains suggestions in this regard.

2. **Schism.** *The Enemy Within* (p36) refers to a plot by the Purple Hand to create conflict between the cults of Sigmar and Ulric. Although the original campaign refers to tensions between these two cults, the Purple Hand's involvement is not elaborated. *The*

*Empire at War* (pp6-7, 9), however, provides more content on this thread.

3. **Karl-Heinz Wasmeier.** The activities of the Purple Hand's leader in Middenheim, Karl-Heinz Wasmeier, provide the core of *Power Behind the Throne*. However, at the end of that adventure (p92) there is a pregnant reference to Wasmeier's possible return later in the campaign. This is not taken up in the original version of the campaign. Although there is unlikely to be any expectation on the part of the players, GMs may nonetheless choose to have Wasmeier make a dramatic return later in the campaign. *The Empire at War* (pp88-99) adds material on Wasmeier. There is also alternative material in *Phase Five*, below.

### The Red Crown

1. **Etelka Herzen.** Although there are brief references in *Mistaken Identity* (pp41-42) and *Shadows Over Bögenhafen* (p38, Handout 5), the activities of Etelka Herzen and her associate Ernst Heidemann are mainly contained in *Death on the Reik* (pp20-21), where they form an important part of the adventure's plot. This storyline is fully resolved there, with one minor exception. There is a reference to Herzen's superiors in Middenheim (*Death on the Reik*, p29, Handout 10). This is not followed up at any point and appears to be an error.
2. **Warbands.** *Death on the Reik* (p20) states that the Red Crown is recruiting mutants and beastmen for the time when order breaks down in The Empire. However, no more is heard of these plans in the campaign's original form, even when civil war erupts. *The Empire at War* contains references to the Red Crown's activities (pp9, 60, 62-64, 66-69, *et passim*).

### The Jade Sceptre

*Death on the Reik* (p81, Handout 15) uses the presence of Gotthard von Wittgenstein to connect the campaign to Middenheim, where he is a leading member of the Jade Sceptre cult. Although *Warhammer City* (pp61-62) contains some material regarding von Wittgenstein's activities, *Power Behind the Throne* (p63) encourages GMs to leave the von Wittgenstein story as another unsatisfactory dead end. GMs

may seek to add material to correct this. Some suggestions are contained in *Phase Three*, below.

### **The Rise of Chaos**

The background to the campaign is the waxing power of Chaos. The adventurers should over the course of the campaign see evidence of this. Mutations should become more prevalent (eg *The Enemy Within*, p39, Rumour 5, p43, *Empire in Flames*, p9, Rumour 4). Beastmen should proliferate (eg *Carrion Up the Reik*, p xi, Travellers from Middenheim 4, *Empire in Flames*, p9, News 4, pp10-11, p 24). The roads and waterways of The Empire should become progressively more dangerous to travel (eg *The Enemy Within*, p39, Rumours 2, 4, 7, *Power Behind the Throne*, p15, Rumour 11). The power of the skaven is also in the increase (eg *Empire in Flames*, p23 Information 8).



### **The Emperor's Health**

There are a number of references to the Emperor's deteriorating health in the campaign (*Death on the Reik*, p9, Handout 3, *Power Behind the Throne*, p14, News 1 and *Empire in Flames*, p8, News 1). GMs may wish to develop this further as it does play a role in events in *Empire in Flames* (pp14-15). However, it should be noted that ultimately the Emperor's sickness plays no role in his death, which is the result of assassination.

In *The Empire at War* the Emperor's sickness plays a greater role in events than in *Empire in Flames*. *Phase Five*, below, also contains material which develops the narrative of the Emperor's sickness further.

### **The Crown Prince**

The rumours of the Crown Prince's sequestration foreshadow his transformation and failed succession in *Empire in Flames* (pp26-28). Such references are sparse (*Death on the Reik*, p9, Rumour 2, and *Empire in Flames*, p9, Rumour 3). The GM may wish to add some further content. However, it is important not to emphasise this storyline too strongly, so as to preserve the surprise of the Crown Prince's transformation.

### **The Mutant Decree**

The Emperor's controversial decree prohibiting the persecution of mutants (*Death on the Reik*, p9, News 5, Handout 3) is another factor in the outbreak of the Civil War. *Power Behind the Throne* (p14, News 4) and *Empire in Flames* (p8, News 2) follow up on this, but the GM should add further content. *The Empire at War* contains some material (eg the Bösel massacre, p9). See also *Phase Three* and *Phase Four*, below.

### **The Cults of Sigmar and Ulric**

The religious division between the cults of Sigmar and Ulric is another crucial factor in the Civil War, and again it is underdeveloped before *Empire in Flames*. In the campaign's original arrangement, the only reference to religious tension is a passing one in *Death on the Reik* (p9, News 6). *Carrion Up the Reik* adds some useful material on this theme (pp ix-x, xi, Priest Rumours 1-4, xii-xiii). Otherwise players may be largely unaware of the theme until *Empire in Flames* (p9, News 5-6 and Rumour 5, pp9-10, p23, p24, p25, Handout 3). The GM is advised to expand this campaign theme. Again *The Empire at War* adds material. Further suggestions can be found in *Phase Three* and *Phase Four*, below.

### **Ostland and Talabecland**

The tension between Ostland and Talabecland is a major factor in the outbreak of the Civil War. However, there is little foreshadowing of this. There are some news items in *Death on the Reik* (p9, News 1-3) and *Power Behind the Throne* (p14, News 2-3). Aside from these brief references, there is no evidence of the dispute until *Empire in Flames* (p8, News 3 and pp11-12). The events of *Empire in Flames* can therefore seem abrupt. The GM should add events to highlight the escalating tension between Ostland and Talabecland. This is discussed further in *Phase Four* below.

### **The Harvest**

There are isolated references to a poor harvest, which exacerbates the strain on The Empire during the Civil War. They can be found in *Power Behind the Throne* (p14, News 5-6) and *Empire in Flames* (p9, News 8, and p95). This theme is picked up in *The Empire at War* and is briefly covered in *Phase Four*, below.



## TERMINOLOGY

As noted above, episodes of The Enemy Within have been published in multiple different forms. In this document, references are always made to the first published edition of each episode.

The following abbreviations are used:

GM	Gamesmaster
IC	Imperial Calendar
NPC	Non-player character
PC	Player character
WFRP	<i>Warhammer Fantasy Role Play</i>



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# Phase One

## *The Enemy Within & Shadows Over Bögenhafen*

### VERSIONS

Games Workshop published the original editions of *The Enemy Within* (including the adventure *Mistaken Identity*) and *Shadows Over Bögenhafen* as separate softbacks.

Both were republished in *Warhammer Campaign* and *Warhammer Adventure*.

Hogshead Publishing also reprinted them in a single volume, which it titled *Shadows Over Bögenhafen*. Note this differs from the original *Shadows Over Bögenhafen* in that it also includes *The Enemy Within*.

### SYNOPSIS

#### *Mistaken Identity*

The adventurers travel to Altdorf with the intention of joining an expedition to the Grey Mountains by Crown Prince Hergard von Tasseninck. *En route* to Altdorf they find the corpse of Kastor Lieberung, who was travelling to Bögenhafen to collect an inheritance. Curiously Kastor Lieberung bears a remarkable resemblance to one of the adventurers.

When the PCs arrive in Altdorf, they discover the von Tasseninck expedition has already departed, and so head for Bögenhafen in pursuit of the inheritance.

However, there is more to Kastor Lieberung and the inheritance than meets the eye. Lieberung is a member of a Chaos cult called the Purple Hand. He is being pursued by a bounty hunter called Adolphus Kuftsos who has invented the inheritance as a ruse to lure his target into a trap.

On their journey to Bögenhafen, the adventurers pass through a series of encounters which culminate in the bounty hunter's attempted assassination of Lieberung's double.

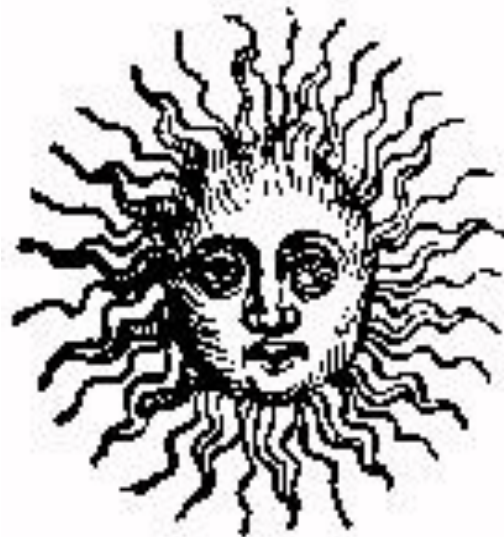
#### *Shadows Over Bögenhafen*

Johannes Teugen has made a pact with a demon named Gideon for seven years of success in exchange for his soul. As the end of the seven years approaches, Gideon has offered Teugen a way out of his bargain. If he can find seven victims to take his place, his soul will be saved.

Teugen has therefore established a secret society called the Ordo Septenarius. He has told the seven members of its Inner Council that by participating in a magic ritual they can bring commercial success to the town. This is, of course, a deceit. He intends to sacrifice the seven victims to save his soul.

However, Teugen has himself been deceived. The ritual will not bring him salvation, but will open a Chaos gate in Bögenhafen.

After a chance encounter with a runaway goblin at the local fair (the Schaffenfest), the adventurers discover the temple Teugen has prepared for the ritual. Further investigations gradually reveal the threat hanging over Bögenhafen. Eventually the adventurers find the site of the rearranged ritual and have the opportunity to prevent its completion.



## PROBLEMS

### *Arrangement*

The arrangement of material in *Shadows Over Bögenhafen* is somewhat confusing.

Location descriptions are scattered through the book, often in a haphazard order. Generic information on several locations is included in the pull-out booklet (pp iv-v). More detailed information on locations 27, 7 and 25 (in that order) is given in pp26-28. All other locations (apart from the Schaffenfest and sewers) are described in pp30-37, though location 28 is listed out of sequence.

General background information on Bögenhafen is also scattered. Some is on pp6-8, but the rest is in the pull-out booklet (pp ii-iii, viii).

Most events are listed on pp23-26. However, an encounter with Doctor Mathusius is not included there, but on pp28-29. It would perhaps also have been useful to include the important first meeting with Magirius in the events section, instead of on p30.

NPCs are for the most part described in detail at the point they are encountered, but Johannes Teugen, Franz Steinhäger and Gideon are not. Instead they are included in the pull-out booklet (pp vi-vii).

The index in *Gamesmaster's Help*, below, attempts to help with this issue.

## STRUCTURE

### *Mistaken Identity*

This adventure is a simple linear sequence of encounters.

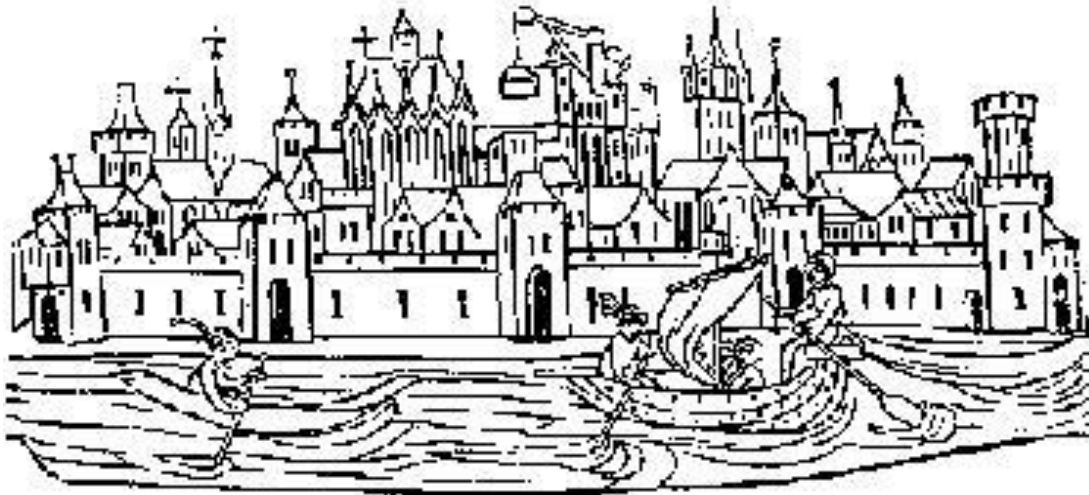
### *Shadows Over Bögenhafen*

The initial section of this adventure is quite simple in structure. The adventurers arrive in Bögenhafen and discover the inheritance is a hoax (*Welcome to Bögenhafen*, p9). They then explore the Schaffenfest (*All the Fun of the Fair*, pp9-16), chase the runaway goblin into the sewers and discover the hidden temple (*Beneath the Town*, pp17-22).

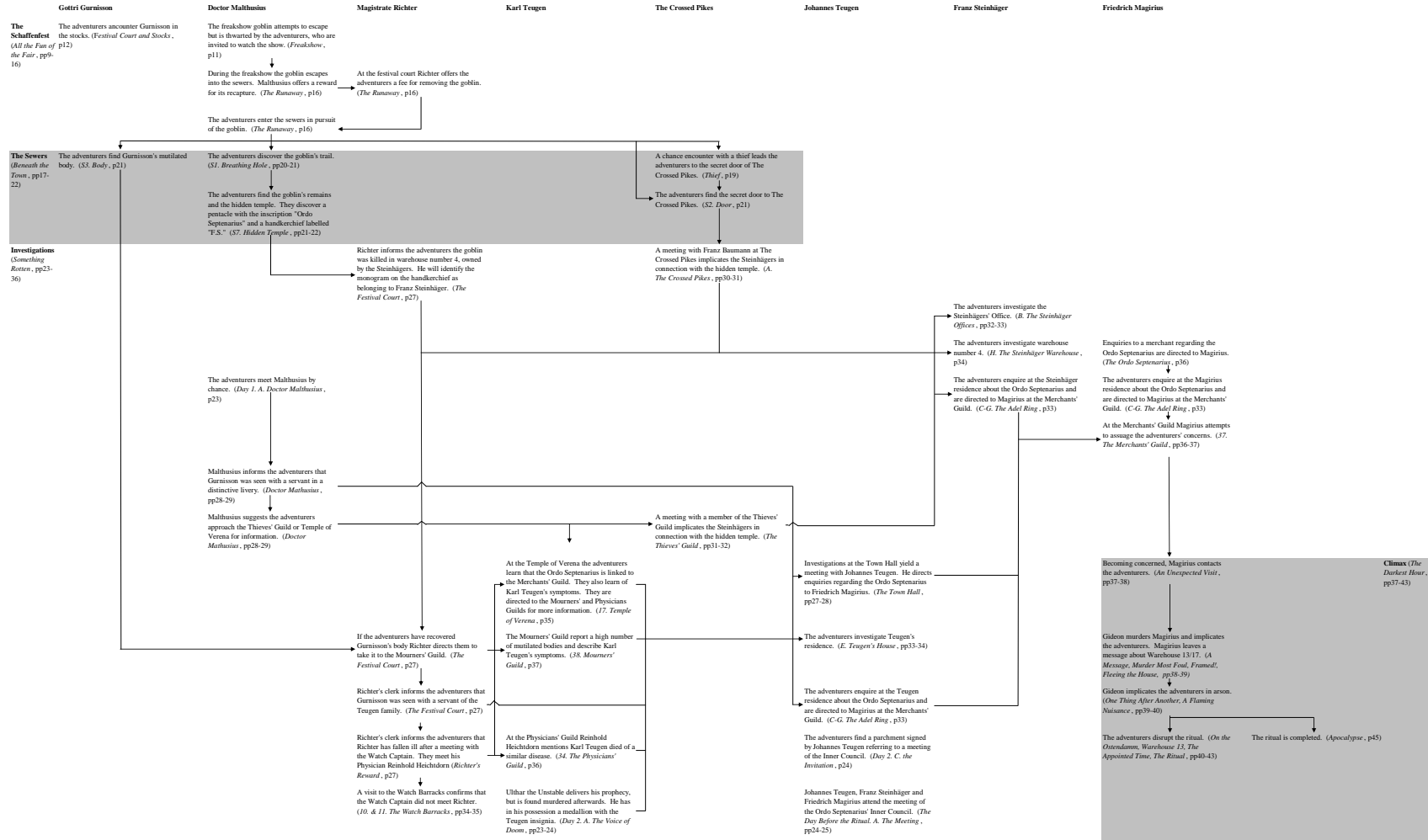
It is in the next section (*Something Rotten*, pp23-36) that matters become more complicated. This phase of the adventure comprises several encounters and events in a freeform arrangement. The most important incidents are the meetings with Magistrate Richter (*A Job Well Done*, p 28) and Friedrich Magirius (*The Golden Trout*, pp36-37). The former provides the adventures with leads to Franz Steinhäger and Johannes Teugen. The latter presages the final encounter with Magirius (*The Darkest Hour*, pp37-43).

The last section is the climax (*The Darkest Hour*, pp37-43). This is linear and relatively simple for the GM. It begins with Magirius contacting the adventurers and follows a sequence of encounters to the final confrontation.

Table 2 below summarises this structure.



**Table 2: Narrative Flow Chart of *Shadows Over Bögenhafen***



## CHRONOLOGY

The chronology of Phase One is clearly defined by the adventures. It is notable that Josef Quartjin's boat *The Berebeli* travels slower than the vessels in *Death on the Reik*. This is discussed further below in *Phase Two*, but the timelines here assume no alteration to the published chronology of *Mistaken Identity* and *Shadows Over Bögenhafen*.



### *Mistaken Identity Timeline*

Day	Date	Event	Page
1	24 Jahrdrung	<i>The Coach and Horses Inn</i>  The adventurers arrive at the Coach and Horses inn. They encounter the gambler Philippe Descartes.	pp38-42
2	25 Jahrdrung	<i>The Journey</i>  The adventurers travel by coach towards Altdorf, but are ambushed by mutants. They find the body of Kastor Lieberung, a member of the Purple Hand cult travelling to Bögenhafen to collect an inheritance. They stay the night at the Seven Spokes inn. Ernst Heidleman, a member of the Red Crown cult, travels on the same coach.	pp42-46
3	26 Jahrdrung	<i>Altdorf</i>  The PCs and Ernst Heidleman arrive in Altdorf. They discover the von Tasseninck expedition has already left for the Grey Mountains. They are contacted by the Purple Hand. They meet the boatman Josef Quartjin. They encounter some young nobles and the protagonist Max Ernst. They see the bounty hunter Adolphus Kuftsos kill two Purple Hand cultists.	pp46-50
4-6	27-29 Jahrdrung	<i>The Journey to Weissbruck</i>  The adventurers travel to Weissbruck. In Weissbruck they are attacked by Adolphus Kuftsos.	pp50-53
7-10	30-33 Jahrdrung	<i>On to Bögenhafen</i>  They travel to Bögenhafen.	p53

*Shadows Over Bögenhafen Timeline*

Day	Date	Event	Page
1	Mitterfruhl	<p><i>Welcome to Bögenhafen, All the Fun of the Fair, Beneath the Town</i></p> <p>First day of the Schaffenfest. The adventurers discover the inheritance is a hoax. At the Schaffenfest a goblin escapes from Doctor Malthusius' freakshow. At the behest of Doctor Malthusius and Magistrate Richter the adventurers pursue the escaped goblin into the sewers and discover the hidden temple.</p>	pp9-22
2	1 Pflugzeit	<p><i>Something Rotten</i></p> <p>Second day of the Schaffenfest. First day of the adventurers' investigations. Magistrate Richter informs them the goblin died in a Steinhäger warehouse. Magistrate Richter visits Johannes Teugen. Gideon, masquerading as Captain of the Watch, infects Richter with purple brain fever.</p> <p>Malthusius meets the adventurers again and informs them the goblin was killed at a Steinhäger warehouse.</p>	pp23, 26-37
3	2 Pflugzeit	<p><i>Something Rotten</i></p> <p>Final day of the Schaffenfest. Second day of the party's investigations. The adventurers encounter Ulthar the Unstable and find a parchment about a meeting of the Ordo Septenarius' Inner Council. They are watched by Gideon and attacked by thugs hired by Johannes Teugen.</p>	pp23-24, 26-37
4	3 Pflugzeit	<p><i>Something Rotten</i></p> <p>The third day of the PCs' investigations. The Ordo Septenarius' Inner Council meets to rearrange the ritual.</p>	pp24-26, 26-37
5	4 Pflugzeit	<p><i>The Darkest Hour</i></p> <p>The adventurers are again attacked by thugs. Concerned about the nature of the ritual, Friedrich Magirius contacts the adventurers. Gideon murders Magirius and frames the adventurers for the crime. With Magirius' information the adventurers locate the new site of the ritual and disrupt it.</p>	pp26, 37-43

## GAMESMASTER'S HELP

### General

*Mistaken Identity* and *Shadows Over Bögenhafen* pose few difficulties for the GM. There follow brief notes on some matters the GM might wish to consider.

**Kastor Lieberung.** As noted in the *Introduction*, above, this subplot (*Mistaken Identity*, pp36-37, *et passim*) is continued in *Death on the Reik* (pp6-8), but thereafter largely abandoned. The GM will need to give consideration to the future development of this storyline. See further *Phase Three*.

**Ernst Heidleman and Etelka Herzen.** These two characters (*Mistaken Identity*, p41, and *Shadows Over Bögenhafen*, pp38&44) play important roles in *Death on the Reik* (pp20-21). This should not pose the GM any problems in *Mistaken Identity* or *Shadows Over Bögenhafen*, but it is perhaps advisable that the GM should be familiar with the outline of the later narrative.

**Elvyra Kleinstun.** The encounter with this NPC (*Shadows Over Bögenhafen*, p13) is followed up in *Death on the Reik* (pp13-16). However, the GM should note that the events in *Death on the Reik* are peripheral to the main plot and can easily be omitted.

**Magistrate Richter.** The early encounters with Richter (*Shadows Over Bögenhafen*, pp16&27) are very useful in providing the PCs with leads

(see also *Structure*, above). It is advisable that the GM ensures that they take place. In most instances this is not a problem, but there are two situations where there could be a difficulty.

First, characters with the *Contortionist* skill can pursue the goblin directly into the sewer (p16), possibly avoiding the Richter meeting altogether.

Second, the PCs may flee the watch and thereby avoid meeting Richter.

Possible solutions include making the goblin a snotling and the sewer entrance completely impassable, or having the PCs find a reward poster from Richter for information regarding the escaped goblin.

**Johannes Teugen.** In the meeting with Teugen (*Shadows over Bögenhafen*, p28) there are several signs that Teugen might be a vampire. These are red herrings. They can be used to encourage the adventurers' suspicions of Teugen, if necessary. Otherwise, if the GM is concerned that they might unhelpfully distract the PCs, they can be removed.

**Friedrich Magirius.** It is very important the PCs should meet Magirius at the Golden Trout (*Shadows over Bögenhafen*, pp36-37; see also *Structure*, above). If the PCs do not take up any of the leads to Magirius, it may be useful to create additional ones. For example, other NPCs could arrange the meeting for the adventurers. The PCs might come across the soup kitchen run by the Ordo Septenarius, and possibly meet Magirius there. Magirius might even seek out adventurers, having become aware of their enquiries.



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## SUPPLEMENTARY MATERIAL

### *A Good Read*

As part of their enquiries the PCs might choose to conduct research in Bögenhafen's libraries. Handout S1 in *Appendix Six*, below, provides an example of what the PCs might discover there researching the Ordo Septenarius.



### *A Man of Letters*

The PCs have very few opportunities during the course of the adventure to uncover the layers of deception behind the Ordo Septenarius' ritual. To rectify this, the GM might wish to allow the PCs to find further evidence of Teugen's plans.

Handouts S2 and S3 in *Appendix Six*, below, are examples of such evidence. They are letters from Teugen to Etelka Herzen discussing the planned ritual. The first letter (Handout S2) is assumed to be the immediate precursor to Herzen's letter in Handout 7. The second letter (Handout S3) is Teugen's response to Herzen's letter.

There are a number of ways the adventurers might find these documents:

- The easiest is that they discover them among Herzen's papers at Black Peaks. This is, however, dramatically less effective as there is a considerable delay before the players discover the nature of the ritual.
- Copies of the letters could be found among Teugen's papers if the PCs search his home or offices.
- Magirius might have come across the letters shortly before his death, and the PCs could find them at his home.
- The PCs might intercept a courier sent to deliver the letters.
- The PCs might even come across an incomplete draft. A partial draft of Teugen's second letter is replicated in Handout S4 in *Appendix Six*, below.



# Phase Two

## *Death on the Reik*

### VERSIONS

*Death on the Reik* was published as a boxed set and a hardback by Games Workshop and as a softback by Hogshead Publishing. It was also included in the *Warhammer Adventure* omnibus.

### SYNOPSIS

Over a century ago, an astronomer named Dagmar von Wittgenstein observed a meteorite land in the Barren Hills. He launched an ill-fated expedition to recover the meteorite and transported it back to his ancestral home at Castle Wittgenstein. The meteorite was made of warpstone and over the intervening years it has had a powerful effect on the castle and its inhabitants.



The existence of the meteorite has recently been discovered by Etelka Herzen, an agent of a Chaos cult called the Red Crown. She has embarked on her own expedition to recover it. Unknown to her, a group of skaven are simultaneously pursuing the meteorite.

The adventurers, however, are in pursuit of Etelka Herzen, as she provided Johannes Teugen with a scroll for the ritual in *Shadows Over Bögenhafen*.

During the pursuit, they encounter a mysterious signalling device, some goblin allies of the Red Crown and the skaven, and learn the fate of Dagmar von Wittgenstein's expedition. They then return to the signalling device, now aware that it is in fact the lost observatory of Dagmar von Wittgenstein. There they learn of the ultimate fate of the meteorite and finally confront Etelka Herzen.

For the final stage, the players journey to Castle Wittgenstein to confront the horrors there and in the climax find the skaven have beaten them to the meteorite.

### PROBLEMS

#### *Arrangement*

The major difficulty in *Death on the Reik* is the arrangement of the material in the published text. There are multiple plot threads across a large number of locations and the published text does not clearly communicate to the GM the narrative of the adventure. It eschews chronological order in favour of an inconsistent mix of presentation, sometimes arranging by plot thread, sometimes by location.

The timeline presented below presents events in a strict chronological sequence. GMs may find it useful to refer to it to track the natural sequence of events in the adventure.

#### *Chronology*

*Death on the Reik* requires the GM to co-ordinate the movements of multiple parties over long distances. The published text envisages that the adventurers meet Ernst Heidleman in Altdorf, but fall behind him while travelling to Grissenwald. Thereafter, they should gain on Ernst Heidleman and Etelka Herzen until a final encounter at the signalling device. However, GMs using the chronology as published (p21) are likely to encounter difficulties in adhering to this arrangement.

The discussion in *Chronology*, below, addresses this further.



## Style

Some have criticised the section in Castle Wittgenstein as overlong and too reliant on room-by-room exploration and combat. Also the finale has been considered anticlimactic.

*The Stone That Fell to Earth* (in *Supplementary Material*, below) partly addresses these concerns.

## Erratum

Handout 10 and p29 of the text refer to the cult of the Red Crown in Middenheim. Nowhere else is the Red Crown described as being active in Middenheim. In fact, the only other reference to the cult's structure (p20) implies it is based in Altdorf.

## STRUCTURE

Despite the elaborate structure of the narrative, there is generally a clear chronological order to events in the adventure. In summary, the players first travel up the River Reik to Grissenwald, passing the signalling device *en route*. In Grissenwald they encounter the Red Crown's goblin allies. Then they head downriver to Kemperbad and up the Rivers Stir and Narn to the Barren Hills in pursuit of Etelka Herzen. From there they return to Kemperbad and sail down the Reik to the signalling device and confront Etelka Herzen. Finally they travel to Castle Wittgenstein to seek the meteorite.

## CHRONOLOGY

The GM is required to co-ordinate the movements of the adventurers and the agents of the Red Crown. The following note on chronology should assist in this.

The first requirement is to determine the travelling times of the adventurers and the agents of the Red Crown. The adventurers will for the most part travel by river boat. The Red Crown travel by a combination of coach and horse.

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‡ *WFRP* (p73) states 2¾ mph. However, the speeds given there in mph are inconsistent with the other movement rates given there and appear to be an error. In this document all speeds are



### River Travel

Travelling times will be a function of the speed of the vessel, time spent travelling, river current and weather. These matters are considered in turn below.

**Speed.** *WFRP* (p74) states commercial barges have **M** 2. The daily movement rates in *The Enemy Within* (p7) also imply commercial barges and river boats have **M** 2 and this appears to be the speed *The Berebeli* travels at in that adventure. By contrast *Death on the Reik* states explicitly that all river boats have **M** scores of 3 (*River Life of the Empire*, p iii). **M** 3 equates to approximately 2½ mph<sup>‡</sup> and seems to be consistent with real-world speeds. Therefore this document assumes **M** 3 for the adventurers' river boat.



**Travelling Time.** *The Enemy Within* (p7) assumes that 8 hours of travel are possible per day for all modes of transport. While this seems reasonable for horseback or coach travel, where mounts become fatigued, this seems less reasonable for river travel. Analogy with the real

recalculated to be consistent with rates in yards per round.

world would suggest that The Empire enjoys 8-16 hours of daylight each day, depending on the season. Given that *Death on the Reik* takes place in late spring and early summer, the adventurers are likely to have 12-15 hours of daylight each day (see further *Appendix Two*). If we assume some stoppages for rest, food or poor light, 10-13 hours of travelling each day seem reasonable.

**Current.** *WFRP* and *The Enemy Within* indicate that speeds can be increased or reduced by up to 25% for river current. *The Enemy Within* (p6) indicates there is no material current effect on the Reik downriver of Altdorf. *Death on the Reik* (p38) indicates there is a 25% effect on the Stir. The same assumptions are made here. In addition it is here assumed there is a 10% current effect on the Reik upriver from Altdorf.

**Wind.** *Death on the Reik (River Life of the Empire, p4)* details the potential impact of variable wind on travelling speed. Although wind speed will affect speed on individual days, it will make minimal difference to average travelling speeds.



### Coach Travel

Coach travelling times will be a function of speed, travelling time and terrain.

**Speed.** *WFRP* (p74) states coaches travel at **M 4**. This differs slightly from the movement rate implied by the daily travel speeds in *The Enemy Within* (p7), which is **M 4½**. The speed assumed in this document is **M 4½**.

**Travelling Time.** *The Enemy Within* (p7) assumes 8 hours of travelling per day. The same assumption is made here.

**Terrain.** According to *WFRP* (p74), difficult terrain reduces movement speeds to half. *The Enemy Within* (p7) indicates that off-road conditions reduce speeds by 25%, hills by 50% and mountainous terrain by 75%.

### Horseback Travel

Horseback travelling times will be a function of speed, travelling time and terrain.

**Speed.** *WFRP* (p74 and p239) states horses travel at **M 8**. However, the daily movement rates in *The Enemy Within* (p7) imply **M 6**. Since the latter corresponds more closely with real-world speeds, it is here assumed the correct movement rate is **M 6**.

**Travelling Time.** *The Enemy Within* (p7) assumes 8 hours of travelling per day. The same assumption is made here.

**Terrain.** According to *WFRP* (p74), difficult terrain reduces movement speeds to half. *The Enemy Within* (p7) indicates that off-road conditions reduce speeds by 25%, hills by 50% and mountainous terrain by 75%.

### Synchronisation

*Death on the Reik* (p21) states that Etelka Herzen should leave Black Peaks before the adventurers arrive, but thereafter the adventurers should steadily gain on her until the final confrontation. It suggests (*ibid*) that the signalling device is the best location for the confrontation.

This creates a number of problems from a chronological perspective:

1. The adventurers and Ernst Heidleman leave Altdorf at the same time and travel at approximately the same speed. The GM will need to delay the adventurers *en route* to Black Peaks to ensure Ernst Heidleman and Etelka Herzen are not present when the adventurers reach Black Peaks.
2. If the adventurers stop at Kemperbad for a protracted period to train with Maximilian Schnippmesser or Luigi Belladonna (p37), the movements of the adventurers and the Red Crown become completely unsynchronised. If this occurs, the GM should assume Ernst Heidleman and Etelka Herzen spend an equivalent period of time in Black Peaks and depart for the Barren Hills much later.
3. The adventurers will cross Ernst Heidleman and Etelka Herzen *twice* during the adventure: first as the adventurers travel south to Black Peaks and the Red Crown head north to Kemperbad; and second in the final

confrontation. The GM should ensure that Ernst Heidlemann and Etelka Herzen are not visible on the first occasion their paths cross.

4. Given that there is no road along the Stir, it is questionable whether the adventurers would be able to see Ernst Heidlemann and Etelka Herzen during the journeys to and from the Barren Hills. It is plausible the adventurers might overtake the Red Crown without confronting them. In that scenario, the GM should assume the Red Crown pursue the players and confront them later in the adventure.
5. It is likely that Ernst Heidlemann and Etelka Herzen will lose a horse *after* the adventurers have reached Twin Falls and thus its carcass will not be found (p39). This can easily be resolved if it is assumed the horse is lost in the *first* crossing at Twin Falls, rather than the second.
6. Ernst Heidlemann and Etelka Herzen's speed of travel as they travel from Kemperbad to the signalling device is implausibly slow.

The simplest way to resolve the chronological problems is to use an impressionistic approach, and treat the encounters with the Red Crown as a

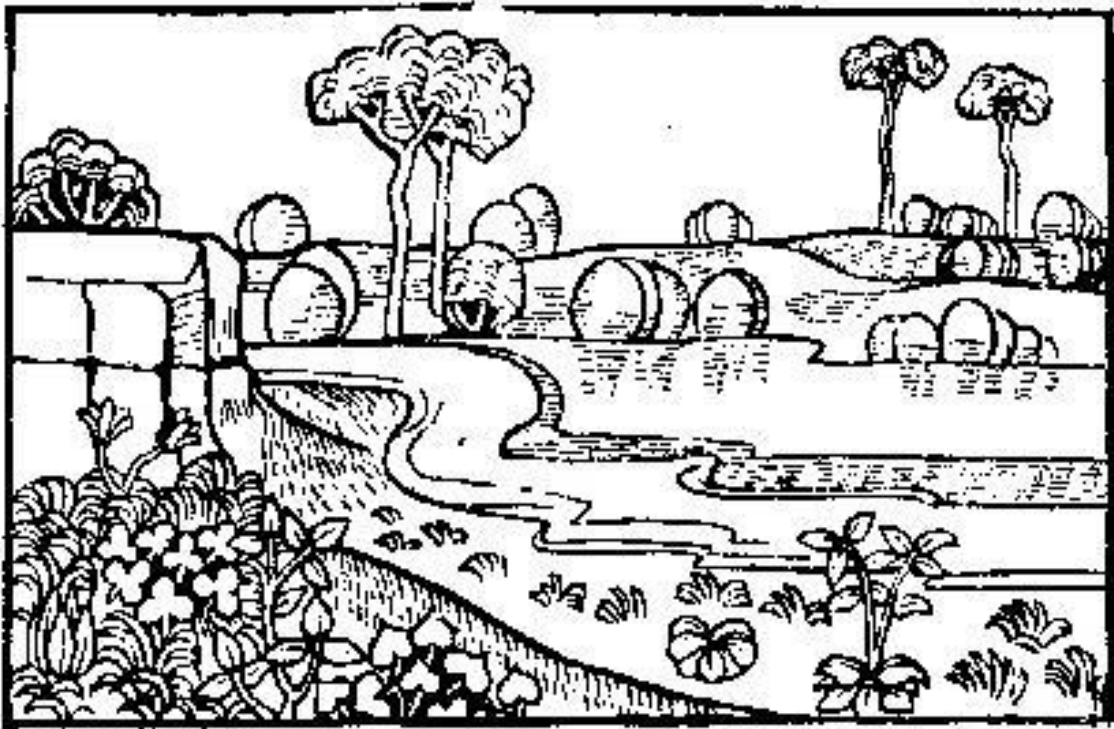
sequence of events that fit into any chronological scheme. This will, however, be unsatisfactory to many. Therefore, two chronological schemes are laid out below which carefully co-ordinate the parties. See Tables 3 and 4.

The first, Scheme A, follows the timeline for the Red Crown given in *Death on the Reik* (p21). The movements of the adventurers are timed to match with this schedule.

The second chronology, Scheme B, adjusts the travelling speeds of both parties to a more realistic basis. It therefore departs from the timeline in *Death on the Reik* (p21). However, it represents perhaps the most dramatic and realistic arrangement.

Note that Day Count 1 is measured in days elapsed since the start of the adventure. Fractional days should be rounded up. Thus Day 42.1 would be the morning of the 43<sup>rd</sup> day.

Day Count 2 is measured in days elapsed since the Ernst Heidlemann's departure from Altdorf. (as in the timeline on p21). Fractional days should again be rounded up, as described above.



**Table 3: Chronological Scheme A**

Red Crown													
Destination	Distance	Speed (M)	Speed (mph)	Terrain Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day (Count 1)	Final Day (Count 1)	Arrival Day (Count 2)	Final Day (Count 2)
Altdorf													
Grunburg	90	4.5	3.68	0%	8	13.9	30	3.0		43.0	43.0	3.0	3.0
Kemperbad	125	4.5	3.68	0%	8	14.0	31	4.0		47.0	47.0	7.0	7.0
Grissenwald	90	4.5	3.68	0%	8	14.1	30	3.0	2.0	50.0	52.0	10.0	12.0
Kemperbad	90	6	4.91	0%	6	14.3	30	3.0	1.0	55.0	56.0	15.0	16.0
Twin Falls	45	6	4.91	-50%	6	14.5	11	4.0		60.0	60.0	20.0	20.0
Devil's Bowl	45	6	4.91	-50%	6	14.6	15	3.0		63.0	63.0	23.0	23.0
Twin Falls	45	6	4.91	-50%	6	14.7	15	3.0		66.0	66.0	26.0	26.0
Kemperbad	45	6	4.91	-50%	6	14.9	15	3.0	1.0	69.0	70.0	29.0	30.0
Signalling Tower	115	6	4.91	0%	6	15.1	19	6.0		76.0	76.0	36.0	36.0

Adventurers														Difference
Destination	Distance	Speed (M)	Speed (mph)	Current Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day (Count 1)	Final Day (Count 1)	Arrival Day (Count 2)	Final Day (Count 2)	
Bogenhafen														
Weissbruck	60	3	2.45	0%	10	12.3	24.5	2.4	0.6	2.4	3.0			
Altdorf	45	3	2.45	0%	10	12.3	24.5	1.8	0.1	4.9	5.0			
Delberz	75	3	2.45	-10%	10	13.0	22.1	3.4	28.6	8.4	37.0			
Altdorf	75	3	2.45	10%	10	13.7	27.0	2.8	0.2	39.8	40.0			
Castle Reikguard	50	3	2.45	-10%	10	13.8	22.1	2.3		42.2	42.2	2.3	2.3	
Signalling Tower	15	3	2.45	-10%	10	13.9	22.1	0.7	0.1	42.9	43.0	2.9	3.0	
Kemperbad	115	3	2.45	-10%	10	14.0	22.1	5.2	0.8	48.2	49.0	8.2	9.0	
Wittgendorf	45	3	2.45	-10%	10	14.2	22.1	2.0		51.0	51.0	11.1	11.1	
Grissenwald	45	3	2.45	-10%	10	14.3	22.1	2.0	3.9	53.1	57.0	13.1	17.0	-5.0
Kemperbad	90	3	2.45	10%	10	14.5	27.0	3.3		60.3	60.3	20.4	20.4	-4.4
Twin Falls	45	3	2.45	-25%	10	14.6	18.4	2.4	0.2	62.8	63.0	22.8	23.0	-3.0
Devil's Bowl	45	4	3.27	-25%	8	14.8	19.6	4.0		67.0	67.0	27.0	27.0	-4.0
Twin Falls	45	5	4.09	-25%	8	14.9	24.5	3.0		70.0	70.0	30.0	30.0	-4.0
Kemperbad	45	3	2.45	25%	10	15.0	30.7	1.5		71.4	71.4	31.5	31.5	-1.5
Signalling Tower	115	3	2.45	10%	10	15.1	27.0	4.3		75.7	75.7	35.7	35.7	0.3
Kemperbad	115	3	2.45	-10%	10	15.3	22.1	5.2		80.9	80.9			
Wittgendorf	35	3	2.45	-10%	10	15.4	22.1	1.6		82.5	82.5			

**Table 4: Chronological Scheme B**

Red Crown													
Destination	Distance	Speed (M)	Speed (mph)	Terrain Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day (Count 1)	Final Day (Count 1)	Arrival Day (Count 2)	Final Day (Count 2)
Altdorf													
Grunburg	90	4.5	3.68	0%	8	13.9	30	3.0		43.0	43.0	3.0	3.0
Kemperbad	125	4.5	3.68	0%	8	14.0	31	4.0		47.0	47.0	7.0	7.0
Grissenwald	90	4.5	3.68	0%	8	14.1	30	3.0	2.0	50.0	52.0	10.0	12.0
Kemperbad	90	6	4.91	0%	6	14.3	30	3.0	1.0	55.0	56.0	15.0	16.0
Twin Falls	45	6	4.91	-50%	6	14.5	15	3.0		59.0	59.0	19.0	19.0
Devil's Bowl	45	6	4.91	-50%	6	14.6	15	3.0		62.0	62.0	22.0	22.0
Twin Falls	45	6	4.91	-50%	6	14.7	15	3.0		65.0	65.0	25.0	25.0
Kemperbad	45	6	4.91	-50%	6	14.8	15	3.0	1.0	68.0	69.0	28.0	29.0
Signalling Tower	115	6	4.91	0%	6	15.0	29	4.0		73.0	73.0	33.0	33.0

Adventurers														Difference
Destination	Distance	Speed (M)	Speed (mph)	Current Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day (Count 1)	Final Day (Count 1)	Arrival Day (Count 2)	Final Day (Count 2)	
Bogenhafen														
Weissbruck	60	3	2.45	0%	10	12.3	24.5	2.4	0.6	2.4	3.0			
Altdorf	45	3	2.45	0%	10	12.3	24.5	1.8	0.1	4.9	5.0			
Delberz	75	3	2.45	-10%	10	13.0	22.1	3.4	28.6	8.4	37.0			
Altdorf	75	3	2.45	10%	11	13.7	29.7	2.5	0.5	39.5	40.0			
Castle Reikguard	50	3	2.45	-10%	11	13.8	24.3	2.1		42.1	42.1	2.1	2.1	
Signalling Tower	15	3	2.45	-10%	11	13.9	24.3	0.6	0.3	42.7	43.0	2.7	3.0	
Kemperbad	115	3	2.45	-10%	11	14.0	24.3	4.7	1.3	47.7	49.0	7.7	9.0	
Wittgendorf	45	3	2.45	-10%	12	14.2	26.5	1.7		50.7	50.7	10.7	10.7	
Grissenwald	45	3	2.45	-10%	12	14.3	26.5	1.7	3.6	52.4	56.0	12.4	16.0	-4.0
Kemperbad	90	3	2.45	10%	12	14.5	32.4	2.8	0.2	58.8	59.0	18.8	19.0	-3.0
Twin Falls	45	3	2.45	-25%	12	14.6	22.1	2.0		61.0	61.0	21.0	21.0	-2.0
Devil's Bowl	45	4	3.27	-25%	8	14.7	19.6	4.0		65.0	65.0	25.0	25.0	-3.0
Twin Falls	45	5	4.09	-25%	8	14.8	24.5	3.0		68.0	68.0	28.0	28.0	-3.0
Kemperbad	45	3	2.45	25%	12	14.9	36.8	1.2		69.2	69.2	29.2	29.2	-0.2
Signalling Tower	115	3	2.45	10%	12	15.0	32.4	3.5		72.8	72.8	32.8	32.8	0.2
Kemperbad	115	3	2.45	-10%	13	15.2	28.7	4.0		76.8	76.8			
Wittgendorf	35	3	2.45	-10%	13	15.3	28.7	1.2		78.0	78.0			



### *Death on the Reik Timeline*

The following timeline is based on Scheme B above.

<b>Day</b>	<b>Date</b>	<b>Event</b>	<b>Page</b>
1	5 Pflugzeit	<i>Introduction, Starting the Adventure</i>  The adventurers leave Bögenhafen heading for Weissbruck.	p5
		<i>Messing About on the River</i>  They encounter an abandoned riverboat, attacked by beastmen. They rescue Renate Hausier and take possession of the boat.	pp10-12
2	6 Pflugzeit	The party travel to Weissbruck.	
3	7 Pflugzeit	<i>The Cult of the Purple Hand, Ev. 1 Just Passing Through</i>  The adventurers arrive in Weissbruck at lunchtime and are contacted by Purple Hand cultists, who pass the Purple Palm warning signal.	pp6-7
		<i>Weissbruck</i>  They rescue Elvyra Kleinstun from kidnappers.	pp13-16
4	8 Pflugzeit	They travel to Altdorf.	
5	9 Pflugzeit	<i>Off to See the Wizard, Altdorf</i>  They arrive in Altdorf and encounter a river patrol making a customs check.	pp17-18
6-9	10-13 Pflugzeit	The adventurers travel to Delberz.	
10-37	14 Pflugzeit - 8 Sigmarzeit	<i>Off to See the Wizard, Delberz</i>  They meet Heironymus Blitzen and one of the party trains as a wizard.	pp18-19
38-39	9-10 Sigmarzeit	The adventurers travel south by river, heading for Grissenwald in pursuit of Etelka Herzen.	
40	11 Sigmarzeit	<i>Off to See the Wizard, Altdorf</i>  The PCs spend the evening in Altdorf.	p18
		<i>The Cult of the Purple Hand, Ev. 2 Keeping Tabs</i>  Purple Hand cultists begin shadowing the adventurers.	p7

Day	Date	Event	Page
41 [1] <sup>§</sup>	12 Sigmarzeit	<i>Off to See the Wizard, Altdorf</i>  The adventurers see Ernst Heidleman board a coach for Grünburg. The adventurers set sail south from Altdorf.	p18
42 [2]	13 Sigmarzeit	The PCs travel south on the Reik.	
43 [3]	14 Sigmarzeit	<i>Up the Reik, Castle Reikguard</i>  They pass Castle Reikguard in the morning.	p30
		<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidleman arrives at Grünburg.	p21
		<i>Up the Reik, The Signalling Device, (a) – (g)</i>  In the evening the PCs moor next to a signalling device under construction on the remains of Dagmar von Wittgenstein's observatory. They learn that the dwarf engineers engaged in the construction are being attacked by a ghoul guarding the tower. The adventurers gain access to the inside of the tower and destroy its undead guardians. They also find five magical keys, but are unable to locate the sixth.	pp30-34
44 [4]	15 Sigmarzeit	The party sail upriver.	
		<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidleman leaves Grünburg.	p21
45-46 [5-6]	16-17 Sigmarzeit	The PCs sail upriver.	
47 [7]	18 Sigmarzeit	<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidleman crosses the Reik by ferry and spends the night in Kemperbad.	p21
48 [8]	19 Sigmarzeit	<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidleman leaves Kemperbad by coach in the morning.	p21
		<i>Kemperbad</i>  In the evening the adventurers arrive in Kemperbad.	pp35-37

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<sup>§</sup> The day count in brackets [] runs from Ernst Heidleman's departure from Altdorf to his and Etelka Herzen's arrival at the signalling device. It tracks the day count given on p21 of *Death on the Reik*, but with the revisions of chronological Scheme B above.

Day	Date	Event	Page
49 [9]	20 Sigmarzeit	<i>Kemperbad</i>  The adventurers spend the day in Kemperbad.	pp35-37
50 [10]	21 Sigmarzeit	They continue to sail south.	
		<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidlemann arrives in Grissenwald and meets Etelka Herzen at Black Peaks.	p21
51 [11]	22 Sigmarzeit	<i>Castle Wittgenstein, First Sight</i>  The PCs pass Castle Wittgenstein. They encounter Gertrude Grolsch and the mutant's corpse.	p45
52 [12]	23 Sigmarzeit	The adventurers continue to sail south.	
53 [13]	24 Sigmarzeit	<i>The Schemes of the Red Crown, Timeline</i>  At dawn Ernst Heidlemann and Etelka Herzen leave Grissenwald on horseback.	p21
		<i>The Schemes of The Red Crown, In Search of Black Peaks</i>  In the morning, the adventurers arrive at Grissenwald. They have an altercation with the dwarfs of Khazid Slumbol. They hear of the recent attacks on farms. That night, the goblins of the Twisted Maw attack another farmstead.	pp22-23
54 [14]	25 Sigmarzeit	<i>The Schemes of The Red Crown, In Search of Black Peaks</i>  The adventurers learn of the attack on the farm. They have an audience with Gorim Greathammer.	pp23-25
55 [15]	26 Sigmarzeit	<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidlemann and Etelka Herzen arrive at Kemperbad.	p21
		<i>The Schemes of The Red Crown, In Search of Black Peaks</i>  At night the PCs defend a farm from goblin attack.	pp25, 27
56 [16]	27 Sigmarzeit	<i>The Schemes of the Red Crown, Timeline</i>  Ernst Heidlemann and Etelka Herzen rest in Kemperbad.	p21

Day	Date	Event	Page
		<p><i>The Schemes of The Red Crown, In Search of Black Peaks</i></p> <p>The adventurers visit the mine and tower at Black Peaks and encounter the goblins. They learn that Etelka Herzen is on an expedition to the Barren Hills.</p>	pp25-29
57 [17]	28 Sigmarzeit	<p><i>The Schemes of the Red Crown, Timeline</i></p> <p>Ernst Heidlemann and Etelka Herzen depart Kemperbad on horseback.</p>	p21
		The adventurers leave Grissenwald and sail down the Reik.	
58 [18]	29 Sigmarzeit	The adventurers continue to sail downriver. Ernst Heidlemann and Etelka Herzen travel east along the River Stir.	
59 [19]	30 Sigmarzeit	<p><i>The Schemes of the Red Crown, Timeline</i></p> <p>Ernst Heidlemann and Etelka Herzen cross the Narn and Stir at Twin Falls, losing a horse in the process. They head north to the Devil's Bowl.</p>	p21
		<p><i>The Cult of the Purple Hand, Ev. 3 The Direct Approach, Ev. 4 A Lock of Hair</i></p> <p>The adventurers spend the evening in Kemperbad and encounter a Purple Hand cultist. A cultist cuts a lock of hair from Kastor Lieberung's double.</p>	pp7-8
60 [20]	31 Sigmarzeit	<p><i>The Barren Hills, Up the River Stir</i></p> <p>The adventurers sail up the Stir.</p>	p38
61 [21]	32 Sigmarzeit	<p><i>The Barren Hills, Up the River Stir, Unterbaum</i></p> <p>The PCs pass some ancient megaliths. They discover the carcass of the horse lost by Ernst Heidlemann and Etelka Herzen. They arrive at Twin Falls in the evening, meet Astrid and Birgit and travel to Unterbaum. There they meet Corrobreth the druid, who offers to take them to the Devil's Bowl.</p>	pp38-42
62 [22]	33 Sigmarzeit	<p><i>The Barren Hills, Into the Unknown</i></p> <p>The adventurers travel with Corrobreth towards the Devil's Bowl.</p>	p42

Day	Date	Event	Page
		<i>The Schemes of the Red Crown, Timeline</i> Ernst Heidlemann and Etelka Herzen reach the Devil's Bowl.	p21
63 [23]	1 Sommerzeit	<i>The Barren Hills, Into the Unknown</i> The PCs travel with Corrobreth towards the Devil's Bowl.	p42
		<i>The Schemes of the Red Crown, Timeline</i> Ernst Heidlemann and Etelka Herzen leave the Devil's Bowl.	p21
64 [24]	2 Sommerzeit	<i>The Barren Hills, Into the Unknown</i> The PCs travel with Corrobreth towards the Devil's Bowl.	p42
65 [25]	3 Sommerzeit	<i>The Barren Hills, The Devil's Bowl</i> At dusk the PCs arrive at the Devil's Bowl. They encounter Brunhilde Gratten's ghost. They are attacked by a skaven warband. They find the remains of Dagmar von Wittgenstein's expeditionary party and recover the sixth magical key.	pp42-44
		<i>The Schemes of the Red Crown, Timeline</i> Ernst Heidlemann and Etelka Herzen recross the river at Twin Falls.	p21
66-67 [26-27]	4-5 Sommerzeit	<i>The Barren Hills, The Return</i> The PCs return with Corrobreth to Unterbaum. Skaven night runners begin following them.	p44
68 [28]	6 Sommerzeit	<i>The Barren Hills, The Return</i> The adventurers reach Unterbaum and Twin Falls.	
		<i>The Schemes of the Red Crown, Timeline</i> Ernst Heidlemann and Etelka Herzen arrive at Kemperbad.	p21
69 [29]	7 Sommerzeit	The adventurers sail down the River Stir.	
		<i>The Schemes of the Red Crown, Timeline</i> Ernst Heidlemann and Etelka Herzen rest in Kemperbad.	p21

Day	Date	Event	Page
70 [30]	8 Sommerzeit	<i>The Schemes of the Red Crown, Timeline</i> Ernst Heidleman and Etelka Herzen depart Kemperbad.	p21
		<i>The Cult of the Purple Hand, Ev. 5 The Final Warning</i> The adventurers reach Kemperbad. A Purple Hand cultist delivers an ultimatum to Kastor Lieberung's double and casts a <i>Curse</i> spell on him. The adventurers then sail down the River Reik.	p8
71-72 [31-32]	9-10 Sommerzeit	The party sails down the River Reik.	
73 [33]	11 Sommerzeit	<i>Up the Reik, The Signalling Device, (h)</i> <i>The Schemes of the Red Crown</i> The adventurers reach the signalling device in the evening. Shortly afterwards Ernst Heidleman and Etelka Herzen arrive at the signalling device and confront the adventurers. The PCs gain access to the secret library and discover the meteorite is at Castle Wittgenstein.	pp20-21, 33-34
74-77	12-15 Sommerzeit	The PCs sail up the River Reik.	
78 <1>**	16 Sommerzeit	<i>Castle Wittgenstein, The Barony of Wittgenstein, Wittgendorf</i> The adventurers arrive at Wittgendorf in the evening. They see Lady Margritte von Wittgenstein abduct a villager.	pp46-56
79 <2>	17 Sommerzeit	<i>Castle Wittgenstein, The Barony of Wittgenstein, Wittgendorf</i> The adventurers conduct investigations in Wittgendorf. Their boat is impounded.	pp46-56
80 <3>	18 Sommerzeit	<i>Castle Wittgenstein, The Barony of Wittgenstein, Wittgendorf</i> The party conducts further investigations in Wittgendorf. They are approached by Hilda Eysenck, who takes them to the outlaw camp.	pp46-56
		<i>Castle Wittgenstein, The Outlaw Camp</i> The adventurers and Hilda Eysenck travel into the forest at night, encounter some beastmen and reach the outlaw camp.	pp56-58

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\*\* The day count in angular brackets <> conforms to the day count on pp48-49 of *Death on the Reik*.

Day	Date	Event	Page
81	19 Sommerzeit	<p><i>Castle Wittgenstein, The Outlaw Camp, Leaving the Camp, The Way In, The Outlaw Attack</i></p> <p>Hilda Eysenck escorts the adventurers out of the outlaw camp. The party encounters Sergeant Kratz, some guards and a beastman. Hilda shows them the secret entrance to Castle Wittgenstein. The adventurers make a reconnaissance of the castle, then return to the outlaw camp.</p>	pp57-70
82	20 Sommerzeit	<p><i>Castle Wittgenstein, The Outlaw Attack, Castle Description</i></p> <p>The outlaws and adventurers attack Castle Wittgenstein and secure the Outer Bailey and Guard Tower. The adventurers enter the Inner Bailey and locate the chamber where the meteorite was held. They find the skaven have already removed the meteorite. They pursue the skaven, but are forced back by a poisoned wind. The castle starts to collapse because of skaven undermining. The adventurers flee the castle as it is destroyed.</p>	pp59-86



## GAMESMASTER'S HELP

### *Playing Time*

*Death on the Reik* is a very long adventure. The GM and players should be prepared to allocate a considerable amount of time to playing it.

Moreover, the material in *River Life of the Empire* can considerably lengthen the adventure further. The GM should be careful to ensure that it does not distract unduly from the main plot.

### *Connecting the Adventure*

The GM should also give consideration to connecting *Death on the Reik* and *Power Behind the Throne*. This is touched on in *The Last of the von Wittgensteins* (see *Supplementary Material*, below), and discussed in greater length in *Phase Three*.

## SUPPLEMENTARY MATERIAL

### *The Last of the von Wittgensteins*

If the GM wishes to have the players pursue Gotthard von Wittgenstein when they get to Middenheim, as described in *Phase Four*, below, the picture of him in the Great Hall at Castle Wittgenstein (*Death on the Reik*, p78) can help provide a link. PCs who examine the picture may be able to recognise von Wittgenstein, despite his changed appearance in Middenheim.

### *The Stone That Fell to Earth*

GMs may prefer to amend the discovery of the warpstone chamber as follows to enhance the adventurers' role in events.

When the PCs arrive in the warpstone chamber, they find the meteorite still *in situ* in its lead casket. The casket and stone are very heavy and

bulky and efforts to drag them from the chamber will be slow. During these efforts, the skaven tunnel into the chamber and a struggle ensues over the meteorite. If the skaven retrieve the stone, the adventure should continue as in the text (modified as described in *The Grey Seer*, below, if desired). If the adventurers retain the stone, the skaven warlock engineers will begin their destruction of Castle Wittgenstein. The PCs will be forced to abandon the meteorite as they escape the collapse of the castle. Whether the skaven subsequently tunnel through to the stone and recover it is at the GM's discretion.

### *The Grey Seer*

If the GM chooses to replace *Something Rotten in Kislev* with *Terror in Talabheim* or *The Horned Rat Rises* (see *Phase Four* below), the following modification to *Death on the Reik* is recommended to link the adventures.

When the adventurers encounter the skaven in Castle Wittgenstein, there should be a Grey Seer in their number. If *Terror in Talabheim* is to be used, it will be Asorak Steeleye (p86). If *The Horned Rat Rises* is used, it will be Skarsiss (see *Phase Four*, below).





# Phase Three

## *Carrion Up the Reik, The Grapes of Wrath, Power Behind the Throne & Warhammer City*

### VERSIONS

*Carrion Up the Reik* was published in the Hogshead edition of *Power Behind the Throne*. It has not been reprinted.

*The Grapes of Wrath* was first published in *White Dwarf* 98 and reprinted in *The Restless Dead*. (An amended version was also printed for *WFRP* second edition in *Plundered Vaults*.)

*Power Behind the Throne* was initially published by Games Workshop as a hardback. It was subsequently republished in softback format as *City of Chaos*. Hogshead Publishing reprinted the adventure with *Carrion Up the Reik* in its own edition of *Power Behind the Throne*.

*Warhammer City* was first published by Games Workshop as a hardback (though its title was originally intended to be *City of the White Wolf*). It was subsequently republished in softback format as *City of Chaos*. Hogshead Publishing presented the adventure as *Middenheim: City of Chaos*, separate from its version of The Enemy Within campaign.

### SYNOPSIS

#### *Carrion Up the Reik*

In an effort to ingratiate himself with the Purple Hand, Councillor Albrecht Oldenhaller of Nuln has arranged for his associates to watch for Kastor Lieberung's double. One such associate, his nephew Mathias Blucher, encounters the adventurers and employs an elaborate ruse to deliver them to the Purple Hand. He contracts with the adventurers to deliver a cargo to Marienburg, but destroys their barge in an arson attack. He then offers them a contract to deliver a package to an address in Middenheim, which is controlled by the Purple Hand.

While journeying north the adventurers meet a priest of Sigmar, named Father Marcus. He entrusts them to return a fragment of a sacred artefact known as the Shining Rock to its original site, which lies on their route. At the site the adventurers encounter the Grand Theogonist and help defend him from an attack by a group of religious fanatics called the Sons of Ulric. The Grand Theogonist comments on a resemblance between Kastor Lieberung's double and another figure.

After arriving in Middenheim, the adventurers discover the address to which Mathias Blucher's package was to be delivered is abandoned. A witch-hunter has recently cleared the site.

#### *The Grapes of Wrath*

Some years ago Henri-Philippe Rocheteau, the wealthy mayor of Pritzstock, discovered his wife Elisabeth was having an affair with one Stefan Maranauer. Henri-Philippe secretly killed Stefan. However, Stefan's brother Dieter suspects Henri-Philippe of the murder and has come to exact revenge. He has chanced upon some skulls that have become enchanted through proximity to warpstone and is using them to attack the village and prevent the grape harvest. In a further twist a



skaven scouting party is searching for the warpstone.

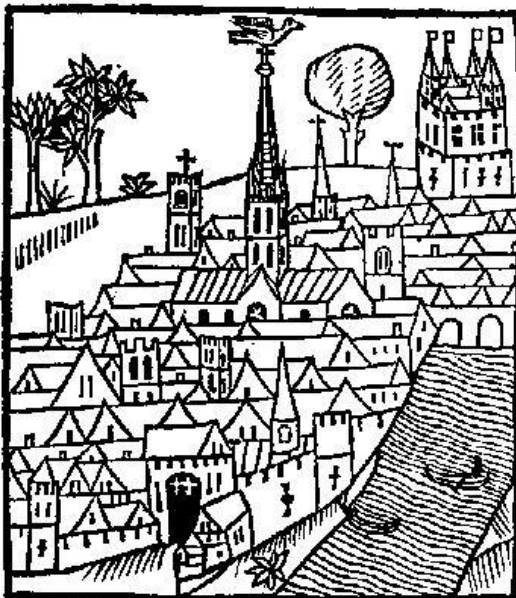
The adventurers are attacked by the skulls while travelling by coach and become embroiled in events, eventually locating Dieter Maranauer and encountering the skaven.

#### *Power Behind the Throne*

Karl-Heinz Wasmeier, Law Lord of Middenheim and head of the Purple Hand cult in Middenheim has instituted a series of taxes designed to weaken the defences of Middenheim against Chaos. He has achieved this by a series of manipulations of other members of the Graf's court. During the Middenheim Carnival his plans will go one step further and he will murder the Graf and replace him with a doppelganger.

During the Carnival the adventurers discover gradually that someone is manipulating the court and eventually follow the trail back to Karl-Heinz Wasmeier. They reveal him as a traitor and prevent the Graf being killed.

However, their reward for foiling the plot is somewhat unexpected. They are summarily imprisoned by the Graf. The adventurers have come into possession of a great deal of sensitive information about the City State and its politics and need to be isolated until a solution has been found.



## PROBLEMS

#### *Carriion Up the Reik*

There are a number of difficulties with this scenario.

First, it insufficiently develops the narrative threads neglected by *Power Behind the Throne*. Although it advances some themes, such as the growing schism between the cults of Ulric and Sigmar, it nonetheless neglects the Kastor Lieberung and Gotthard von Wittgenstein stories. Moreover, it introduces a number of new elements that go unresolved. Had *Empire in Chaos* been published, it seems likely they would have been resolved. However, since that work is not extant, *Carriion Up the Reik* only adds to the frustrating incompleteness of the campaign.

Second, the main purpose of the first part of the scenario is to encourage the adventurers to travel to Middenheim. There are, in fact, already good reasons for the PCs to make the journey: the Carnival, the Purple Hand connection and the presence of Gotthard von Wittgenstein, for example. *Carriion Up the Reik*, on the other hand, could make the players very suspicious that the journey is a trap and actually discourage them from travelling.

Finally, in several areas the sense of the scenario is questionable. It is peculiar that the usually secretive Purple Hand should trust a third party such as Albrecht Oldenhaller on a very sensitive matter. It is not clear why the Purple Hand even needs his assistance, given its agents have already been shadowing the adventurers across the Reikland for some time. Mathias Blucher's plan seems excessively complex. Finally it seems unrealistic that Father Marcus should entrust such a holy artefact to recent passing acquaintances.

#### *The Grapes of Wrath*

Although an excellent standalone adventure, *The Grapes of Wrath* also does little to develop campaign themes or plotlines.

#### *Power Behind the Throne*

The problems in this adventure fall into two areas.

First, in a number of respects it does not integrate well with the rest of the Enemy Within campaign.

There is a substantial hiatus between the end of *Death on the Reik* and the start of *Power Behind the Throne*. The Gotthard von Wittgenstein plot is largely ignored. The Kastor Lieberung plot is completely passed over. The *Supplementary Material* below attempts to address these failings.

The second area of problems relates to the difficulty in running the adventure. The taxes plot is not a strong hook and players are likely to neglect it in order to pursue other matters, such as Gotthard von Wittgenstein. Also the highly complex structure is difficult for the GM and is not explained adequately. The notes on *Structure* and *Supplementary Material* are intended to assist in this respect.



## STRUCTURE

### *Carrion Up the Reik*

This adventure is a straightforward sequence of encounters, designed to bridge the gap between *Death on the Reik* and *Power Behind the Throne*. The first part deals with events relating to Mathias Blucher, the second those concerning Father Marcus.

### *The Grapes of Wrath*

This scenario is also intended to fill the gap between *Death on the Reik* and *Power Behind the Throne*. It is largely free form, but short.

### *Power Behind The Throne*

As noted above, the adventure is very complex in structure. The bulk of it is a free-form narrative centred around multiple parallel plot threads. Careful preparation and management is required by the GM to control and advance these threads according to a suitable timetable. Detail on each of the narrative threads is given in I-IV below.

Resolution of the different threads leads the players into the climax of the adventure. This is

linear in structure and is discussed in more detail in V below.

## I. The Hypnosis of Dieter Schmiedehammer

**Summary.** Dieter Schmiedehammer has been hypnotised to support the taxes by Karl-Heinz Wasmeier's agent Brunhilde Klaglich, using an alias "Charlotte" (p39).

### Triggers.

1. Meeting with Kirsten Jung (fiancée, pp56-58).
2. Meeting with Rallane Lafarel (friend, pp40-41).
3. Challenge at the Carnival (pp25 & 39).
4. Direct encounter at an inn.
5. Message from Nastassia Hess (p72).

**Events.** Discovery and resolution of this thread is described in detail on pp73-74.

**Timing.** This is the simplest of the plot threads and is likely to be the first the players make progress on. It can be introduced before the Carnival starts and should probably be resolved by the fourth day of the Carnival.

## II. The Blackmail of Ar-Ulric and Emmanuelle Schlagen

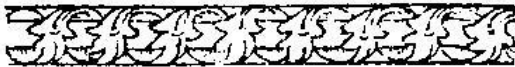
**Summary.** Brunhilde Klaglich has in her possession letters revealing a romantic affair between Ar-Ulric and Emmanuelle Schlagen. This is a breach of Ar-Ulric's vow of celibacy and a threat to Emmanuelle Schlagen's position at court. Brunhilde Klaglich is blackmailing both parties into supporting the taxes via another alias, "Elise Kaltblutig".

### Triggers.

1. Meeting with Kirsten Jung (friend of Emmanuelle Schlagen, pp56-58).
2. Meeting with Petra Liebkosen (who suspects Ar-Ulric of an affair, pp56-58).
3. Meeting with Luigi Pavarotti (who also suspects Ar-Ulric of an affair, pp 65-67, 71).
4. Meeting with Rallane Lafarel (who suspects both Emmanuelle Schlagen and Ar-Ulric of an affair, pp40-41).
5. Encounter with "Josef" (who has information on Ar-Ulric's affair, p30).
6. Message from Nastassia Hess (p72).

**Events.** This thread will ultimately be resolved with the discovery of the letters in Brunhilde Klaglich's lair (p83). This is most likely to take place in the adventure's climax, though it is possible the players may discover the letters earlier in the adventure.

**Timing.** This thread should be introduced when the players have started making headway with Dieter Schmiedehammer's hypnosis. It should probably occupy the players in the middle part of the Carnival (third to sixth days), but only be fully resolved in the climax on the evening of the eighth day.



### III. Josef Sparsam's Drug Addiction

**Summary.** Josef Sparsam has become addicted to a narcotic. Using the alias "Frau Kenner", Brunhilde Klaglich controls his supply, which she procures from Bruno Kohl (pp78-79). This leverage has secured Josef Sparsam's support for the taxes.

#### Triggers.

1. Meeting with Petra Liebkosen (who Josef Sparsam made a pass at and who is aware of Bruno Kohl, pp56-58).
2. Meeting with Hildegard Zimmerlich (who is related to Bruno Kohl, pp44 & 71).
3. Direct encounter with Josef Sparsam (p71).
4. Meeting with Josef Gropius (who followed "Frau Kenner" to The Pit, p82).
5. Encounter with the Troll-slayer (who obtained his drugs from The Pit, pp19-20).
6. Message from Nastassia Hess (p72).

**Events.** The players should discover Bruno Kohl's den (pp78-79). Eventually the players will be able to track Brunhilde Klaglich to her lair (p81), triggering the climax of the adventure (see V, below).

**Timing.** Josef Sparsam is one of the most difficult NPCs to meet. Moreover, resolution of this thread directly triggers the climax of the adventure. Therefore the thread is best introduced in the second half of the Carnival (day five) and resolution must be delayed until the evening of the eighth day.

### IV. Kidnap of Reya Ehrlich

**Summary.** Reiner Ehrlich's support for the taxes has been gained though the kidnap of his niece (pp68-70), who is being held by Brunhilde Klaglich.

**Triggers.** None. This thread should not occupy the players until the climax of the adventure.

**Events.** Prior to the climax the only relevant event in the adventure is the optional encounter with the Chaos warband (pp75-77).

**Timing.** See p75.

### V. The Climax

Central to all of the above plot threads is Brunhilde Klaglich. It is critical to the structure of the adventure that the players track her to her lair on the evening of the eighth day of the Carnival. This triggers the climax of the adventure, which is linear in structure and described in full (pp80-92).

(Note the published text states that an audience with the Graf is necessary to complete the adventure (p4). This is not the case. In fact, the published text assumes the players do *not* secure an audience with the Graf. It is, of course, possible to use an audience with the Graf to trigger the adventure's climax, but this would require modification of the adventure and is not discussed here.)



## CHRONOLOGY

### *Power Behind the Throne*

At this stage, the chronology of the campaign becomes looser. No fixed date is given for the Carnival. This author suggests that the events of *Power Behind the Throne* take place as soon as possible after *Death on the Reik* to ensure momentum is not lost. However, if GMs wish to include other material, they may need to adopt a different chronology. This is discussed further below.

### *Warhammer City*

*Warhammer City* contains a great deal of supplementary material on the City of Middenheim. However, the intended chronology of *Power Behind the Throne* makes it difficult for the GM to accommodate this material. There is little opportunity to insert material before the adventure as it is important that the adventurers are quickly drawn into investigating the taxes. Using too much of the material during the adventure is likely to overload the party. Finally, the imprisonment of the PCs at the end of the adventure and subsequent departure for Kislev mean it is impossible to use it after *Power Behind the Throne*.

It is here suggested that GMs who wish to run some of the supplementary material in *Warhammer City* should alter the transition to Phase Four of the campaign. After their release from imprisonment and induction into the Knights

Panther, the adventurers could spend a period in the service of Graf Boris in Middenheim, perhaps rooting out the remnants of the Purple Hand in the city, before they are sent to Kislev.

### *The Grapes of Wrath*

This adventure should take place in the month of Erntezeit in order for the adventure to coincide with the grape harvest. For this to happen the GM will probably need to delay the adventurers for approximately a month between the end of *Death on the Reik* and the start of *Power Behind the Throne*. Alternatively the GM could set *The Grapes of Wrath* on the road to Talabheim in Phase Four of the campaign. The latter arrangement better suits the overall chronology of the campaign. See *The Long and Winding Road* in *Phase Four*, below.

### *The Pie-Eyed Piper*

As described in *Warhammer City* (p62), this adventure is intended to climax on Twin Moons' Eve (33 Vorgeheim). This requires the adventurers to be delayed by approximately two weeks between the end of *Death on the Reik* and the start of *Power Behind the Throne*. Also it is important to note that in 2512 IC 33 Vorgeheim falls on Bezahltag. Therefore, if the GM chooses to run *The Pie-Eyed Piper* during *Power Behind the Throne*, the adventure will climax in the middle of the Carnival. From a dramatic perspective this is not ideal. It is here suggested that the GM changes the date on which the climax takes place to the final evening of the Carnival.

### *Power Behind the Throne Timeline*

Day	Date	Event
1-8	21-28 Sommerzeit	The adventurers sail downriver to Altdorf.
9-11	29-31 Sommerzeit	They rest in Altdorf.
12-22	32 Sommerzeit-8 Vorgeheim	They travel by coach to Middenheim.
23	9 Vorgeheim	They arrive in Middenheim.
24-26	10-12 Vorgeheim	They begin their investigations in Middenheim.
27-34	13-20 Vorgeheim	The Carnival takes place. At the end of the Carnival, the PCs uncover the plot and are imprisoned.



## GAMESMASTER'S HELP

### *Preparation*

*Power Behind the Throne* is a large and complex adventure. It is strongly suggested that the GM should prepare extensively before running it. The GM should have a very clear understanding of the plot, the narrative structure and the NPCs' roles. It is also recommended that several events and encounters are prepared in advance.

### *Connecting the Adventure*

The GM may wish to fill the hiatus between the end of *Death on the Reik* and the beginning of *Power Behind the Throne* with material. *The Grapes of Wrath* and *Carrion Up the Reik* contain such material, though in this author's opinion, are not wholly suitable (see *Problems*, above). Some alternative ideas are contained in *On the Road* (see *Supplementary Material*, below).

### *Starting the Adventure*

As noted in *Problems*, above, the GM may need to create additional events to direct the players' attention to the taxes.

One option is to tie the Gotthard von Wittgenstein and tax plots together. This approach is taken in *On the Road*, Event 5: *The Refugees* and *The Pie-Eyed Piper* (see *Supplementary Material*, below).

Another approach is to create additional events to encourage the PCs' suspicions of the taxes. Examples are provided in *Hook, Line and Sinker* (also in *Supplementary Material*, below).

### *Additional Campaign Threads*

The GM may choose to develop the neglected Kastor Lieberung and Gotthard von Wittgenstein storylines. Some suggestions can be found in *Supplementary Material*, below. *Welcome Home* deals with the Kastor Lieberung plot. *The Pie-Eyed Piper* concerns the Gotthard von Wittgenstein narrative.

It is important, however not to overload the players. Both *Welcome Home* and *The Pie-Eyed Piper* are kept deliberately simple for this reason.



### *The Carnival*

It is suggested that the GM provide handouts to the adventurers detailing the daily timetable of Carnival events. See *Read All About It* in *Supplementary Material*, below.

The following summarises which carnival events should be considered the most important. In general, those events involving the NPCs listed as critical should be the GM's focus. These include:

1. **Challenges to the Graf's Champion.** An excellent opportunity to meet Dieter Schmiedehammer, Kirsten Jung, Rallane Lafarel, Petra Liebkosen and Ar-Ulric. It will appeal to PCs with a martial focus who might otherwise be reluctant to engage in socialising.
2. **The Archery Tourney.** A good opportunity to meet Allavandrel Fanmaris, Rallane Lafarel, Dieter Schmiedehammer, Kirsten Jung, and Petra Liebkosen. Again this will appeal to martial characters.
3. **The Festival of Fine Ales.** A relatively relaxed environment to socialise with Allavandrel Fanmaris, Rallane Lafarel, Dieter Schmiedehammer, Kirsten Jung, Petra Liebkosen and Luigi Pavarotti, especially after the challenges to the Champion or the archery tourney.
4. **The Garden Party.** The best opportunity to engage with a large number of NPCs, if the PCs can get an invitation.
5. **Fire-Breathers.** A rare opportunity to encounter Hildegard Zimmerlich (see *Power Behind the Throne*, p71).

The GM may also find it helpful to have a number of minor Carnival events prepared for background. *All the Fun of the Fair* in *Supplementary Material*, below, describes a number of such events.



NPCs

As discussed above, this is a complex adventure that places heavy demands on players and GM alike. The following advice on using NPCs may be helpful in managing the adventure.

It can be difficult for players to keep track of the large number of NPCs in *Power Behind the Throne*. Therefore it is suggested that the GM print illustrations of the NPCs and pin them to the GM's screen whenever the NPCs are present.

GMs should carefully plan introductory encounters with key NPCs. The trigger events listed above in the *Structure* section provide a list of suitable encounters.

The following list provides a suggested order of NPC encounters that could be deemed critical to the flow of the adventure. GMs may wish to use it as a framework around which to construct their own narrative.

1. An early meeting (before the start of the Carnival) with Kirsten Jung is advised. Although she is herself unimportant to the plot, she can provide introductions to a number of individuals, notably Dieter Schmiedehammer and Petra Liebkosen. For suggestions on how to achieve this see *The Grapes of Wrath* or *On the Road, Event 2: the Sisters* (in *Supplementary Material*, below).
2. At the meeting with Kirsten Jung or shortly after the adventurers should also meet Dieter Schmiedehammer. This immerses them in the matter of his hypnosis (thread I).
3. Dieter Schmiedehammer provides an easy introduction to Rallane Lafarel. The adventurers might encounter the two together in an inn one evening or at Carnival events (see below). Rallane Lafarel is directly useful to the adventurers in dealing with threads I and II above. He is also able to make a number of introductions to other court figures.
4. An introduction to Luigi Pavarotti is not essential, but he is a lively character and can be useful in resolving thread I and introducing thread II. He can easily be found in one of the inns of Middenheim or Carnival events (see below).
5. Kirsten Jung can introduce Petra Liebkosen to the adventurers. Petra Liebkosen is an extremely important figure, as she provides a connection to threads II and III.
6. Encounters with Josef Sparsam or Hildegard Zimmerlich can progress thread III (p71).
7. A meeting with Josef Gropius (p82) is critical to resolving thread III and initiating the climax.

# NPC Matrix

	Josef Sparsam	Dieter Schmiedehammer	Rallane Lafarel	Katarina Todbringer	Hildegard Zimperlich	Ulrich Schutzmann	Johann Schwermutt	Maximilian von Genscher	Albrecht Helseher	Janna Eberhauer	Ar-Ulric	Emmanuelle Schlagen	Kirsten Jung	Petra Liebkosen	Natassia Sinnlich	Siegfried Prunkvoll	Allavandrel Fanmaris	Gotthard Goebbels	Luigi Pavarotti	Reiner Ehrlich	Joachim Hoflich	Karl-Heinz Wasmeier
Josef Sparsam		N	N	U	VU	N	N	N	U <sup>1</sup>	U <sup>1</sup>	U	VU	U	U	F	N	F	F	VU	F	F	F <sup>17</sup>
Dieter Schmiedehammer	N		VF	F	F	N	N	N	N	N	F	N	VF <sup>2</sup>	VF	VF	N	VF	U <sup>3</sup>	N	N	N	N <sup>17</sup>
Rallane Lafarel	N	VF		VF	U	N	N	N	N	F	F <sup>4</sup>	VF	VF	F	U	U	VF	N	F	N	N	N
Katarina Todbringer	N	N	VF		VF	N	N	N	N	N	F	VU	VU	VU	VU	U	F	N	F <sup>5</sup>	N	N	N
Hildegard Zimperlich	VU	F	N	VF		N	N	N	N	N	U	VU	VU	VU	VU	F	N	N	VU	N	N	N
Ulrich Schutzmann	N	F	N	N	N		VF	VF	F	N		N <sup>6</sup>	N	N	N	U	F	N	N	N <sup>8</sup>	N	N
Johann Schwermutt	N	F	N	N	N	VF		VF	F	F	N	N	N	N	N	U	F	N	N	N <sup>8</sup>	N	N
Maximilian von Genscher	N	F	N	N	N	VF	VF		F	N	N	N	N	N <sup>7</sup>	N	U	F	U	N	N <sup>8</sup>	N	N
Albrecht Helseher	VU <sup>1</sup>	N	N	N	N	N	N	N		VF	N	N	N	N	N	U	N	N	N	U <sup>9</sup>	U <sup>9</sup>	F
Janna Eberhauer	VU <sup>1</sup>	N	F	N	N	N	N	N	VF		N	N	N	F	N	U	F	N	N	U <sup>9</sup>	U <sup>9</sup>	F
Ar-Ulric	U	N	F	F	U	N	N	N	N	N		VF <sup>10</sup>	U	U <sup>11</sup>	U	N	N	U <sup>12</sup>	U	F	N	N <sup>17</sup>
Emmanuelle Schlagen	VU	N	VF	U	VU	N <sup>6</sup>	N	N	N	N	VF <sup>10</sup>		F	F	U	U	VF <sup>13</sup>	VU <sup>14</sup>	VU	N	N	N <sup>17</sup>
Kirsten Jung	N	VF <sup>2</sup>	F	U	VU	N	N	N	N	N	F		F	F	U	F	F	N	U	N	N	N
Petra Liebkosen	F <sup>1</sup>	F	F	U	VU	F	F	F <sup>7</sup>	N	F	N <sup>11</sup>	F	F		N	U	F	U	N <sup>15</sup>	N	N	N
Natassia Sinnlich	N	U	U	U	VU	U	U	U	N	U	U	U	U	U		VU	U	VU	VU <sup>15</sup>	N	N	N
Siegfried Prunkvoll	F	VF	U	F	F	VF	VF	VF	U	U	N	F	F	F	F		VU	N	N	N	N	N
Allavandrel Fanmaris	F	VF	VF	F	N	N	N	N	N	N	N	F	F	F	U	VU		U	N	N	N	N
Gotthard Goebbels	F	U <sup>3</sup>	N	N	N	N	N	N	N	N	U	VU <sup>14</sup>	N	N	U	N	N		N	F	F	F
Luigi Pavarotti	N <sup>16</sup>	N	F	VU	N	N	N	N	N	F	N	N	F	F <sup>15</sup>	F <sup>15</sup>	N	F	N		N	N	N
Reiner Ehrlich	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	U			F	F <sup>17</sup>	
Joachim Hoflich	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	F	U	F		F
Karl-Heinz Wasmeier	F <sup>17</sup>	N <sup>17</sup>	N	N	N	N	N	N	N	N	N <sup>17</sup>	N <sup>17</sup>	N	N	N	N	N	F	U	F <sup>17</sup>	F	

## Key

F	Favourable relations.
VF	Very favourable relations.
N	Neutral or no relations.
U	Unfavourable relations.
VU	Very unfavourable relations.

## Notes

- 1 - Josef Sparsam made passes at Janna Eberhauer and Petra Liebkosen. He has forgotten the latter, though Petra Liebkosen hopes it may lead to some material gain.
- 2 - Dieter Schmiedehammer and Kirsten Jung are engaged to be married.
- 3 - Dieter Schmiedehammer was swindled by Gotthard Goebbels and believes he is corrupt.
- 4 - Rallane Lafarel is outwardly favourable to Ar-Ulric, but suspects and disapproves of his affair.
- 5 - Katarina Todbringer disapproves of Luigi Pavarotti's personality, but tolerates it because of his treatment of Stefan Todbringer.
- 6 - Ulrich Schutzmann formerly had an affair with Emmanuelle Schlagen.
- 7 - Unbeknown to Maximilian von Genscher, his son is having an affair with Petra Liebkosen.
- 8 - The Midden-Marshals are aware Reiner Ehrlich suffers from depression.
- 9 - The Wizards believe Reiner Ehrlich and Joachim Hoflich voted for the Scroll Tax.
- 10 - Ar-Ulric and Emmanuele Schlagen are having an affair.
- 11 - Petra Liebkosen knows of Ar-Ulric's affair. Ar-Ulric suspects this.
- 12 - Ar-Ulric suspects Gotthard Goebbels may be part of the blackmail conspiracy.
- 13 - Allavandrel Fanmaris and Emmanuelle Schlagen have occasional intimate relations.
- 14 - Gotthard Goebbels attempted to buy Emmanuelle Schlagen's favours some years ago.
- 15 - Luigi Pavarotti has had liaisons with Petra Liebkosen and Natassia Sinnlich.
- 16 - Luigi Pavarotti suspects Josef Sparsam's drug abuse.
- 17 - Josef Sparsam, Dieter Schmiedehammer, Ar-Ulric, Emmanuelle Schlagen, Reiner Ehrlich and Joachim Hoflich are controlled by Wasmeier.



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	Rallane Lafarel	pp4, 26, 30, 40-41	p85
	Reiner Ehrlich*	pp30, 68-70, 84-86, 88	p85
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	Anton Feigling, Thug	pp20-21	
	Anton Hundisch, Henchman of Brunhilde Klaglich	pp81, 83	
	Baron Heinrich Todbringer†	p10	p15
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	Brunhilde Klaglich, Agent of Karl-Heinz Wasmeier*	pp80-84	
	Bruno Hansgorp, Thug	pp20-21	
	Bruno Kohl, Drug Pusher	pp78-79	
	"Charlotte"	See Brunhilde Klaglich	
	Clerk Hubergreiber, Legal Clerk	p28	
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	Clerk Malondel, Non-human Kommission Clerk	p29	
	Clerk Thognar, Non-human Kommission Clerk	p29	

Dagmar Mitschuldige, Henchman of Brunhilde Klaglich	pp80, 83	
“Elise Kaltblutig”	See Brunhilde Klaglich	
Erina Eberhauer, Wizard	p76	
Franz Fassbender, Cleric of Ulric	p30	
“Frau Kenner”	See Brunhilde Klaglich	
Fritz Schwanger, Proprietor of The Pit	p78	
Gaston, Henchman of Karl-Heinz Wasmeier	p91	
Gilda Heinzer, Cleric of Ulric	p30	
Graf Boris Todbringer*†	pp10, 26, 86-7	pp10, 15
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Isolde Begegnen, High Priestess of Shallya	p31	
“Josef”, Thief	p30	
Josef Gropius, Palace Guard	p82	
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## SUPPLEMENTARY MATERIAL

### *On the Road*

The following are a series of encounter outlines to bridge the gap between the end of *Death on the Reik* and *Power Behind the Throne*. There exist already two adventures intended to bridge this gap (*The Grapes of Wrath* and *Carrion Up the Reik*). However, in the opinion of this author they fail either to develop existing campaign themes and plotlines (*The Grapes of Wrath*) or introduce new threads that go unresolved (*Carrion Up the Reik*).

The intentions behind the series of events below are to provide development of campaign themes, to provide links into *Power Behind the Throne* and to maintain momentum in the narrative. They are deliberately brief, as it is the belief of this author that a lengthy interlude at this stage causes the campaign to lose impetus.

It is assumed the adventurers travel from Castle Wittgenstein to Altdorf by boat and after a brief sojourn in the capital take a coach to Middenheim.

### **Event 1: A Portent of Doom**

While the characters are in Altdorf it is suggested the GM runs a version of the prophetic encounter given in *Warhammer City* (p83). This helps maintain the Kastor Lieberung thread and creates a sense of foreboding ahead of the events in Middenheim.

A version of the prophecy is provided in Handout S5 in *Appendix Six*.

### **Event 2: The Sisters**

*The Grapes of Wrath* introduced Ulrike and Bertha Jung, the 19- and 17-year-old cousins of Kirsten Jung. They are travelling with their bodyguard Gunder to Middenheim to visit their cousin and see the Carnival.

The sisters provide a potential introduction to Kirsten Jung when the PCs arrive at Middenheim. Accordingly, the GM should have the sisters travel in the same coach as the adventurers.

In the course of the journey, the adventurers should have opportunities to impress the Jung sisters, perhaps by protecting them in *Event 6: Heresy*, below, or as described in *The Grapes of Wrath*.

### **Event 3: The Tail**

In order to maintain the Kastor Lieberung plotline, it is important that the Purple Hand's pursuit of the adventurers does not go cold. The following encounters are intended to serve this purpose.

It is assumed agents of the Purple Hand continue their pursuit of the adventurers. However, matters have escalated to the point where the cult's objective has moved to the elimination of the Kastor Lieberung double and his accomplices.

Two agents of the Purple Hand pick up the trail from Altdorf. Their immediate aim is to assassinate the adventurers. The GM may choose to run a failed assassination attempt while the party is in Altdorf. However, as it becomes clear that the Kastor Lieberung double is heading to Middenheim, the agents rethink their plan, notify their superiors in Middenheim and follow the party north.

On the road to Middenheim the GM should run encounters with the two agents in a similar vein to those in *Death on the Reik*. The agents should generally be a sinister peripheral presence and not engage the adventurers. However, if the party evade, capture or kill the agents, the narrative is not significantly affected. If the GM wishes, he may even allow the players to discover information about Kastor Lieberung's real identity.

### **Event 4: A Rough Night at the Three Feathers**

This excellent short adventure was originally published in *White Dwarf* 94. It was not formally part of The Enemy Within campaign, but was republished in *The Restless Dead* (pp24-31) with notes on including it in the campaign. In these notes (p24) it is suggested the adventure could take place on the road to Middenheim. It is also suggested that Gravin Maria-Ulrike von

Liebewitz should be travelling to Middenheim and should there be able to effect an introduction to a minor member of Graf Boris' court, such as the Knight Eternal.

GMs may at their discretion wish to use *A Rough Night at the Three Feathers* at this point in the campaign to enliven the journey to Middenheim and provide another introduction to the Graf's court.

### **Event 5: The Refugees**

A number of tax refugees are heading south, as described in *Power Behind the Throne* (p13) and *Carrion up the Reik* (pp x and xi). The GM should ensure the players encounter some of them in order to introduce the tax theme. It is also suggested the GM make the following amendment to the Hugnur Brimbeard encounter (*Power Behind the Throne*, p13). Hugnur Brimbeard should specifically blame "Goebbels", the "head of the Merchants' Guild" as the source of the taxes. It is, of course, uninformed speculation, but it will lead the players into the events described in *The Pie-Eyed Piper*, below. This also helps direct the players in the direction of investigating the taxes.

### **Event 6: Heresy**

The purpose of this encounter is to highlight the growing schism between the cults of Sigmar and Ulric.

The PCs should encounter a cleric of Sigmar being attacked by followers of Ulric. The GM may even choose to the Sons of Ulric as the attackers (see *Carrion Up the Reik*, pp xi-xiii, and *The Empire at War*, p33 *et passim*), though this is not necessary.

If the adventurers rescue the priest, he will provide them with recent details of the tensions between the cults. The Jung sisters may also be impressed by their heroism and invite them to visit them at Middenheim, creating the opportunity to meet Kirsten Jung and Dieter Schmiedehammer.

### **Summary**

The following chronology summarises how these events can be woven together.



Day	Date	Event
1-8	21-28 Sommerzeit	The adventurers sail downriver to Altdorf.
9-11	29-31 Sommerzeit	<i>On The Road, Event 1: A Portent of Doom</i>  They rest in Altdorf and receive an omen.
12	32 Sommerzeit	<i>On The Road, Event 2: The Sisters</i>  The adventurers leave Altdorf on board the coach to Middenheim. They are accompanied by Ulrike Jung, Bertha Jung and their bodyguard Gunder. The party stays the night at the Seven Spokes coaching inn (see <i>The Enemy Within</i> , p46 and map of the Reikland).
13	33 Sommerzeit	They travel by coach to Middenheim.
14	Sonnstill	<i>On The Road, Event 3: The Tail</i>  They continue their journey by coach to Middenheim. They encounter agents of the Purple Hand.
15	1 Vorgeheim	They continue by coach to Middenheim.
16	2 Vorgeheim	<i>On The Road, Event 3: The Tail</i>  They continue by coach to Middenheim. They encounter agents of the Purple Hand again.
17	3 Vorgeheim	<i>On The Road, Event 4: A Rough Night at the Three Feathers</i>  They travel by coach to Middenheim. They spend an eventful night at the Three Feathers inn.
18	4 Vorgeheim	<i>On The Road, Event 5: The Refugees</i>  They continue to travel by coach to Middenheim. They encounter the refugee Hugnur Brimbeard.
19	5 Vorgeheim	They continue by coach to Middenheim.
20	6 Vorgeheim	<i>On The Road, Event 6: Heresy</i>  They continue their coach journey to Middenheim. They rescue a Sigmarite cleric from attack by the Sons of Ulric.
21	7 Vorgeheim	<i>On The Road, Event 3: The Tail, Event 5: The Refugees</i>  They travel by coach to Middenheim. They encounter the Purple Hand agents and more tax refugees.
22	8 Vorgeheim	<i>On The Road, Event 5: The Refugees</i>  They travel by coach to Middenheim, and encounter more tax refugees.

Day	Date	Event
23	9 Vorgeheim	They arrive in Middenheim.



### *Welcome Home*

The following outlines a series of events that can be woven into *Power Behind the Throne* to resolve the Kastor Lieberung story.

Forewarned by the agents shadowing the PCs from Altdorf, the Purple Hand places a watch on the gates to Middenheim and becomes aware of the party's arrival in the city. This sets in motion a climactic series of events for the Kastor Lieberung double.

#### **Event 1: The Ultimatum**

The double receives the following note delivered to the Templar's Arms:

welcome home, kastor. we're glad you could join us.

deliver your contribution before the start of the carnival or there will be ... a response.

See Handout S6 in *Appendix Six*.

#### **Event 2: A Friendly Face**

Optionally an acquaintance of the real Kastor Lieberung could confront his double.

#### **Event 3: The Rendezvous**

The Purple Hand arranges a meeting with the double and attempts unsuccessfully to kill him and his companions.

#### **Event 4: If You Want a Job Doing Properly...**

After the failed attempt described in Event 3, Brunhilde Klaglich is charged with dealing with the double and attempts an ambush on Festag evening before fleeing. Players who have not otherwise identified her role should be able to follow her, thus triggering the climax of the main adventure, as described in V, above.



### *The Pie-Eyed Piper*

This is a modified version of the scenario in *Warhammer City* (pp61-2). Its purpose is to address the neglected plot thread concerning Gotthard von Wittgenstein. It is intended to be run alongside the main adventure of *Power Behind the Throne* and take place during the Carnival. Accordingly, it has been kept deliberately brief in order to provide as little distraction as possible from the main plot.

#### **Act 1: That Damned Elusive Wittgenstein**

Players who read Gotthard von Wittgenstein's letter in *Death on the Reik* (p81, Handout 15) will no doubt be looking for him as soon as they arrive. If the GM has run Event 5 of *On the Road*, above, the players may also be interested in a certain Herr Goebbels of the Merchants' Guild. As explained in *Power Behind the Throne* and *Warhammer City*, Gotthard Goebbels and Gotthard von Wittgenstein are one and the same.



The players' initial investigations into Goebbels are likely to take the PCs to the Merchants' Guild and Kommission for Commerce, Trade and Taxation. As described in *Power Behind the Throne* (p29), their enquiries are likely to prove fruitless. If, however, the PCs manage to break into the Merchants' Guild or the Kommission they will find documents bearing Goebbels' handwriting. The documents themselves should be innocuous, but the handwriting may be familiar to players who read Gotthard von Wittgenstein's letter to his sister in Castle Wittgenstein (*Death on the Reik* p81, Handout 15). The PCs might even stumble upon a public notice bearing Goebbels' signature. An example is provided in Handout S7 in *Appendix Six*.

Alternatively, the PCs may see and recognise a painting of Goebbels adorning the Merchants' Guild.

Resourceful players may also ascertain Goebbels' address in Middenheim, but they should find this an equally frustrating line of enquiry (*Power Behind the Throne*, p64 and *Warhammer City*, pp84-5). If they somehow gain access to Goebbels' residence, they may find a letter from an anonymous member of the Jade Sceptre cult. Addressed to "Dearest DM", it could express the author's enthusiasm for the forthcoming "Festag spectacular, when the real Carnival starts." See Handout S8 in *Appendix Six*.

The adventurers should quickly become suspicious of Goebbels. His supposed connection with the taxes should encourage the PCs to investigate them further and lead into the main plot of *Power Behind the Throne*.

It is important, however, that the players do not become too distracted by the hunt for Goebbels. The adventurers may briefly catch glimpses of him, which might enable them to identify him with Gotthard von Wittgenstein, if they have seen

the pictures in Castle Wittgenstein (*Death on the Reik*, p78). However, it is important he slips away and, if necessary, subsequently lies low, so that the players do not pursue him further. The GM should ensure that he remains elusive until the final evening of the Carnival.

## Act 2: Raining on the Parade

The remainder of the adventure should be run as described in *Warhammer City* (p62). However, the parade which provides the climax of the adventure should take place not on Twin Moons' Eve, but on the final evening of the Carnival (as described in *Chronology*, above), just before the climax of the main adventure. Adventurers who had identified Gotthard von Wittgenstein will have the opportunity to confront him in the climactic ritual. They may even feel they have dealt with the root of the evil. However, as the real finale beings, they will soon learn otherwise....

### Hook, Line and Sinker

As noted in *Problems*, above, *Power Behind the Throne* does not provide adequate incentives for the adventurers to investigate the new taxes. The events listed below are intended to help rectify this problem.

### Event 1: The Dinner Party

If the adventurers impressed the Jung sisters on their way to Middenheim (see *On the Road*, *Event 2: The Sisters*, and *Event 6: Heresy*, above), they will be rewarded with an invitation to dine with the sisters, their cousin, Kirsten Jung, and her fiancé, Dieter Schmiedehammer. This is an opportunity to introduce the taxes and encourage the adventurers' suspicion of them.

### Event 2: Elf Baiting

A loud and unruly group of dwarfs disrupts a Carnival event attended by Rallane Lafarel, chanting slogans and hurling abuse.

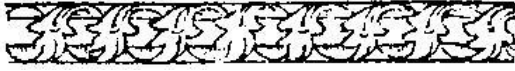
"Tax elves, not dwarfs!"

"What have the elves ever done for us?"

"Pointy-eared freaks."

After a short period a group of watchmen or Knights Panther will move to arrest or disperse the agitators. At this point the dwarfs will scatter into the crowds and surrounding streets.

Later they reconvene elsewhere in the city and hang a crude effigy of Rallane Lafarel, who they blame for the taxes, in the street.



### Event 3: The Flyer

The PCs come across an inflammatory flyer or poster, such as the following:

**FIGHT THE TAXES!**

Once again Bloated Boris and his cronies  
gorge themselves at our expense.

Now he expects our priests and temples to  
fund his licentiousness and extravagance with  
his new taxes.

Not even the gods are safe from his grasping  
hands!

Meanwhile Greedy Goebbels and his  
merchant chums don't pay a penny.

**NOW IS THE TIME TO TAKE A  
STAND!**

**RISE UP AGAINST INQUITY!  
FIGHT THE TAXES!**

The flyer has been produced by the New Millennialists, a revolutionary group described in *White Dwarf* 96 and *Apocrypha 2: Chants of Darkness* (pp40-43).

A copy of the flyer is given in *Appendix Six* as Handout S9. Handouts S10 & 11 are examples of other flyers from the New Millennialists.

### Event 4: The Demagogue

As they pass through the streets of Middenheim, the PCs encounter a demagogue delivering a fiery speech to a small crowd. The demagogue is Knut Lebendigenstein, also known as "Red Knut", as it is his normal practice to wear a red cap. He rails against the taxes, to the general approval of his audience.

The GM can use Lebendigenstein's speech to prompt the PCs and impart information. For example, Lebendigenstein's rhetoric might emphasise that the taxes are targeted at those groups that have historically played important roles in the city's defence and that they make Middenheim more vulnerable to attack.

The GM can run variants of this event throughout the Carnival. Gradually Lebendigenstein will amass a gang of followers, who style themselves Red Caps and copy their leader's headgear. They will be seen more and more frequently protesting against the taxes and advocating political change.

### Event 5: Sanctuary

Outside a sprawling ramshackle tenement, the adventurers are accosted by a Shallyan priestess and a downtrodden-looking crowd. Some of the crowd hold wooden placards, which read "SAVE THE POOR HOUSE".

The priestess is a missionary called Sister Agnetha, who runs an overcrowded hostel for the poor. However, because of her religious affiliations and the presence of a shrine in the building, the city authorities have deemed it subject to the Temple Tax. Unable to pay, Sister Agnetha is faced with the possibility of closing the hostel down.

The authorities will quickly back down, blaming an "administrative error" and "misclassification".

The GM can use this event to highlight the taxes without unduly distracting the adventurers.

### Event 6: The Sketch

As suggested in *Warhammer City* (p48), the PCs see a satirical sketch show during the Carnival. The show parodies a number of public figures and ridicules the new taxes. The GM can use the show to direct the adventurers along an appropriate line of enquiry.

For example, if the GM wishes to encourage suspicion of Gotthard Goebbels, the adventurers might see something like the following sketch:

*(Chancellor Sparsam is seated, frowning into a huge ledger. An attendant enters.)*

Attendant: Chancellor, Herr Goebbels to see you.

Sparsam (*without looking up*): Show him in.  
 (Goebbels enters, his pockets so stuffed with coins that they are tumbling out in a trail behind him.)  
 Goebbels (*in an oily fashion*): Chancellor, so good to see you!  
 Sparsam (*abruptly, not looking up*): What can I do for you?  
 Goebbels: Ah, yes. Well, I have a new tax idea!  
 Sparsam (*suddenly looking up, attentive*): Go on!  
 Goebbels: How about... a water tax! Did you know that stuff's free?  
 Sparsam: The best things in life are free.  
 Goebbels: You've clearly not tried my lifestyle!  
 Sparsam: No, this is as bad as your idea of a Dwarf Tax. (*pauses*) Just what have you got against the poor dwarfs?  
 Goebbels: Nothing! Poor dwarfs are the best kind! (*pauses*) But they do moan a lot. Can't they just pay their taxes with a smile?  
 Sparsam: Of course not! I only take gold. (*losing interest and returning to his ledger*) You'll have to come up with something better.  
 Goebbels: Where there's a will, there's a way...  
 Sparsam: We already have inheritance tax.  
 (*Etc.*)

### Event 7: The Watchman

At a bar the adventurers overhear a watchman describing some disturbing recent events. Several residents of Southgate have reported seeing a strange green-skinned creature with bulging eyes and a face covered in tentacles prowling back alleys late at night. The watchman found a door to "one of the old dwarf tunnels" forced open. "Now the dwarfs are all leaving, there's no-one to keep them secure." He was unable to find any trace of the creature, and resealed the door, but is anxious about what horrors might lurk in the Undercity.

If the adventurers investigate the tunnel entrance, they will find it has recently been securely boarded shut and there will be no trace of the creature.

### Event 8: Riot

Later in the Carnival various groups opposed to the taxes organise a march. Participants include a disparate collection of groups united by their opposition to the taxes. They include the New Millennialists, Red Caps, large contingents of dwarfs, wizards and priests and others motivated to join or just swept along by events.

The march starts outside the Temple of Sigmar and then proceeds to the Wizards' and Alchemists' Guild. From there it attempts to head to the Temple of Ulric, but its route is blocked by a contingent of Knights Panther. This intervention incenses a group of extreme Sigmarites (who view the taxes as an Ulrican plot). The protest then turns violent and rapidly descends into a full-blown riot.

### Event 9: The Job

If all else fails, the GM can have Nastassia Hess (*Power Behind the Throne*, p72) hire the PCs to investigate the taxes. She is looking for investigators whose activities can be kept "off the books", given the sensitivity of the situation. The adventurers would probably need to prove their worth to Hess in another encounter before she entrusts them with such an important mission.



### All the Fun of the Fair

In addition to the major Carnival events, there are a great number of street entertainers and minor shows around the city. The GM may find it advantageous to prepare some examples as background and fillers. *Shadows over Bögenhafen* (pp14-15) and the *Song of Middenheim* blog (<http://middenheimcity.blogspot.co.uk/2014/05/das-karnival.html?m=1>) contain many ideas. Some more examples follow:

#### Street Entertainers and Stalls

**The Snakeman.** A bald, wiry Wastelander draped in snakes, full of tales of the South Lands and Lustria.

**Esmerta the Visionary.** A highly-skilled charlatan, specialising in fortune telling.

**Hans in the Box.** A contortionist whose speciality is climbing into an impossibly small wooden box.

**The Flashing Blade.** An entertaining display of expert swordsmanship from a flamboyant Bretonnian.

**It's a Small World.** A cringeworthy show where actors perform a series of cameos based on

national stereotypes of each the Old World's countries.

**Delicacies of the East.** An exotic food stall run by Sharif al-Shami, selling Arabian foods like kibbeh, moutabel and tabouleh.

### Shows and Events

**Heinrich Liebestrüdel's Amazing Circus.** Liebestrüdel's show is a variety of traditional entertainments, including acrobats, a strongman, a trick-riding display and a comic show by a group of gnome jesters. It takes place throughout the day on the Eastenders' snotball pitch in the Altquartier.

**The Kleinmoot Pie Festival.** Shops and stalls throughout the Kleinmoot sell all manner of sweet and savoury pies and public spaces host competitions in pie baking, eating and throwing. Children are entertained by adults dressed in the green felt costume and wide-brimmed straw hat of the popular Pie Man character of halfling folklore, who traditionally makes gifts of small sweet pies to children.

**Jakob Händrichs' Mandolin Experience.** Händrichs is a supremely talented itinerant mandolin player, with extensive knowledge of mandolin music from across the Old World. He has been impressing Carnival audiences with his eclectic *Liederland* show.

**The Chucker Brothers.** Sadly this popular dwarf-tossing show (in which a pair of ogres throw dwarf acrobats through the air) is not making an appearance this year. Rumour suggests this is due to the Dwarf Tax, though in reality the group have simply disbanded because of "artistic differences".

### *Read All About It*

On each day of the Carnival a Bill of Events is posted in key locations around the city. Sites include the the main Carnival venues, the city gates and the parks. The bills list all the major scheduled events taking place on that day. They are written by hand in the city's scriptoria (*Warhammer City*, pp78-79) and are impressive displays of calligraphy.

However, this year has also seen a controversial innovation. The city's print shops have printed large numbers of daily flyers replicating the

information on the bills. They are for sale on the streets for a shilling each. This has been very unpopular with the city's scribes and several of the street vendors have been subject to intimidation.

The bulk of the flyers have been printed by Druckers Printshop (*Warhammer City*, pp75-76). Other printers have also prepared their own versions, however, such as Otto's Printworks (*White Dwarf* 96 and *Apocrypha 2: Charts of Darkness*, pp40-43).

Handouts S12-18 in *Appendix Six* provide examples of these bills. Druckers does not print flyers for Festag, on the basis that the few scheduled events on that day are well known. Therefore, the only bills of events for Festag are the hand-written posters around the city. An example is Handout S19 in *Appendix Six*.

### *Paper Trail*

*Power Behind the Throne* (p90) refers to documents in the possession of Karl-Heinz Wasmeier relating to the Purple Hand. However, it also makes clear (on p93) that it is unlikely the PCs come across them. The GM may decide to make these documents more accessible in order to further the Purple Hand plotline. In particular the documents might shed further light on the activities of Kastor Lieberung. Handout S20 in *Appendix Six*, below, contains examples of such documents.

### *The Further Schemes of the Red Crown*

As noted above (see *Themes and Narrative Arcs* in the *Introduction*), the activities of the Red Crown do not feature in the campaign after *Death on the Reik*. GMs may wish to insert further events relating to the Red Crown, such as rumours and encounters concerning their attempts to raise a beastman army.



# Phase Four

## *Something Rotten in Kislev*

### VERSIONS

*Something Rotten in Kislev* was published as a hardcover edition by Games Workshop and a softcover by Hogshead Publishing.

### SYNOPSIS

Graf Boris Todbringer has received a request for military assistance from Tsar Radii Bokha of Kislev, which the Tsar is obliged to give under treaty. Seizing the opportunity to kill two birds with one stone, the Graf inducts the adventurers into the Knights Panther and sends them to Kislev.

In Kislev the Tsar's advisor Vladimir Ilyitch Bogdanov sends the PCs on a series of missions for the Tsar.

#### *The Beast Child*

The party is sent to the village of Voltsara to deal with some beastmen. They encounter some ancient spirits and a "wild-man-of-the-woods" character before battling a Chaos warband in a lost dwarven temple.

#### *Death Takes a Holiday*

The party is sent east of the World's Edge Mountains to the Kislevite colony of Chernozavtra. Their mission is to deliver a cryptic message about Sulring Durgul to an equally mysterious figure with the elvish name of Gurthgano Gorthaudh.

Arriving at Chernozavtra, they discover that the colony is besieged by a Dolgan tribe, which is in turn besieged by a hobgoblin army.

After negotiating their way through the two armies, they reach the city to find it abandoned

apart from a dwarf necromancer and his retinue of zombies. The dwarf is Gurthgano Gorthaudh. The players deliver their message and flee Chernozavtra and its besiegers.

#### *The Champions of Death*

The PCs are sent to Bolgasgrad, a city which has recently seceded from Kislev. Bolgasgrad has for some time been beset by the forces of Chaos. The Kislevite military has been too stretched to respond for appeals for help, and so the city has adopted an unorthodox solution. It has accepted the assistance of an ancient necromancer, Sulring Durgul, who is protecting and assisting the populace with an army of undead.

Durgul is also an acolyte of the Ancient Allies<sup>††</sup>, a pair of renegade Chaos gods dedicated to disrupting the activities of other forces of Chaos. He has established the cult of the Ancient Allies as the official religion of Bolgasgrad.



rights to Malal meant the published text was amended.

<sup>††</sup> In early drafts of *Something Rotten in Kislev* Durgul was a follower of Malal. However, uncertainty surrounding the intellectual property



The PCs are sent to Bolgasgrad to investigate the disappearance of the Tsar's agent Julius Olvaga. They discover Olvaga has been magically stupefied by the cult of the Ancient Allies in order to preserve its secrecy. However, Olvaga did leave behind a map of the cult's temple, indicating a secret entrance to the complex.

The adventurers enter the temple and discover Durgul (in the guise of a woman) in catacombs beneath the temple. However they are powerless against him and so are forced to take a powerful magical oath binding them to Durgul or face annihilation.

## STRUCTURE

The structure of *Something Rotten in Kislev* is simple, linear and episodic.

## PROBLEMS

*Something Rotten in Kislev* has been heavily criticized on a number of counts.

### *Tone*

Although the gritty style of earlier episodes was punctuated with black humour and puns, the humour largely highlighted the sinister feel of the campaign. By contrast, *Something Rotten in Kislev* is simply jokey in tone.

The gritty background also gives way to a more fantastic one, with a much heavier presence of magic and fantastic creatures.

### *Continuity*

There are almost no references to any of the established themes and plotlines of earlier episodes. The adventurers even travel along the Ostland - Talabecland border without encountering any signs of the impending civil war.

Moreover, the end of the adventure leaves the players' characters bound by a magical oath to Sulring Durgul and probably afflicted with an undeath plague. The scenario almost entirely neglects the need to resolve these circumstances in order to continue with *Empire in Flames*.

### *Style*

*The Beast Child* and *The Champions of Death* heavily rely on room-by-room underground exploration.

*Death takes a Holiday* and *The Champions of Death* both suffer from anticlimactic endings, where the adventurers are prevented from completing their quests.

### *Mechanics*

The adventure relies on a series of *ad hoc* rules mechanisms.

## CHRONOLOGY

Establishing a precise chronology for *Something Rotten in Kislev* is problematic. There is a serious lack of cartographical and chronological information in the adventure. This is discussed below.

### *Maps*

The maps provided with the adventure are wholly inadequate. Maps 1 and 2 (endpaper and p8) are severely lacking in detail. The only other map of the region for the first edition (*WFRP* p273) offers no improvement. Therefore, this author has used Alfred Nuñez Jr's map of Kislev. This is freely available for download (at <http://www.madalfred.darcare.net/>) and provides an excellent level of detail.





## Routes

There is a general lack of cartographical information in the text.

There is a brief description of the route to Kislev (p6). However this is lacking in accuracy. It states the road from Middenheim to Talabheim is “over 250 miles long”. It also states that the total journey from Middenheim to Kislev is almost 1,000 miles long. The map in *WFRP* shows the distance from Talabheim to Kislev is 550 miles. This implies the Middenheim-Talabheim road is somewhere between 250 and 450 miles in length. This is an unsatisfactory level of accuracy. The poster map in *The Enemy Within* indicates the road is approximately 310 miles in length and that is the distance assumed here.

The routes for the PCs’ long journeys across Kislev are completely unspecified. Here it is assumed that the following routes are taken.

- **Voltsara.** The PCs travel east from Kislev along the River Urskoy and Iron River to Voltsara. They use the same route in reverse for their return to Kislev.
- **Chernozavtra.** The adventurers travel north by road to Praag, crossing the southern branch of the River Lynsk at Kobrin. From Praag they take the Wheatlands Road east through Belyevorota Pass and travel south through the Wheatlands to the Zapadryeka river and Chernozavtra. This route is reversed for the return journey.
- **Bolgasgrad.** Once more the PCs travel north from Kislev by road. However, at Kobrin they head west by along the river to Bolgasgrad. Again, the route is simply reversed for the return journey.



## Modes of Transport

It is not made clear what forms of transport are to be used by the PCs. It is here assumed the adventurers travel by coach to Talabheim and then by river boat as far as Kislev. Thereafter they are presumed to travel on horseback. (Characters that lack the *Ride* skill should be given the opportunity to acquire it in Middenheim upon admission to the Knights Panther.) Travelling speeds are as assumed in *Phase Two* (see above).



## Timing

Finally, *Something Rotten in Kislev* contains limited information on the timing of events. Those comments that do exist are summarised below:

- A “couple of days” after their release from prison the adventurers are given an audience with Graf Boris Todbringer (p5).
- They set out for Kislev at first light the following day (p6).
- The journey from Middenheim to Kislev takes 3-4 weeks (p6).
- After meeting Bogdanov for the first time, the adventurers leave straight away for Voltsara. Voltsara is three days’ journey from Kislev (p18).
- The PCs set out for Chernozavtra immediately after meeting Bogdanov for the second time (p48).
- After returning from Chernozavtra the PCs have two more meetings with Bogdanov (their third and fourth) on successive days. On the third day they set out for Bolgasgrad (p75).
- After returning from Bolgasgrad they are questioned for “about a week” (p112)
- “After a week or two” they are released from the Tsar’s service (p114).

Based on the considerations above, the following chronological scheme has been constructed.

**Table 5: Chronological Scheme C**

Adventurers											
Destination	Distance	Speed (M)	Speed (mph)	Terrain/ Current Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day	Final Day
Middenheim											3.0
Talabheim	310	6	4.91	0%	8	14.9	39.3	7.9	0.1	10.9	11.0
Kislev	550	3	2.45	-10%	12	14.3	26.5	20.7	0.3	31.7	32.0
Voltsara	125	3	2.45	-25%	11	13.8	20.3	6.2	1.8	38.2	40.0
Kislev	125	3	2.45	25%	11	13.5	33.8	3.7	0.5	43.7	44.2
Kobrin	200	6	4.91	0%	8	13.3	39.3	5.1		49.3	49.3
Praag	150	6	4.91	0%	8	13.2	39.3	3.8		53.1	53.1
Belyevorota Pass (West)	225	6	4.91	0%	8	13.0	39.3	5.7		58.9	58.9
Belyevorota Pass (East)	150	6	4.91	-50%	8	12.7	19.6	7.6		66.5	66.5
Chernozavtra	300	6	4.91	-25%	8	12.3	29.5	10.2	0.9	76.7	77.6
Belyevorota Pass (East)	300	6	4.91	-25%	8	11.9	29.5	10.2		87.8	87.8
Belyevorota Pass (West)	150	6	4.91	-50%	8	11.5	19.6	7.6		95.4	95.4
Praag	225	6	4.91	0%	8	11.3	39.3	5.7		101.1	101.1
Kobrin	150	6	4.91	0%	8	11.1	39.3	3.8		105.0	105.0
Kislev	200	6	4.91	0%	8	10.9	39.3	5.1	1.5	110.0	111.5
Bolgasgrad	325	6	4.91	0%	8	10.5	39.3	8.3	4.0	119.8	123.8
Kislev	325	6	4.91	0%	8	10.1	39.3	8.3		132.1	132.1

*Something Rotten in Kislev Timeline*

Day	Date	Event	Page
1-2	21-22 Vorgeheim	<i>The Enemy Within Campaign</i>  The adventurers are released from prison, but are kept sequestered by the Graf.	p5
3	23 Vorgeheim	<i>The Enemy Within Campaign, Starting the Adventures</i>  They are given an audience with the Graf, who inducts them into the Knights Panther and sends them to Kislev to fulfil an obligation to Tsar Radii Bokha.	pp5-6
4-10	24-30 Vorgeheim	They travel by road from Middenheim to Talabheim.	
11	31 Vorgeheim	They arrive at Talabheim.	
12	32 Vorgeheim	They leave Talabheim by river for Kislev.	
13-31	33 Vorgeheim - 17 Nachgeheim	The PCs travel upriver.	
32	18 Nachgeheim	<i>The Beast Child</i>  They reach the city of Kislev. They meet Tsar Radii Bokha and are sent by his adviser Bogdanov to the village of Voltsara to investigate a disturbance.	p18
33-38	19-24 Nachgeheim	The PCs travel upriver.	
39	25 Nachgeheim	<i>The Beast Child</i>  They arrive in Voltsara and investigate the beastmen attacking the village.	pp19-46
40	26 Nachgeheim	<i>The Beast Child</i>  They find and defeat the beastmen.	pp19-46
41	27 Nachgeheim	They leave Voltsara.	
42-43	28-29 Nachgeheim	They travel downriver to Kislev.	
44	30 Nachgeheim	<i>Death Takes a Holiday</i>  They arrive in Kislev and report to Bogdanov. Bogdanov sends them on a mission to Chernozavtra.	p48
45	31 Nachgeheim	They depart Kislev.	p48

Day	Date	Event	Page
46-49	32 Nachgeheim - 3 Erntezeit	They travel north by road.	
50	4 Erntezeit	They pass through Kobrin.	
51-53	5-7 Erntezeit	They continue their road journey north.	
54	8 Erntezeit	They pass through Praag.	
55-58	9-12 Erntezeit	They travel east on the Wheatlands Road.	
59-67	13-21 Erntezeit	They travel through Belyevorota Pass.	
68-76	22-30 Erntezeit	They journey south through the Wheatlands.	
77	31 Erntezeit	<i>Death Takes a Holiday</i>  The adventurers reach Chernozavtra. They negotiate their way past the hobgoblins and Dolgans besieging the town.	pp48-73
78	32 Erntezeit	<i>Death Takes a Holiday</i>  They enter Chernozavtra and meet Annandil. They flee Chernozavtra.	pp48-73
79-87	33 Erntezeit - 7 Brauzzeit	The PCs travel north through the Wheatlands.	
88-96	8-16 Brauzzeit	They travel through Belyevorota Pass.	
97-101	17-21 Brauzzeit	They head west along the Wheatlands Road.	
102	22 Brauzzeit	They pass through Praag.	
103-104	23-24 Brauzzeit	They travel south by road.	
105	25 Brauzzeit	They pass through Kobrin.	
106-109	26-29 Brauzzeit	They continue travelling south by road.	
110	30 Brauzzeit	<i>Death Takes a Holiday</i>  The adventurers arrive in Kislev and report to Bogdanov.	p75
111	31 Brauzzeit	<i>Death Takes a Holiday</i>  Bogdanov instructs the PCs to investigate events in Bolgasgrad. The PCs make their preparations.	pp75-80
112	32 Brauzzeit	The adventurers leave Kislev.	

Day	Date	Event	Page
113-119	33 Brauzeit - 6 Kaldezeit	They travel by road to Bolgasgrad.	
120	7 Kaldezeit	<i>Death Takes a Holiday</i> They arrive in Bolgasgrad.	pp80-81
121-123	8-10 Kaldezeit	<i>Death Takes a Holiday</i> The PCs investigate the cult of the Ancient Allies and encounter Sulring Durgul.	pp81-111
124	11 Kaldezeit	They leave Bolgasgrad.	
125-131	12-18 Kaldezeit	They travel by road back to Kislev.	
132	19 Kaldezeit	<i>Concluding the Adventure</i> They arrive back in Kislev.	pp112-117
133-138	20-25 Kaldezeit	<i>Concluding the Adventure</i> The PCs are questioned by Bogdanov.	pp112-117
139	26 Kaldezeit	<i>Concluding the Adventure</i> The PCs are honoured by the Tsar for their services.	pp112-117
140-147	27 Kaldezeit – 1 Ulriczeit	<i>Concluding the Adventure</i> The PCs rest in Kislev.	p114

## GAMESMASTER'S HELP

The plot of *Something Rotten in Kislev* is entirely isolated from the rest of The Enemy Within campaign. GMs will, therefore, encounter few difficulties in omitting it altogether. *Empire in Flames* contains provision for the GM to do exactly this.

However, omitting *Something Rotten in Kislev* does create a chronological problem. Too little time elapses before *Empire in Flames*. The political crisis that unfolds in *Empire in Flames* becomes implausibly accelerated and the fighting of the civil war takes place out of season. This is discussed further in *Phase Five*, below.



Consequently GMs may choose to run an alternative adventure in place of *Something Rotten in Kislev*. *The Horned Rat Rises*, in *Supplementary Material*, below, provides the outline of a suitable adventure.

If the GM should wish to run *Something Rotten in Kislev*, there are notes below, which attempt to address some of the adventure's deficiencies (see *Rumour Has It*, *The Long and Winding Road*, and *Something Less Rotten* in *Supplementary Material*).

## SUPPLEMENTARY MATERIAL

### *Rumour Has It*

Other parts of *The Enemy Within* contain extensive rumours and news for GMs to pass on to players. These are important in developing the background themes of the campaign. *Something Rotten in Kislev*, however, entirely neglects these matters. This means that a number of themes are not properly developed by the start of *Empire in Flames* and the events of that adventure can therefore seem somewhat abrupt.

The following rumours and news are intended to rectify this. They are for the most part suitable for the journey to Kislev. Once in Kislev, the adventurers will be for the most part cut off from Imperial news and will hear local gossip, as described in the *Kislev* subsection.

### The Emperor

1. The Emperor's health has continued to deteriorate. It couldn't have come at a worse time, given the disappearance of the Crown Prince. Sigmar save us, should he not recover.
2. The sooner he's gone, the better. Mutant-loving Sigmarite.
3. The Emperor's health has taken a turn for the better. His new Bretonnian physician has been working miracles.
4. I 'eard the Emperor's a wreck. Like one o' the walkin' dead! It's all down to that doctor of 'is. Tilean, 'e was. Never trust a Tilean. Turns out 'e was a quack. Didn't know a thing! That's Tileans for yer. Anyway, 'e's

bin found out now. Emperor's put a pretty price on 'is 'ead. Good money, if you can track 'im down. Slipp'ry, though, Tileans. Never trust 'em, I say.

5. The Emperor's dead! He died months ago and was replaced by a doppelganger!

### The Crown Prince

6. The Crown Prince Wolfgang Holswig-Abenauer has not been seen for months now.

*(There are various versions of this rumour, each attaching a different explanation for the disappearance. See Death on the Reik, p9, for examples.)*

### The Mutant Decree

7. The Emperor's decree prohibiting the persecution of mutants is not being enforced in Nordland and Middenland. Even in other parts of the Empire enforcement is inconsistent.
8. A Reikland village has been burned to the ground for killing mutants.

*(This is false. However, it is a sign of things to come.)*

9. What are we supposed to do? Live with the abominations?



## Ostland and Talabecland

10. Grand Duke Gustav von Krieglitz's emissaries have been imprisoned by Grand Prince Hals von Tasseninck. Von Tasseninck is demanding that his son's assassin is handed over before they are released.
11. Grand Duke Gustav von Krieglitz is incensed by the detention of his emissaries and has appealed to his allies in Nordland and Middenland for support.
12. Ostland raiders have continued to make incursions into Talabecland. Talabecland has not yet retaliated. Talabeclanders are growing discontented with Grand Duke Gustav von Krieglitz's inaction.
13. Mercenary bands have been heading to the border between Ostland and Talabecland.
14. Stick around, son. Mark my words: war's brewing. A good opportunity for a sort like you. You could make a tidy sum.
15. The Talabec's becoming more dangerous by the day. You've got to watch out for border skirmishes, bandits and worse. You're better off heading for Altdorf.



## The Cults of Ulric and Sigmar

16. Worshippers of Ulric burned down a Sigmarite shrine in Salzenmund. The perpetrators have not been found and local authorities seem disinclined to look for them.
17. Riots by worshippers of Sigmar in Middenland have been brutally put down by the Knights Panther.
18. Worshippers of Ulric are fleeing persecution in Stirland. Refugees are becoming a frequent sight in southern Middenland.

## The Harvest

19. The harvest has been poor this year. If the bad weather weren't enough, the raids along the border between Talabecland and Ostland are causing real problems, too.



20. The price of wheat has gone through the roof! The farmers blame the weather, but it's just an excuse to gouge us all.
21. Two and six for a loaf! It's robbery!

*(These rumours will only begin circulating from the month of Erntezeit onwards.)*

## Warbands

22. Southern Middenland has been plagued with attacks by mutants and beastmen.

## Kislev

23. Goblins seem to be migrating west across the World's Edge Mountains and settling in the hill regions, with the gloomy prospect of future raids into the more settled regions of Kislev. What is causing the migration – and whether it can be turned back – is unknown.
24. Ships have been disappearing mysteriously in the Sea of Claws. The disruption to trade is starting to cause sharp rises in the prices of some goods in Erengard and Marienburg.
25. The Tsar has appealed to his allies for reinforcements to hold back the growing numbers of beastmen raiding from the north. They couldn't care less, though. As usual, Kislev has to hold back the tide on its own.
26. The ever increasing raids from beastmen in the north and goblins in the east are stretching Kislev's military to breaking point. The Tsar has sent a request to his allies in The Empire for military support.
27. An elite squadron of Knights Panther are *en route* to reinforce the Kislevite military.

28. Beastmen attacks are increasing on towns in the Translynsk. They have been emboldened by the running down of the garrisons in the area.
29. There's work in the Translynsk if you're a fighter. Some of the towns are hiring mercenaries to protect themselves from Chaos attacks.
30. The beastmen raids are getting worse. Some of the northern towns have become so desperate that they have abandoned the gods and taken to following new religions.
31. The Tsar's daughter has been possessed by an ancient witch!



### *The Long and Winding Road*

The journey to Kislev is a long one: around 310 miles by road to Talabheim and some 550 miles by river to the city of Kislev itself. *Something Rotten in Kislev* (p6) contains very little material regarding the journey. The following material is intended to correct that omission.

#### **Event 1: Shallya's Falls**

At roughly the half-way point of their journey to Talabheim the adventurers pass through the city of Bergsburg, the home of Shallya's Falls. This town is described in some detail in the Bergsburg Project (<http://www.snotling.org/bergsburg/v2/>). The PCs should probably not spend a great deal of time in Bergsburg, but should the GM wish to add some colour or insert encounters, the material on that site will be useful.

#### **Event 2: The Grapes of Wrath**

As noted in *Phase Three*, this excellent adventure is in this author's opinion best placed after the events in *Power Behind the Throne*. With minor modification it can be relocated from Pritzstock to one of the villages surrounding Bergsburg. A suitable candidate is the village of Garssen.

#### **Event 3: The Cleansing**

This encounter should take place on the road between Bergsburg and Talabheim. It develops

the theme of the Emperor's decree against the persecution of mutants.

The PCs hear the hysterical screams of a young boy coming from nearby. If they investigate, they will find the boy in a small clearing a short way from the road. He is Andreas Riedle, an 8-year-old boy who has had the great misfortune to be afflicted by a mutation. He is tied to a tree, stripped to his waist so that the thick black warts that cover his body are exposed. Around his feet is piled wood in what is evidently an incipient pyre.

In the surrounding forest are the man who put him there, the witch hunter Jürgen Müller, and his apprentice Karl Postert. Müller and Postert are collecting wood for the pyre.

Müller will see the PCs when they arrive, but will not immediately reveal himself. Initially he will just observe and consider his actions. After about 5 minutes, Postert returns to the pyre and at this point Müller has no choice but to emerge from cover.

Müller cuts a distinguished figure. He is 55 years old, tall and solidly built. His hair is completely white and he sports an immaculately maintained beard. His voice is deep and sonorous and he is a fearsome orator. He is educated and intelligent and comes across as almost professorial. However, he is a man of very deep religious conviction and possesses the cruelty of the zealot. In particular he believes the Emperor's decree on mutants is heresy.

Postert is 25, short and stocky, with thick blond hair. He is amoral, ambitious and sadistic.



Müller's actions depend on the PCs. If the PCs do not attempt to stop him, he will burn Riedle to death. Attempts to dissuade Mueller will be met with the calm logic of a fanatic and nothing will change his intention to "cleanse" the mutant.

If the PCs attempt to stop him, Müller will assess his options. If the PCs seem particularly weak or he has the advantage of cover or surprise, he will



be willing to engage them in combat. It is more likely, however, that he will let the adventurers take Riedle but follow covertly.

If rescued, Riedle will eventually calm enough to allow the PCs to take him to his parents in a nearby village. Müller and Postert will follow and after the PCs have departed will burn the family residence to the ground, with the Riedles inside.

Müller and Postert will then pursue the PCs and attempt to ambush them as perceived agents of Chaos.



#### Event 4: Skid Row

As noted in *Rumour Has It* (above), religious tensions are displacing worshippers of Sigmar and Ulric. The following encounter introduces the PCs to one group of these refugees. This incident is best located on the road between Bergsburg and Talabheim.

The adventurers are met with a truly wretched sight. A mother and father are walking along the road with their three daughters. They are filthy, wet and shoeless. The youngest child, aged about 4, lies limply in her father's arms.

The father, Matthias Achermann, was a blacksmith in the Ostland village of Sudenfeld, but was forced to leave because of religious persecution. Achermann is a worshipper of Ulric. Over recent weeks, his workshop had been repeatedly vandalised by supposed worshippers of Sigmar. When threats were made against his family, he decided the time had come to flee Sudenfeld. He and his family loaded their belongings onto a cart and headed for Middenland.

Their luck has since gone from bad to worse. Three days ago bandits robbed Matthias and his family of everything they possessed. His family have been walking the road since, without money, food or shelter.



Matthias and his family are in desperate need of help. They are cold, hungry and thirsty. Matthias' greatest concern, however, is his youngest daughter Elise, who is very sick, and needs urgent medical attention.

Matthias has nothing to offer the PCs in return for any assistance, except his sincere gratitude.

#### Event 5: Eye of the Forest

The adventurers' road journey comes to an end at Talabheim. The only canonical description of Talabheim in the first edition can be found on *WFRP* p286. *Warpstone* (issues 16-23) contained an extensive, but unofficial, account of the city that is compatible with the first edition setting. The second-edition adventure *Terror in Talabheim* (pp4-32) contains some further notes on the city, but they would require some

modification for use with The Enemy Within campaign.

The PCs may spend a few days in Talabheim or simply pass through. Their principal objective will be to secure river passage to Kislev.

Oswald Jungling's vessel *The Cat O'Nine Tails* is due to undertake the long journey to the city of Kislev and can provide the adventurers passage. Oswald will, in fact, be glad of the protection in such troubled times, and his price can easily be bargained down. He will, however, insist the PCs do not openly wear any insignia of the Knights Panther or religious symbols. He is very anxious to avoid trouble *en route*.

If the PCs are looking for a more luxurious form of transport, an alternative is to board *The Emperor Luitpold* at Talabheim. This vessel is described in *White Dwarf* 122, *Warhammer Companion* (pp74-82) and *Apocrypha Now* (pp90-97). However, *The Emperor Luitpold's* route takes it only as far as Zwolen, where the Urskoy meets the Talabec. There the adventurers will have to secure an alternative vessel, such as *The Cat O'Nine Tails*.

The atmosphere in Talabheim is somewhat tense. News and rumours of the growing dispute between Ostland and Talabheim are everywhere. Mercenary bands are appearing in the city with increasing frequency. A steady trickle of refugees bring stories of unrest elsewhere in the Empire.

#### Event 6: Scorched Earth

This encounter can take place anywhere along the border between Ostland and Talabecland. It should take place before the end of Brauzeit (otherwise the crops will have been harvested). It introduces the PCs directly to the tensions in the region.

The PCs will see six mounted and well armed figures galloping towards them. They bear no insignia. Unless accosted, they will ride past. If the PCs are readily identifiable as Knights Panther, the riders will hurl abuse at "Ulrican scum" as they pass, but otherwise not interfere. The riders will avoid combat, if at all possible.

The reasons behind the riders' appearance become clear as the PCs round the next bend in the river. A haze lies over the fields on the southern bank. As the journey continues, the haze

resolves into a smokey smudge and then a bright orange conflagration. The crops in the fields have been torched by raiders from Ostland, who earlier passed the PCs as they made their escape.

There is nothing the PCs can do to fight the fire and the Ostlanders are likely to have made good their escape by the time the adventurers discover the blaze.

#### Event 7: It Takes a Thief

This encounter is described in *The Empire at War* (pp15-17). There it is intended for the PCs' return journey from Kislev. However, it can equally be used in this leg of the journey.



#### Something Less Rotten

GMs who wish to run *Something Rotten in Kislev* may wish to consider the following modifications, which are intended to address that adventure's faults.

#### The Beast Child

This adventure can largely be run without modification. GMs may wish to play down the jokier elements of the spirit encounters, in particular removing the game with Father Bear. Otherwise this is a satisfactory, though straightforward, episode in the campaign.



## Death Takes a Holiday

If the GM wishes to run a version of *The Last Days of the Empire* (see *Phase Five*, below), this adventure should be omitted. *The Last Days of the Empire* makes use of this scenario's backdrop in a different context.



If, however, the GM does wish to use this adventure, the following modifications should be considered:

1. The mapped area of Chernozavtra (Map 8, p63) is not of a realistic size. This error can be rectified if the GM assumes the mapped area is a fortified central keep, which is surrounded by the ruins of the town's other buildings. The adventurers will thus need to pass through the outer ruins before reaching the keep. Fleeting glimpses of undead in the shadows of the ruins can help build tension.
2. Annandil occupies a different physical form from that expected by the adventurers. While this is in itself an interesting twist, it is immediately repeated in the next adventure, *The Champions of Death*. Such repetition is deeply unsatisfactory. GMs may, therefore, prefer to make Annandil of the race expected by the players. This can be achieved by making Annandil an elf, changing the name Gurthgano Gorthaudh to a dwarven one or changing both the name and race to another altogether.
3. The showdown with Annandil is anticlimactic. The following modifications attempt to provide a more significant climax.

The long years of isolation in Chernozavtra have taken their toll on Annandil's mental health. Although this will not be apparent immediately, over time the adventurers will come to realise how disturbed and dangerous Annandil has become. He will initially extend his hospitality, as described in *Something Rotten in Kislev* (pp67-70).

However, Annandil has no intention of letting his new guests leave. Attempts to leave will at first be politely discouraged ("But you have only just arrived! I have so much more to tell you."). If the PCs are insistent, the facade of politeness will fall and he will not hesitate to prevent his guests from leaving. He will continue to consider the adventurers as guests and treat them well as long as they do not attempt to leave. Eventually, however, he will tire of them and attempt to drug them over a meal. He will then seek to use them for his research into death and reanimation. The PCs have no choice but to defeat or escape Annandil.

4. Although no statistics are provided for Annandil in *Something Rotten in Kislev*, it is clear he is an enormously powerful wizard. This creates two problems. First, his level of power is not commensurate with that seen in other parts of the campaign, creating an inconsistency of tone. Second, he is an irresistible opponent. This leaves no room for the PCs to achieve a victory in confrontation, as suggested above.

It is here recommended that Annandil's strength is reduced. He should be a powerful and dangerous foe, but not impossible to overcome





5. In preparation for *The Champions of Death* (as modified below), Annandil should make mention that Sulring Durgul's researches into immortality took him to Lustria and that he claimed to have found a solution involving a magical totem from the continent.
6. As written, the adventurers' escape from Chernozavtra relies on the *deus ex machina* of Annandil's undead mounts. This is an unsatisfactorily simplistic resolution of a complex situation and does not take advantage of the many role-playing possibilities. *Something Rotten in Kislev* (p72) does contain some discussion of alternative scenarios, though for the most part dismisses them. It is suggested that the GM takes a less restrictive approach. Some of the options are discussed below.
  - **Full Frontal.** A direct attack on the vastly superior numbers of the Dolgans and hobgoblins is extremely foolish. At best it should result in the PCs' capture (see further below).
  - **Sneak Away.** Another option is for the PCs to make their way stealthily through the Dolgan and hobgoblin camps. It is up to the GM to decide how effective the besiegers' lookouts (p72) are, but realistically the PCs' chance of evading capture should be low.
  - **Run for It.** If the PCs are able to secure mounts, perhaps by stealing them from the Dolgans, simple flight may be an effective method of escape. This can be run as described in *Something Rotten in Kislev* (pp72-73).
  - **Getting Your Feet Wet.** The eastern side of Chernozavtra lies directly on the Zapadryeka river. Here there are no Dolgan or hobgoblin forces. If the adventurers descend the short cliffs on this side and search effectively among the abandoned jetties, they will find a decaying rowing boat. This can be used to effect an escape by river, albeit a risky one,

as the vessel is far from watertight after years of neglect.

- **Look Over There!** The most effective tactic is likely to be to create a diversion. One option is to provoke battle between Dolgans and hobgoblins and escape in the confusion. A volley of arrows fired over the Dolgans into the hobgoblins should be sufficient. Starting a fire may also cause enough confusion to get past at least one of the besieging forces.
- **Unexpected Ally.** Depending on the circumstances of the PCs' departure, Annandil's zombies may be in pursuit. This can play to their advantage. The appearance of the zombies will send the Dolgans into panic and flight. This will in turn cause chaos among the hobgoblins. This situation provides the adventurers with the perfect opportunity to slip away.
- **Bluffing.** Silver-tongued PCs may try to talk their way past the besiegers. They are likely to have to be very persuasive for this to be successful. Failure will probably result in capture (see below).
- **Capture.** The PCs' failed attempts to pass the Dolgans or hobgoblins may result in their capture. In such an event the PCs may succeed on effecting their own escape. However, if they do not, an attack by the other besieging force should create the opportunity for them to escape.

### The Champions of Death

1. The deities Zuvassin and Necoho embody a very different conception of Chaos from the other *WFRP* deities. It is suggested here that they are replaced with Malal (*WFRP*, p210).
2. The oath curse causes creates difficulties not only for this adventure, but also the rest of the campaign. GMs are strongly advised to remove the oath curse from the adventure altogether. It should be assumed that Julius Olvaga's condition has been triggered by a more conventional curse.
3. Similarly, the undeath plague poses major problems for the continuity of the campaign. Either the adventurers should not be exposed to it, or it should be deleted completely.
4. Attempts to infiltrate the temple of the Ancient Allies by means of subterfuge are heavily discouraged in *Something Rotten in*



*Kislev* (pp90-92). This significantly reduces the opportunities for inventive play. It is recommended that the GM removes some of these obstacles and allows the PCs to infiltrate the cult.

5. The catacombs beneath the temple of the Ancient Allies contain elements out of keeping with the tone of *The Enemy Within*. It is suggested the GM remove these elements, such as the bizarre demonic furniture in Durgul's office (p106).
6. In the climax of the adventure the PCs are forced into surrender and are unable to achieve their objectives. This provides a disappointing conclusion to their adventures in Kislev. The following changes may provide a superior finale.

Sulring Durgul's ability to inhabit other bodies is facilitated by a Slann totem he retrieved from Lustria. This is kept concealed in the catacombs. By destroying the totem, the adventurers can kill Durgul. The totem is, of course, very well protected, and so gaining access to it will be very difficult. The following notes suggest approaches to ease the adventurers' challenge, should that be necessary.

- **No One at Home.** In the published text Sulring Durgul is not present in the catacombs when the PCs arrive. This provides them with an opportunity to locate and gain access to the totem relatively unchallenged.
- **Caught Napping.** The GM may decide that Durgul needs to spend an hour each day meditating in the presence of the totem to maintain his bond with it. During the meditation he is in a trance, so that both he and the totem are vulnerable. Durgul will, of course, ensure other protections are in place.
- **No Pain, No Gain.** Alternatively maintaining the bond with the totem might require regular blood sacrifice. The burden of this falls on cult members, who must offer some of their blood daily. The PCs could follow cult members engaged in this ritual or, if they have infiltrated the cult, be called on to offer sacrifice themselves.

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<sup>\*\*</sup> There did exist a draft adventure also titled *The Horned Rat*, which was rejected by Flame Publications. It appears to have had no



- **With a Little Help From My Friends.** A third party could provide valuable intelligence on the totem. This information could come from Julius Olvaga's notes or from a disaffected cult member, for example.
- 7. Sulring Durgul's magical powers are grossly disproportionate and inconsistent with the low-magic tone of *The Enemy Within*. It is here recommended that his strength is very significantly reduced.

#### *The Horned Rat*

This adventure was intended to follow *Power Behind the Throne*, but was never published.<sup>\*\*</sup> Phil Gallagher briefly described his conception of the adventure as follows:

*I had this idea that a bunch of Skaven were developing a means of bringing Morrslieb down to earth... and/or they had created a portal to enable them to teleport to the surface to mine it... Chaos-mutations a-plenty!*

#### *The Horned Rat Rises*

The following adventure outline is intended to stand in stead of the original version of *The Horned Rat* and serve as a replacement for *Something Rotten in Kislev*.

#### **Act 1: The Knights Panther**

**Starting the Adventure.** The adventurers are released from jail and enrolled in the Knights Panther, as described in *Something Rotten in Kislev* (pp5-6). They are then dispatched to Kislev immediately, unless the GM wishes the PCs to remain in Middenheim for career changes, skill training or further adventures before their departure.

connection with the adventure intended for *The Enemy Within* campaign other than its title.



**The Journey.** The journey to Kislev passes as discussed above in *The Long and Winding Road*.

**Kislev.** Upon arrival in the city of Kislev, the adventurers meet the Tsar, as detailed in *Something Rotten in Kislev* (p18). However, instead of Voltsara, the PCs are sent to Erengrad with instructions to report to Prince Vorontsov's palace. They are given papers explaining their status, which they should present on arrival.

## Act 2: The Disappearances

**The Journey.** The road from Kislev to Erengrad is around 600 miles long and takes approximately two and a half weeks to travel.

**Erengrad.** Erengrad is briefly described in *WFRP* (pp278-279). Further information for the second edition of *WFRP* can be found in *Realm of the Ice Queen* (pp61-69), though this will require some modification for use in the setting of the first edition.

For this adventure the city's government and military are assumed to be as follows. Erengrad is ruled by the Knyaz, Prince Konstantin Vorontsov. In practice he delegates many aspects of the city's administration to his Namestnik, Ivan Tasanvich. He is also advised by a council of boyars, known as the Veche.

In charge of the city's standing army and overall defence is the Voyevoda, Aleksandr Vorontsov, the Prince's younger brother. There is also a militia, whose main role is law enforcement. This is headed by the Tsyatsky Vassily Kuznetsov. Finally Erengrad's small navy is commanded by the Admiral Valentin Gromov. The fleet comprises three three-masted carracks, constructed in Marienburg, and a larger number of archaic longboats (called *lodyas*), built locally.

**Background.** Erengrad is currently in the grip of a crisis. For several weeks ships' crews have been mysteriously disappearing in the waters around the city. There have been no signs of struggle and

the vessels have simply been abandoned drifting at sea. There are many wild stories circulating in explanation of the disappearances: ghosts, mysterious mists, sea creatures, *etc.* However, there is no evidence as to the real cause of the problems.

Maritime activity is grinding to a halt, as many crews refuse to set sail. Admiral Gromov ordered the city's fleet on an expedition to deal with the problem, but without success. Since the expedition has returned, disappearances have resumed.

Curiously the shipping of the sea elves has been unaffected by the disappearances. This has prompted suspicion and hostility among much of the rest of Erengrad's population. There is a popular rumour that the elves are behind the attacks, in an effort to monopolise trade. A number of attacks have taken place against elves and their property in recent weeks.

In desperation the Prince has offered a large reward to anyone who can stop the disappearances. This has prompted a small number of mercenaries and opportunists to plan expeditions of their own. One such expedition is planned to depart within days, manned by a mercenary band calling themselves the Savage Bears.



**Arrival.** When the PCs arrive in Erengrad they will quickly be confronted by the crisis. A riot has broken out on the edge of the Elven Quarter. Elves and their property are under attack from a mob blaming them for the disappearances at sea. The adventurers get swept up in the chaos and have the opportunity to rescue a sea elf elder named Asfalas who is being set upon by an angry gang.

If the players do not intervene, the gang will lynch Asfalas in the street. If, on the other hand, the PCs do rescue Asfalas, he will express his gratitude and invite the PCs to take shelter with him in his residence. They are well advised to take up the offer, as another violent mob will shortly arrive.

Asfalas' home is deep in the Elven Quarter. There he will explain the reasons for the disturbance.

As they pass through the city, the adventurers will see posters advertising the Prince's reward and recruiting for the Savage Bears' expedition.

If they report to the Prince's palace, they will be met with a familiar scene of confusion and disappointment. They will be met by the Namestnik. He will refer the PCs on to the Voyevoda, who will be no more impressed than the Namestnik was ("You're not exactly the Gryphon Legion"). Lacking any better idea, the Voyevoda will instruct the adventurers to join the Savage Bears' expedition.

The Savage Bears are rather less fearsome than their name suggests. They are mostly a collection of has-beens looking for a last pay-off. They are undermanned and underequipped. They will accept almost any new recruits on the mission.

Should for any reason the PCs not join the Savage Bears, there is one other boat setting sail in pursuit of the reward. A Norse sea dog by the name of Anders Quint is planning a solo hunting expedition for the beast he believes is behind the disappearances. Quint is, in truth, quite deranged, but he can be persuaded to allow a small number of others to join him provided they look useful, accept only a small share of the reward and acknowledge his authority as captain.



### Act 3: Worse Things Happen at Sea

**Background.** At the root of the crisis are a band of pirates. Somewhat surprisingly the pirates have formed an alliance with a group of mutants to attack shipping. The reason for this is that the mutants confer an unusual advantage. Among their number is a Chaos spawn. The spawn's body has mutated into that of a sea serpent and can move fluidly through water. Moreover, the spawn can spew forth a mist of suffocating fog. The fog reduces those within it to unconsciousness.

The pirates and mutants use the spawn to incapacitate the crews of target vessels. They then carry off any portable valuables along with the crew themselves. The crew are, in fact, the most valuable asset of all, as the pirates have buyers for them. The buyers are the skaven, whose plans for them will soon become clear.

Many of the pirates are uncomfortable with the alliance, but are kept in line by the fierce leadership of their captain, Karl-Henrik Lindberg, and the steady stream of gold. Thoughts of mutiny are, however, never far from the surface.

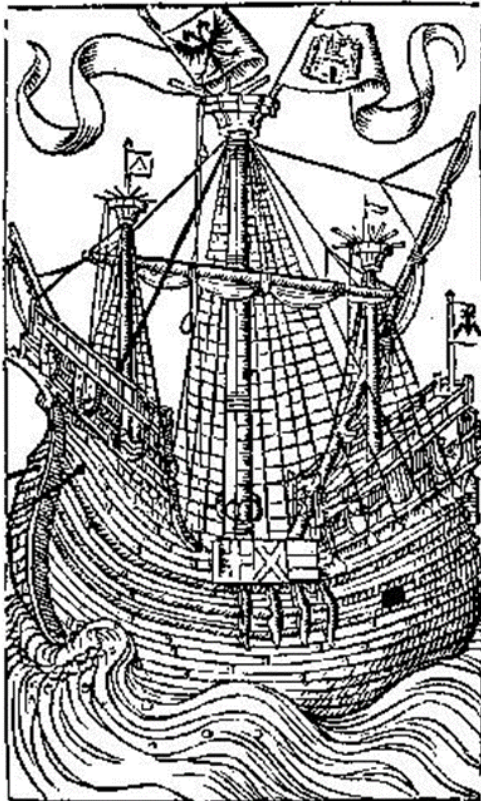
**At Sea.** The Savage Bears will set sail in a lodya called *The Hope* within a day or two of the PCs' arrival in Erengard. The first two days at sea are tense affairs, punctuated by fleeting sightings of real and imagined sea creatures and vessels. On the third day, *The Hope* is attacked.

First, a mist descends, knocking the crew unconscious. If the PCs are on board, they will need to make repeated *Poison* tests to avoid also succumbing to unconsciousness. Elves are naturally resistant to the mist's effects and receive a +30 modifier to the test. In time the pirates will draw alongside the now stricken lodya in their ship and board it.

If the PCs are unconscious, they will be loaded along with the rest of the crew into wheeled cages on board the pirates' ship. If, however, any have

resisted the mist's effects, they have a number of options:

- **Stand and fight.** The combined forces of the pirates and mutants heavily outnumber the PCs. It is likely the adventurers will be subdued and imprisoned quickly. If by any chance they overcome the boarders, the pirates will flee and the PCs have a chance to pursue them to their lair.
- **Hide.** There are few hiding places in the lodya and the PCs are unlikely to escape detection. If somehow they do manage to elude the boarders, they may pursue in the lodya or else be picked up by Quint (see below).
- **Play Dead.** They will be assumed to be unconscious and be imprisoned along with the others.
- **Stow Away.** Stealthy PCs may be able to sneak aboard the pirates' ship. In this case they may be able to enter the pirates' lair undetected.
- **Flee.** There are no other vessels to flee in and there is no hope of swimming to safety. Should the players end up in the sea, they may be picked up by Quint at the cost of a Fate Point (see below).



Quint puts to sea in his small vessel on the same day as the Savage Bears. He has noted that only larger ships have so far been attacked and has therefore devised a plan to use the Savage Bears as bait. He follows their ship from as great a distance as possible.

When the Savage Bears are attacked, Quint is able to look on. He rescues any of *The Hope's* crew who are left behind and pursues the pirates to their base.

By one route or another the PCs should arrive at the pirates' haven, probably as captives. There they will discover the awful fate of the lost crews.

#### Act 4: Going Underground

**Background.** The kidnap of the crews is part of a conspiracy by a cult of the Horned Rat, known as the Twisted Claw. The cult brokered the alliance between the pirates and mutants. In fact, the mutants are members of the cult, revered for their special gifts, but cast out from broader society.

According to the plan, the pirates and mutants kidnap the crews and hand them over to the skaven in return for gold. The skaven transport the captives to underground holding pits and then on to Clan Moulder and Clan Pestilens. The terrifying purpose behind these acts will be revealed to the adventurers later.

**The Lair.** The pirates and mutants have based themselves in an ancient abandoned sea-elf settlement. The settlement is carved into the cliffs and comprises a cavernous harbour and an extensive network of beautifully carved underground chambers.

The site was sealed centuries ago during the dwarf-elf wars. A dwarf force collapsed the entrances and exits, leaving the elf population to suffocate or starve underground. However, a recent landfall has reopened the harbour mouth, affording the pirates access.

The pirates have quartered themselves in open chambers nearest to the quays. The mutants are sheltered a short distance away. Most of the settlement still lies buried, however. Some of the mutants have tried to dig through to some of the buried sections of the complex, but have not yet managed to break through. The pirates are by



contrast anxious not to disturb the rest of the chambers for fear of what they might release.

Connecting to the mutants' quarters is a large, roughly hewn tunnel. This has been constructed by the skaven. The tunnel winds to a series of excavated caverns into which are dug large pits. The pits are filled with captives taken from shipping. They are in an appalling state: filthy, emaciated and sick. These, however, are the lucky ones. Many have already disappeared from the pits, selected by Clan Moulder and Clan Pestilens as the subjects of experiments.



**Events.** The captives of *The Hope* will regain consciousness after around an hour. Their weapons and obvious valuables will have been removed. However, there was insufficient time to strip the prisoners thoroughly, so small or concealed items and worn armour will not have been removed.

After another 30 minutes the pirates will land in their base and winch the prisoners' cages ashore. The prisoners are then left for around twenty minutes while the mutants send message to the skaven. Next a band of skaven, accompanied by rat-ogres, arrive. They hand over a chest of silver coins to the pirates and the rat-ogres haul the wheeled cages to the skaven slave pits.

If the adventurers arrive as captives, their first priority is to escape. Their best opportunity will be while their cages are left unattended prior to the skaven's arrival. Their cages may be opened in any of a number of ways: by picking the locks, breaking the cages' frames, stealing keys from a guard, casting an *Open* spell or other means. They will then probably seek to recover their confiscated possessions. They lie piled in a chamber awaiting division among the pirates and mutants.

Once the adventurers have freed themselves, or if they arrived by other means, they are free to explore the pirates' and mutants' quarters, the skaven slave pits and even the buried elf chambers. They should witness the handover of the prisoners to the skaven and may seek to free those held by the skaven. The pirates, mutants and skaven are scattered throughout the lair, and

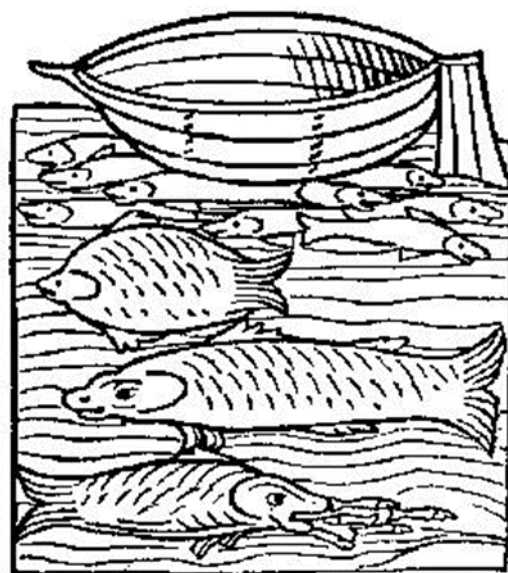
so the PCs will find a stealthy approach will serve them better than a full frontal assault.

If necessary, the following additional events can be used:

- **The Cavalry.** If the PCs did not arrive with Quint, he will arrive some time after *The Hope's* crew are unloaded. If the PCs are in need of rescue, Quint can intervene.
- **Mutiny.** As noted above, many of the pirates are unhappy with their alliance with the mutants. They may launch an ill-timed *coup* against Lindberg's command. This may help divide the opposition to the PCs. The rebel pirates may even form useful allies.

Ultimately, the PCs should escape and defeat the pirates. They may also rescue the kidnapped crews or even explore the lost elf settlement.

Thereafter they are able return to Erengrad to claim their reward. The return journey can be made in a number of ways. The PCs could sail back with Quint, though his boat does not have room to transport the rescued crews. Alternatively, the adventurers could steal the pirates' ship, which does have room for the freed captives. Finally the PCs could return on foot. The elf settlement contains a large spiral staircase running to the top of the cliffs. This was blocked by the dwarfs, but centuries of erosion have worn away much of the blockage, and the exit can be opened up with a small amount of excavation.





The PCs may also leave the lair with a number of leads. If they allied with the rebel pirates, or interrogated any pirates, they will learn of the Twisted Claw. In particular they will learn of a short priest, known only as Fyodor, who formed the alliance with Lindberg. Also they may be curious as to the source of the skaven's coinage. It is freshly minted Norse *sceattas*, bearing the name of the Skaeling tribe and a likeness of the Skaeling ruler, Ragnar Bloodaxe.

### Act 5: Gathering Clouds

**Background.** Erengard faces a terrible threat. The skaven intend to attack and take over the city. In preparation for their assault, they plan to take a number of steps to weaken the city's defences. First, they will infect the well in the city's barracks with a deadly plague, to debilitate the armed forces. Second, night runners will assassinate the city's leaders. Finally, the skaven will emerge into the city in full force and attack. At the same time they will release the kidnapped crews into the city as mutated plague bearers, to spread disease and create panic.

The plan has also been bolstered by the recent acquisition of a Black Ark. Grey Seer Skarsiss has constructed it from the warpstone meteorite he retrieved from Castle Wittgenstein (see *Phase Two*, above).

The skaven are assisted by the cult of the Twisted Claw. The cult is led by a priest of Ursun, Vassily Raskov. He brokered the alliance between the mutants and pirates, under the alias of "Fyodor".

He also used his position as Treasurer of the Temple of Ursun to steal the funds used to finance the pirates' operation.

**Follow the Money.** The adventurers' first lead may be the coinage used by the skaven to pay the pirates. It is common knowledge that the Skaeling king, Ragnar Bloodaxe, recently visited Erengard and met with the Knyaz. It is equally well known that he made a large public donation to the Temple of Ursun. The temple should be the focus of the PCs' original enquiries. They will be quickly directed to Raskov for any financial enquiries.

The PCs may also pursue a line of enquiry relating to the mysterious figure "Fyodor". It is unlikely, however, that they will be able to identify his real identity. If they do identify him, their attention will again be drawn to Raskov.

If the PCs seek a meeting with Raskov, he will seek to deflect their questions. In fact, he will turn the tables if the adventurers present the *sceattas* as evidence. Raskov will argue the PCs have stolen them. The temple and militia will, at least initially, side with Raskov on the matter.

The adventurers may break into Raskov's office at the temple, or even his home. Here they will find documents referring to the Twisted Claw's activities. Two items are particularly noteworthy.

First, is a list of senior figures in the city, including the Knyaz, Voyevoda, Tysyatsky, senior wizards and priests and other military commanders. For several of them, notes detail addresses, security arrangements and routines. It is evident they have been under surveillance by the cult.

Second, there are several references to an orphanage. General inquiries will indicate that the cult of Ursun runs one of several orphanages in the city.



The adventurers may seek to follow Raskov. If he has been alerted to the PCs' suspicions, he will make efforts to avoid detection. Nonetheless, careful or skilled pursuit should determine that he visits the Orphanage of Ursun every evening until late.

**Think of the Children.** The Orphanage of Ursun is run by Vladimir Lebedev, an associate of Raskov's and member of the Twisted Claw. The cult holds nightly meetings in cellar beneath the orphanage, which Raskov attends.

Lebedev maintains tyrannical control over the orphanage. Most of the children live in terror of him. A large group of older children, however, have been brought into the cult. Lebedev uses them to terrorise the other children and to run errands for the cult.

Lebedev will dismiss the adventurers' concerns as wild fantasy. If the adventurers question the children, they will at first be met with silence and stonewalling. If they persist, however, they may learn the following facts:

- Raskov is a regular visitor to Lebedev. Both disappear to the cellar, often with other visitors.
- A gang of teenagers close to Lebedev hold the children in terror.
- No children are supposed to be allowed into the cellar, but the older children close to Lebedev often go down there in the evenings with Lebedev.
- Children who cause trouble disappear. The most recent disappearance was a boy called Mikhail.
- Mikhail was last seen being taken to cellar.



PCs should have to prise this info out of the terrified children by gaining their confidence. If they are struggling to make headway, the GM could arrange for Mikhail's sister to run away from the orphanage and divulge the information.

The adventurers will not be permitted to enter the cellar, which is always kept tightly locked. Breaking into cellar will reveal a normal cellar, but with a roughly-hewn tunnel leading from it. This was dug by the skaven and is used by them to meet with the Twisted Claw. Exploration of the tunnel reveals a network of tunnels under the city, but for the time being they are deserted.



If the PCs begin to make progress, the older children close to Lebedev and Raskov will act. First they will maintain a brazen and intimidating surveillance on them. Subsequently they will break into the adventurers' accommodation. Eventually they will ambush the PCs in an alleyway with knives.

If the players should fail to pick up on the orphanage thread, the GM may have the Tsyatksy ask the PCs to investigate the disappearing children.

**There's Something in the Water.** The adventurers begin to hear rumours of a mysterious outbreak of plague in the city barracks. Officials deny the rumours, but the stories persist.

After a few days, the PCs are called to meet the Voyevoda. He explains that the rumours are indeed true. He had initially attempted to suppress the information to prevent panic and disorder. However, conditions in the barracks are deteriorating rapidly. He instructs the PCs to report to the barracks to provide Commander Stoev with whatever assistance he requires.

When the PCs enter the barracks, they will see at first hand how awful conditions have become. Commander Stoev is in complete despair and at a loss what to do. He will simply suggest the adventurers do whatever they can, even if it just carrying out the dead.

The source of the outbreak is the well from which the barracks draws all its water. Members of Clan Pestilens have tunnelled to the well and polluted it with a specially brewed toxin.

Drinking the poisoned water causes the victim to break out in pustules and develop a rattling cough within one or two days. Continued consumption of the water leads to shaking, hallucinations and,

after three or four days, death from respiratory failure. The disease is not contagious and its effects can be reversed if the patient is no longer exposed to the poisoned water.

No other part of the city has been affected by the disease, as the poisoned well lies in the barracks and only the city guard have access to it.

Two parties are attending to the victims of the disease. First are a contingent of Shallyan healers, led by Father Pushkin. The Shallyans make no efforts to protect themselves from infection, trusting to their goddess to protect them. Within a day of the PCs' arrival Father Pushkin will fall ill with the disease, having drunk from the well. His colleagues will succumb the next day. The Shallyans will continue with their mission, despite failing health for another day. Then, however, Father Pushkin will die. The rest of the mission will retire to the Temple of Shallya to die. Over subsequent days, isolated from the source of the disease, the Shallyans will undergo a miraculous recovery.

The second healer at the barracks is an Ostlander by the name of Doktor Cornelius. He takes greater precautions than the Shallyans. He wears the protective clothes of a plague doctor: leather apron, leather gloves and a closed helmet with a beak filled with incense. He also eats and drinks nothing in the barracks. Consequently he is able to treat the plague victims without falling sick himself.



Eventually the PCs may conclude the disease originates from the barracks' drinking water. If they choose to inspect the barracks' well, they will find it large enough for one of them to be lowered into it by rope. Near the water level a small shaft, around six inches in diameter, is visible from the inside of the well. A greenish brown ichor stains the well wall below the shaft. The ichor is deeply toxic. Anyone ingesting it will die within hours.

If the adventurers identify the source of the disease, Commander Stoev will order his troops to stop using the well. The sick will then recover after a few days. Should the PCs fail to locate the source, troops will continue to fall ill, and by the time of the skaven attack more than half will be dead.

**The Night of the Long Knives.** The players may discover the Twisted Claw's list of assassination targets for Clan Eshin's night runners. This might be in Raskov's documents or at the orphanage. Armed with this information, they should be able to persuade the authorities to relocate the intended targets to secure locations before they are attacked. The adventurers may even be charged with protecting a local dignitary themselves.

If the PCs fail to alert the authorities to the attacks, the night runners will assassinate their targets on the eve of the skaven attack.

**Other Events.** This section of the adventure can be punctuated with events such as the following:

- A street mysteriously collapses as a result of skaven tunnelling under the city.
- Residents complain about the rapidly increasing rat population.
- A rat catcher tells the PCs just how profitable his business has become in recent weeks.
- The PCs hear stories of giant rats appearing in the streets.

### Act 6: The Storm Breaks

Around one week after the adventurers' return from sea, the skaven launch their attack. The first sign of the assault is that the streets fill with rats, creating panic in the streets. The sense of terror is exacerbated by apocalyptic prophets professing the plague of rats is a sign of the world's end.

Around an hour later the skaven themselves emerge from underground. There are warrior rats, plague monks, beast masters, night runners, rat-ogres, rat-hounds and worse. The most disturbing of all are the plague-ridden, hideously mutated remnants of the kidnapped crews, which are driven on to attack the city.

It is not necessary for the GM to run the battle for Erengard in detail. The GM should instead adopt an impressionistic style, describing the chaos and horror of the fighting around the adventurers and supplementing that with a number of specific encounters. After all, the PCs will never have a clear picture of the overall battle, but see it through their own localised experiences.

The general course of the battle will depend on the adventurers' success in foiling the skaven's preparations. The skaven will initially take control of sections of the city, forcing the city's



defenders to fall back and abandon certain districts. If the PCs prevented the poisoning of the garrison and the assassination of military commanders, the city's defence will subsequently begin a fightback, eventually driving the skaven out. Otherwise, the skaven will progressively take more areas of the city and eventually seize full control.



Some ideas for encounters during the battle follow:

- **Man the Barricades.** The PCs find Erengard's defenders constructing a barricade across a major thoroughfare. The PCs aid them in building the barricade and fight off waves of attacking skaven.
- **Rescue.** The PCs come to the aid of some civilians defending their home from skaven attackers.
- **Rat-Ogres.** A platoon of Erengard's guard is struggling to defeat a pair of rat-ogres. The PCs come to their aid.
- **The Return of the Lost.** Although the PCs may have rescued many of the crews kidnapped by the skaven, just as many were less fortunate. They were the subject of experiments by Clan Moulder and Clan Pestilens and are part of the attacking forces.
- **Special Forces.** The battle can also be enlivened with skaven war machines, such as a warfire thrower, and special troops, like poisoned wind globadiers or plague censer bearers.
- **The Black Ark.** During the fighting the PCs see the Grey Seer Skarsiss leading the attack on Erengard. If they encountered the Grey Seer in *Death on the Reik* (see *The Grey Seer* in *Phase Two*, above), they will recognise him. He is borne aloft on a palanquin carried by skaven warriors. Before him a horde of warriors carry a large chest. The chest is ornately decorated and through spaces in its panels can be seen a large piece of warpstone. This is the Wittgenstein meteorite. It has been crafted into a Black Ark. Bolts of green lightning issue from the Ark, destroying anything they strike. For some ideas of the Ark's properties, refer to the description of the *Arca Chaotis* in *Lichemaster* (pp86-87). The Black Ark should, however, be more powerful than the *Arca Chaotis*.

- **Barbarians at the Gate.** At the nadir of the battle, the city's defenders fall back to the Knyaz's palace. The skaven launch an assault on the palace itself, climbing its walls with grapnels. The PCs help fight off the skaven in what becomes the turning point of the battle.

Garett Lepper's unofficial skaven supplement for the first edition of *WFRP*, *The Book of the Rat*, is a very useful source of material for the battle. Also the *The Children of the Horned Rat* contains similar material for the second edition rules and background.

### Act 7: The Aftermath

The PCs are required to remain in Erengard and help the city recover from the attack. (In any case the Tsar has no intention of letting possibly infected adventurers anywhere near him.) This means spending a cold, hard winter in Erengard. After a few months, the Tsar will finally recall the adventurers to the capital, where he will reward them as described in *Something Rotten in Kislev* (pp112-113).

#### *Terror in Talabheim*

It will be noted that the narrative of *The Horned Rat Rises* bears some similarities to that of the *Terror in Talabheim* adventure for *WFRP* second edition. This is purely coincidental. *The Horned Rat Rises* in fact predates *Terror in Talabheim* by more than a decade. However, GMs may find it useful to run *Terror in Talabheim* instead of *The Horned Rat Rises* or use it for material to supplement *The Horned Rat Rises*.



# Phase Five

## *Empire in Flames*

### VERSIONS

*Empire in Flames* has only been published as a hardcover by Games Workshop.

### SYNOPSIS

Over the previous year The Empire has come under strain from a number of sources. The dispute between Ostland and Talabecland has escalated. Religious tension has increased between the cults of Ulric and Sigmar. The Emperor's mutant decree is deeply unpopular. Increasing numbers of mutants and beastman have rendered travel more and more dangerous. A disappointing harvest has put pressure on food supplies.



It is with this backdrop that the PCs are sent to Altdorf. There they discover the Emperor has been assassinated, apparently by a follower of Ulric. The PCs escort Graf Boris to the succession council, where the Emperor's nominated heir, Crown Prince Wolfgang Holswig-Abenauer, is revealed by a hideous transformation to be a mutant. Fighting breaks out and the Crown Prince is killed. Amid the recriminations the schism between the cults of Sigmar and Ulric is reopened and the Empire begins to descend into civil war.

In an effort to reunite the Empire, the PCs are charged by the cults of Sigmar and Ulric to recover Ghal-maraz, the hammer of Sigmar.

The PCs travel in Sigmar's footsteps through the southern Empire and into the Black Mountains. They encounter an omen at a dwarven shrine, rid a hidden elven valley settlement of a Chaotic beast and discover the long-abandoned dwarven citadel of Kadar-Khalizad.

The PCs learn that on his final journey Sigmar was diverted to Kadar-Khalizad. There the loremaster Wulfan Merglord had attempted to bind the greater demon Sheerargetru to a blade. However, his efforts to control the demon had failed. Sigmar came to Wulfan's aid and drove the demon back through the warp gate. Sigmar himself then entered the warp gate in pursuit of the demon, but Ghal-maraz would not pass through. Ghal-maraz sealed both Sheerargetru and Sigmar in the Warp.

The PCs enter Kadar-Khalizad and recover Ghal-maraz, but in the process they release the demon Sheerargetru. Sheerargetru possesses the body of a dragon and flies to attack Altdorf. There the Grand Theogonist slays the dragon. Cast out from the dragon's body, Sheerargetru possesses the Grand Theogonist himself.

The adventurers return to the Empire to find it has dissolved into civil war. They reach Wolfenburg where the decisive battle of the war is about to take place. They deliver Ghal-maraz to Heinrich Todbringer, who is revealed as the true heir of Sigmar. The civil war is ended and Heinrich is elected Emperor.

The players return to Altdorf for the coronation of Emperor Heinrich. During the coronation Ghal-maraz attacks the Grand Theogonist, killing him and releasing Sheerargetru. In the climactic battle the PCs defeat Sheerargetru.





## STRUCTURE

*Empire in Flames* contains two alternative beginnings. The first assumes the players have completed *Something Rotten in Kislev* and requires them to escort a noblewoman to from Kislev to Talabheim, where they are returned to the service of Graf Boris. The second is designed to follow directly from *Power Behind the Throne*. In this introduction Graf Boris requires the PCs to escort the noblewoman from Middenheim to Talabheim.

Thereafter the adventure forms a linear sequence of episodes, punctuated with optional encounters.

## PROBLEMS

In many respects *Empire in Flames* is an excellent adventure. It is well structured, deals with epic themes and contains some dramatic and exciting set pieces. However, it also has a number of serious deficiencies.

### *Continuity*

*Empire in Flames* neglects several prior themes of the campaign. The Purple Hand's scheme to create schism between the cults of Ulric and Sigmar reaches a climax, but the cult is barely mentioned (cf *The Enemy Within*, p36). The Empire dissolves into civil war, but the Red Crown's carefully laid plans for this situation apparently come to nothing (cf *Death on the Reik*, p20). The Kastor Lieberung thread remains unresolved (cf *The Enemy Within*, p36). The

contentious death of Crown Prince Hergard von Tasseninck is exposed as a hoax, but without any explanation (*Empire in Flames*, p92; cf *Death on the Reik*, p9). Karl-Heinz Wasmeier fails to reappear, after all (cf *Power Behind the Throne*, p92).

### *Artificiality*

Many of the episodes in the adventure seem contrived. The Emperor's assassination goes uninvestigated so as not to divert the adventurers from the quest to recover Ghal-maraz (*Empire in Flames*, pp15, 21). A series of *dei ex machinis* are used to steer the PCs on this quest: omens (pp48-49, p56), a 2,500-year-old dwarf (pp57-61), a divine apparition (pp80-81) and a magic compass (p84). A herd of tame pegasi are on hand when a rapid return to the Empire is called for (p82). Sheerargetru is manoeuvred to the finale by means of a remarkable sequence of body swaps (pp80, 99). Most bizarrely of all, Sigmar's heir still bears a clear likeness to his ancestor, despite 2,500 years of genetic variation (p91).

### *Linearity*

The PCs are regularly railroaded into a course of action. In addition to the heavy direction provided by many of the devices mentioned above, there are times when they are simply given no choice of action at all. They are literally pushed out of the Volkshalle after the death of Crown Prince Wolfgang Holswig-Abenauer (p29). The entrance to Kadar Khalizad disappears after the PCs pass through (p61). Ghal-maraz magically pulls them to Heinrich Todbringer (p91). Players may feel more like passengers than participants in the action.





### *Tone*

The adventure has a more fantastic tone than earlier parts of the campaign. Divine elements are common, especially in the form of omens and apparitions (pp 9-10, 24, 48, 54, 58, 80-81, 91-92, 101). Fantastic beasts proliferate. Examples include a manticore (p46), an infinite army of skeletons (pp47-48), a giant spider (p50), a cloud of Chaos (p53), a wyvern (p55), a dragon (p66) and pegasi (pp54-5, 82). Such creatures are, of course, part of the Warhammer background and are (with the exception of the cloud) described in the *WFRP* rulebook (pp216ff). However, their incidence in *Empire in Flames* is far greater than any other part of the campaign and creates a very different feel to the adventure.

### *Style*

A large section of the adventure (pp41-79) is taken up with combat and exploration, rather than investigation and role-playing. Kadar-Khalizad (pp62-79), in particular, is an old-fashioned dungeon, complete with lists of wandering monsters. This is not consistent with the tone of the early adventures and ignores those features that made the campaign so distinctive.

## CHRONOLOGY

*Empire in Flames* provides detailed chronological information. For the most part this poses no difficulties to the GM. However, there are a small number of matters addressed below.

### *Starting Date*

*Empire in Flames* does not specify a starting date.

If the adventure follows *Power Behind the Throne* directly, the chronology documented in *Phase Three*, above, implies the start date of the adventure is 21 Vorgeheim. This creates a problem in that too little time has elapsed for the Empire's political crisis to develop. Background events are therefore implausibly accelerated.

If *Empire in Flames* immediately follows *Something Rotten in Kislev*, it will begin on 2 Ulriczeit, according to the chronology established for Phase Four. This also creates the problem that too little time has passed. In addition it creates two further difficulties:

1. The PCs will be required to travel in unseasonal conditions. River travel will be partly in darkness. Mountains will need to be crossed in winter.
2. The civil war will take place in winter and early spring. This falls outside the normal campaigning season.



Therefore, it is suggested that there is a substantial interlude prior to the beginning of *Empire in Flames*. If *Something Rotten in Kislev* is not used, a lengthy journey or sojourn in Middenheim needs to be inserted after *Power Behind the Throne*. If *Something Rotten in Kislev* is used, the PCs need to be detained in Kislev for the remainder of the winter. This can be handled abstractly or with detailed adventures.

This chronology assumes the adventurers remain in Kislev until Mitterfruhl 2513 IC.



## Travelling Times

*Empire in Flames* gives clear journey times in almost all instances. There are, however, a small number of problems with these.

1. **Talabheim-Altdorf.** The duration of the first river journey from Talabheim to Altdorf (p8) is not specified. Nonetheless it is made clear that progress should be slow and the adventurers should arrive after the meeting of Electors. This meeting is described as taking place a “few days” after departure from Talabheim. Subsequent events (pp13ff) suggest the PCs arrive soon after this meeting.

However, even travelling at normal rates the journey to Altdorf should take approximately 10 days. This substantially more than indicated by the text.

The chronological schemes here assume the journey lasts 10 days and that the Electors’ meeting takes place a week after the PCs leave Talabheim.

2. **Altdorf-Talabheim.** *The Comet* is stated to have **M 3** (p116), in line with the vessels in *Death on the Reik*. However, on its river journey to Hochsleben *The Comet* travels at **M 4**. This, however, is explained by means of magical enchantments (p32).
3. **Kadar-Khalizad-Wolfenburg.** According to *WFRP* (p241) pegasi fly as swoopers. This entails a maximum horizontal flying speed of 6½ mph (*WFRP*, p76). By contrast, *Empire in Flames* indicates a speed of 10-15 mph (p82).

*Empire in Flames* (*ibid*) implies a flying distance of 900 miles between Kadar-Khalizad and Wolfenburg. However, the map of The Empire in *WFRP* (p282) indicates a straight-line distance of 650 miles.

Consequently, the journey to Wolfenburg should take 9 days, according to *Empire in Flames*. If *WFRP* is followed, however, this should be 12.5 days. As there is no basis to determine which is more accurate, the original chronology of *Empire in Flames* is retained in the chronological schemes below.



4. **Wolfenburg-Altdorf.** *Empire in Flames* (p138) states the *Hindenburg* has a speed of **M 3**. This is consistent with *Death on the Reik* (see further Phase Two). However, the *Hindenburg*’s realized speed is actually **M 4**. The discrepancy could be reconciled by assuming the *Hindenburg* receives a 33% benefit from the current on the River Talabec, but this seems unrealistically high. 10% was assumed for the River Talabec in Phase Four.

Assuming a speed of **M 3**, as for other river boats, and a current of 10%, as in Phase Four, would mean this journey takes 10.3 days, instead of 8.5, as assumed by *Empire in Flames*. Chronological scheme D below follows *Empire in Flames* on this. Chronological scheme E adjusts to normal travelling speed.



**Table 6: Chronological Scheme D**

Adventurers												
Destination	Distance	Speed (M)	Speed (mph)	Terrain/Current Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day	Final Day	Page
Kislev											0.0	
Talabheim	550	3	2.45	10%	10	12.4	27.5	20.0	0.5	20.0	20.5	p7
Altdorf	320	3	2.45	10%	10	13.0	27.0	11.9	1.3	32.4	33.7	p8
Hochsleben	435	4	3.27	0%	14	13.5	45.8	9.5	0.8	43.2	44.0	pp32-33
Black Fire Pass	60	4	3.27	-43%	8	13.8	15.0	4.0		48.0	48.0	p41
Two Pillars	100	4	3.27	-41%	8	14.0	15.4	6.5		54.5	54.5	p41
Karak-Kadal	70	4	3.27	-41%	8	14.2	15.6	4.5		59.0	59.0	
Hidden Valley	70	4	3.27	-62%	8	14.5	10.0	7.0	3.0	66.0	69.0	p50
Kadar-Khalizad	130	4	3.27	-50%	8	14.9	13.0	10.0	1.0	79.0	80.0	p54
Hidden Valley	130	4	3.27	-50%	8	15.4	13.0	10.0	0.3	90.0	90.3	p81
Wolfenburg	900	15	12.50	0%	8	15.8	100.0	9.0	0.6	99.3	99.9	pp82, 84
Altdorf	500	3	3.27	33%	18	15.9	58.8	8.5	1.6	108.4	110.0	pp94-95

**Table 7: Chronological Scheme E**

Adventurers												
Destination	Distance	Speed (M)	Speed (mph)	Terrain/Current Effect	Hours Travelling	Average Hours of Daylight	Distance Covered Daily	Journey Time	Other Time	Arrival Day	Final Day	Page
Kislev											0.0	
Talabheim	550	3	2.45	10%	10	12.4	27.5	20.0	0.5	20.0	20.5	p7
Altdorf	320	3	2.45	10%	10	13.0	27.0	11.9	1.3	32.4	33.7	p8
Hochsleben	435	4	3.27	0%	14	13.5	45.8	9.5	0.8	43.2	44.0	pp32-33
Black Fire Pass	60	4	3.27	-43%	8	13.8	15.0	4.0		48.0	48.0	p41
Two Pillars	100	4	3.27	-41%	8	14.0	15.4	6.5		54.5	54.5	p41
Karak-Kadal	70	4	3.27	-41%	8	14.2	15.6	4.5		59.0	59.0	
Hidden Valley	70	4	3.27	-62%	8	14.5	10.0	7.0	3.0	66.0	69.0	p50
Kadar-Khalizad	130	4	3.27	-50%	8	14.9	13.0	10.0	1.0	79.0	80.0	p54
Hidden Valley	130	4	3.27	-50%	8	15.4	13.0	10.0	0.3	90.0	90.3	p81
Wolfenburg	900	15	12.50	0%	8	15.8	100.0	9.0	0.6	99.3	99.9	pp82, 84
Altdorf	500	3	2.45	10%	18	15.8	48.6	10.3	1.9	110.1	112.0	pp94-95

### *Empire in Flames Timeline*

The following timeline is based on Scheme E above.

<b>Day</b>	<b>Date</b>	<b>Event</b>	<b>Page</b>
		The adventurers remain in Kislev in the service of the Tsar.	NA
1	Mitterfruhl	<i>To Talabheim and Altdorf</i>  They are sent to escort Anastasia Schelepin to Talabheim.	pp7, 111
2-19	1-18 Pflugzeit	<i>To Talabheim and Altdorf</i>  They travel down river towards Talabheim.	pp6-12, 111-113
20	19 Pflugzeit	<i>To Talabheim and Altdorf</i>  The adventurers arrive in Talabheim.	pp7-8, 111
21	20 Pflugzeit	<i>To Talabheim and Altdorf</i>  They receive instructions from Graf Boris Todbringer to proceed to Altdorf and meet his party there. They depart immediately.	pp7-8, 111
22-32	21-31 Pflugzeit	<i>To Talabheim and Altdorf</i>  They sail down river to Altdorf.	pp6-12, 111-113
33	32 Pflugzeit	<i>Death in the Afternoon</i>  The PCs arrive in Altdorf and learn of the Emperor's assassination. They join Graf Boris' party. During the night they are attacked by a mutant and receive an omen.	pp13-24, 113-114
34	33 Pflugzeit	<i>A New Emperor?</i>  The PCs accompany Graf Boris to the succession council where Graf Boris blocks the succession of Crown Prince Wolfgang Holswig-Abenauer. Enraged, the Crown Prince transforms into a hideous mutant. Amid chaotic scenes the adventurers kill the Crown Prince.	pp25-29, 114-115
		<i>A Very Important Visitor</i>  The PCs are visited by Ar-Ulric and Arch Lector Kaslain and are sent to recover Sigmar's hammer Ghal-maraz in order to reunite the Empire. To help them they are given a map of the last known steps of Sigmar through Black Fire Pass to Karak-Kadal. They immediately depart by river.	pp30-31, 114-115
35-43	1-9 Sigmarzeit	<i>To the World's Edge</i>  They journey south along the Reik.	pp32-40, 116-122

Day	Date	Event	Page
44	10 Sigmarzeit	<i>To the World's Edge</i> They arrive in Hochsleben.	pp41, 122
45-48	11-14 Sigmarzeit	<i>To the World's Edge</i> They travel to Black Fire Pass on foot.	pp41-46, 122-123
49-54	15-20 Sigmarzeit	<i>To the World's Edge</i> They travel south along Black Fire Pass.	pp41-46, 122-123
55	21 Sigmarzeit	<i>To the World's Edge</i> They turn east at the two pillars into the side valley to Karak-Kadal.	pp41-46, 122-123
56-58	22-24 Sigmarzeit	<i>To the World's Edge</i> They travel east along the side valley to Karak-Kadal.	pp41-46, 122-123
59	25 Sigmarzeit	<i>Karak-Kadal and the Shrine of Sigmar</i> They arrive at Karak-Kadal. That night they receive an omen at the shrine directing them further into the mountains.	pp47-49, 123
60-65	26-31 Sigmarzeit	<i>The Hidden Valley</i> The PCs journey further into the mountains.	pp50, 124
66	32 Sigmarzeit	<i>The Hidden Valley</i> The PCs reach the Hidden Valley. They are captured by Melaril Elmhelven, who explains the elves of the valley are being attacked by an unknown creature. He offers to help the adventurers if they can rid the valley of this creature.	pp51-53, 124-125
67-69	33 Sigmarzeit – 2 Sommerzeit	<i>The Hidden Valley</i> The PCs hunt and destroy the cloud of Chaos that has been attacking the Hidden Valley. Melaril Elmhelven gives them a map to Kadar-Khalizad.	pp53, 123-124
70-79	3-12 Sommerzeit	<i>Towards Kadar-Khalizad</i> The PCs travel through the mountains to Kadar-Khalizad.	pp54-56, 125-126
80	13 Sommerzeit	<i>Terrors in the Darkness</i> They meet the ancient dwarf Yodri, who explains Sigmar's fate. They enter Kadar-Khalizad and recover Ghal-maraz. In the process they release the demon Sheerargetru.	pp57-79, 126-131

Day	Date	Event	Page
		<p><i>Back to the Empire</i></p> <p>Sheerargetru possesses a dragon and kills Yodri. The adventurers are visited by an avatar of Sigmar and receive an omen.</p>	pp80-81
81-90	14-23 Sommerzeit	<p><i>Back to the Empire</i></p> <p>The adventurers travel back to the Hidden Valley.</p>	pp81-82, 131-132
91	24 Sommerzeit	<p><i>Back to the Empire</i></p> <p>In the Hidden Valley, Melaril Elmhelven gives the PCs pegasi on which to fly to the Empire. The PCs depart the same day.</p>	pp82, 132
92-99	25-32 Sommerzeit	<p><i>Back to the Empire</i></p> <p>The PCs ride the pegasi to the Empire. They are guided towards Wolfenburg by Ghal-maraz.</p>	pp82, 132
100	33 Sommerzeit	<p><i>The Empire at War</i></p> <p>They land near Wolfenburg and walk to the city. They witness the Battle of Wolfenburg. They deliver Ghal-maraz to Heinrich Todbringer, who is revealed as the true heir of Sigmar, thus ending the Civil War. Heinrich Todbringer is crowned Emperor. The PCs are sent to Altdorf to inform the Grand Theogonist and depart immediately.</p>	pp83-94, 133-138
101-110	Sonnstill – 9 Vorgeheim	<p><i>The Empire at War</i></p> <p>They travel by river to Altdorf.</p>	pp94-95, 138-139
111	10 Vorgeheim	<p><i>The Final Evil</i></p> <p>They arrive in Altdorf. They deliver the message to the Grand Theogonist, who has in fact been possessed by Sheerargetru. They are attacked by cultists of Tzeentch in the night.</p>	pp96-100, 139-140
112	11 Vorgeheim	<p><i>The Final Evil</i></p> <p>Emperor Heinrich arrives in Altdorf at dawn. The PCs attend his coronation. During the ceremony Sheerargetru is revealed and destroyed by the adventurers.</p> <p style="text-align: center;">-FINIS-</p>	pp101-105, 141-144

## GAMESMASTER'S HELP

### General

As noted in *Problems*, above, *Empire in Flames* is unsatisfactory in a number of respects. This leaves the GM with three options:

1. to accept the failings and run the adventure as it stands;
2. to modify the adventure to remedy its defects; or
3. to replace the adventure entirely with an alternative finale.

The first option is the most straightforward, but least satisfactory in this author's opinion.

The second option allows the GM to preserve the original campaign's character, but requires significant additional work. One outline of an amended version of *Empire in Flames* can be found in *Supplementary Material*, below (see *The Last Days of the Empire*). It attempts to preserve the overall structure and key set pieces of *Empire in Flames*, while replacing those sections that are unsatisfactory. The GM may choose to use some or all of this material in a rewritten *Empire in Flames*.



If the GM should choose the third option, there are a number of potential replacements:

- The GM could compose an original adventure. This would obviously entail a very significant amount of work.
- The GM could attempt to recreate James Wallis' planned finale for the campaign, *Empire in Chaos*. His notes on the finale are replicated in *Supplementary Material*, below (see *Empire in Chaos*). However, these notes are very brief and would also require substantial work to turn them into an adventure.
- The most suitable replacement for *Empire in Flames* is *The Empire at War*. This is a

complete fan-made adventure intended to provide an alternative ending to the campaign. It is freely available on the internet (at <http://www.madalfred.com/> and <http://www.strike-to-stun.net/downloads>). It comprehensively concludes all the campaign's unresolved threads and preserves consistency with the background of the second and third editions of *WFRP*. However, it is somewhat different in tone to the rest of the campaign. It has few fantastic elements and a heavy focus on investigation. It also lacks elements of the original campaign that are no longer consistent with the *Warhammer* background, such as the death of the Emperor Karl-Franz and transformation of Crown Prince Wolfgang Holswig-Abenauer.



## The Civil War

The following summarises the allegiances and rulers of the various provinces during *Empire in Flames*.

**Table 8: Imperial Provinces During *Empire in Flames***

Province	Status	Capital	Alignment	Ruler*
AVERLAND, Grand County of	Electoral Province	Averheim	Sigmar	Grand Countess Ludmila von Alptraum
HOCHLAND, Barony of	Attached to Talabheim	Bergsburg		Graf Boris Todbringer, murdered (p28); succeeded by Heinrich Todbringer (p84)
MIDDENHEIM, City State of	Electoral Province	Middenheim	Ulric	Grand Duke Leopold von Bildhofen
MIDDENLAND, Grand Duchy of	Attached to Middenheim	Carroburg	Ulric	Elder Hisme Stoutheart
MOOTLAND	Electoral Province	None		
NORDLAND, Barony of	Electoral Province	Salzenmund	Ulric	
NULN, City State of	Electoral Province	Nuln	Ulric	Countess Emmanuelle von Liebewitz
OSTERMARK, League of	Attached to Talabecland	Bechafen	Sigmar	Chancellor Maximillian Dachs, murdered (p29); succeeded by Chancellor Gunther Dachs, killed at the Battle of Wolfenburg (p92)
OSTLAND, Grand Principality of	Electoral Province	Wolfenburg	Sigmar	Grand Prince Hals von Tasseninck, killed at the Battle of Wolfenburg (p92); succeeded by Hergard von Tasseninck (p92) †
REIKLAND, Grand Principality of	Electoral Province	Altdorf	[Sigmar]‡	Emperor Karl-Franz, murdered (p15); failed succession by Crown Prince Wolfgang Holswig-Abenauer, murdered (p28)
STIRLAND, Grand County of	Electoral Province	Wurtbad	Sigmar	Graf Alberich Haupt-Anderssen
SUDENLAND, Grand Barony of	Electoral Province	Pfeildorf	Sigmar	Baroness Etelka Toppenheimer
SYLVANIA, County of	Attached to Stirland	Waldenhof		
TALABECLAND, Grand Duchy of	Electoral Province	Castle Schloss (near Herzig)	Ulric	Grand Duke Gustav von Krieglitz, killed at the Battle of Wolfenburg (p92)
TALABHEIM, City State of	Electoral Province	Talabheim		Duchess Elise Krieglitz-Untermensch
WISSENLAND, County of	Attached to Nuln	Wissenburg		

### Notes

\* All page references in the table are to *Empire In Flames*.

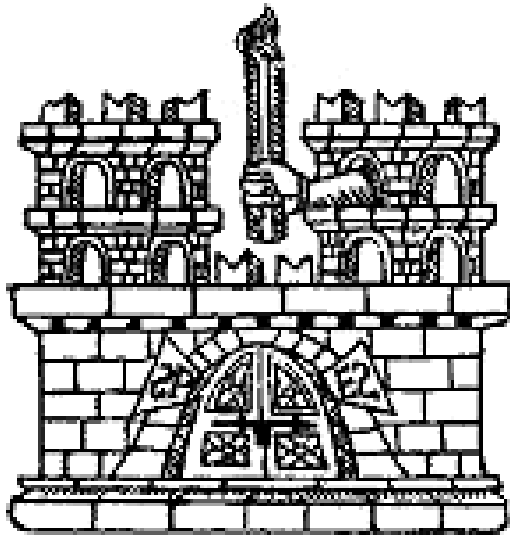
† Prince Hergard von Tasseninck is reported to have been killed in a prior expedition to the Grey Mountains (*Death on the Reik*, p9, *Empire In Flames*, p17). The rumour appears to have been false (*Empire in Flames*, p92), though no further explanation is offered.

‡ This is not stated in *Empire In Flames* (p83), but is implied by the presence of Imperial forces at the Battle of Wolfenburg.

## SUPPLEMENTARY MATERIAL

### *The Last Days of the Empire*

Below follows an outline for an alternative final episode to the campaign. It is intended to take the basic structure and some of the content of *Empire in Flames* and rework it in a way that addresses the deficiencies of that adventure.



### **Act 1: Homeward Bound**

The adventurers are instructed to escort Anastasia Schelepin to the Empire, as described in *Empire in Flames* (pp4, 6-7). However, Schelepin's ultimate destination is not Talabheim, but Altdorf.

Schelepin and the adventurers take a Kislevite river vessel as far as Zwolen, where they wait for the expected arrival of *The Emperor Luitpold* on its journey to Altdorf. However, in Zwolen they discover that the dispute between Ostland and Talabecland has deteriorated further. The situation has become sufficiently dangerous that *The Emperor Luitpold* is no longer travelling beyond Talabheim. The party are forced to travel to Talabheim in much less comfort on board *Winter's Chill* (*The Empire at War*, p10). This will be the cause of a great deal of complaint from Schelepin, but the PCs and Schelepin have no choice in the matter.

The journey is long one and should be punctuated with news, rumours and encounters which highlight the fractious state of the Empire. *Empire in Flames* (pp8-12) and *The Empire at*

*War* (pp11-19) contain a number of suitable episodes.

When the adventurers arrive in Talabheim, they will find the city in tumult. The city has been in a tense state for some time. There is talk everywhere of an impending war between Ostland and Talabecland. Refugees are a regular sight and the docks and coach stations are packed with those desperately seeking passage away from the region.

However, on the day the PCs arrive, there is a new development. News has reached Talabheim that the Emperor has died (cf *Empire in Flames*, pp13-14). Different accounts of his death are circulating wildly round the city. There is no shortage of rumour or speculation, but there are very few clear facts.

*Winter's Chill* ends its journey in Talabheim, and so the PCs' main objective in the city is finally to board *The Emperor Luitpold* for Altdorf. This is easier said than done. The vessel is fully booked and there is no shortage of people looking to get tickets. Alternative vessels are even more crowded and in any case Schelepin will flatly refuse to "spend another day on a squalid barge". By hook or by crook the adventurers will have to secure tickets. Inventive bluffs or ruses may work, but most likely plain (and expensive) bribery is called for.

The party will then travel to Altdorf on board *The Emperor Luitpold*. This vessel is described in *White Dwarf* 122, *Warhammer Companion* (pp74-82) and *Apocrypha Now* (pp90-97).

### **Act 2: End of the Empire**

On arrival the PCs will discover Altdorf is in just as fevered state as Talabheim. Uninformed speculation regarding the Emperor's death is rife. However, some facts can be clearly discerned. First, the Emperor is indeed dead and will shortly be interred in a state funeral. Second, a meeting of the Electors has been called to determine the succession. Crown Prince Wolfgang Holswig-Abenauer, Graf Boris Todbringer, Grand Prince Leopold von Bildhofen, Duchess Elise Krieglitz-Untermensch, Countess Emmanuelle von Liebowitz and Ar-Ulric have already arrived in the capital.

The adventurers' first task, however, is to escort Schelepin to her final destination. *Empire in*



*Flames* (p7) provides a suitable template for handling this, though some details will need to be changed.

The adventurers remain in the service of Graf Boris Todbringer and accordingly should seek him out. In the event that they do not, the adventurers should run into some Knights Panther, who will instruct them to report to the Graf.

On reporting to the Graf, they will be taken to a meeting with Nastassia Hess (*Power Behind the Throne*, p72). She will debrief the PCs and then update them on recent events.

She will explain that the Emperor's death is being attributed to his illness. However, some of the circumstances attending his death are unusual. Contrary to normal custom, his body has not lain in state and very few have yet been allowed access to the body. Hess considers this suspicious. The Emperor will shortly be given a state funeral.

The Electors have been summoned to Altdorf for a succession council. This will take place as soon as all the Electors have arrived.

Hess charges the PCs with assisting her in investigating the Emperor's death. The PCs' backgrounds and unique skills make them the Graf's most suitable resource. They will stay with the Graf's retinue at the palace and report to Hess.

The day after their arrival, they will be called at very short notice to accompany the Graf. He has finally been granted the opportunity to pay his respects to the deceased Emperor and intends to use the opportunity to gather information concerning the Emperor's death. Hess will also accompany the Graf, disguised as an attendant maid. The PCs will serve as the Graf's guard in the full regalia of Knights Panther.

The Emperor's body lies dressed in ceremonial robes on a bier in a hall of state. The bulk of his robes cannot disguise the extreme frailty of his body and his face is gaunt. Curiously, he is wearing gloves. The bier is surrounded by four Knights of the High Helms, standing at each corner facing outwards.

The party will be permitted to approach and touch the Emperor's body as they pay their respects. There is no opportunity to carry out a detailed examination, but some information can be

gleaned surreptitiously. If the adventurers fail to investigate the gloves, Hess will throw herself on the Emperor's body in an affected show of grief. She will soon be pulled away by the Emperor's guard, but not before she pulls back one of the gloves. Graf Boris will soundly chastise Hess in front of the guards and indicates he will deal with his maid's indiscretion privately.

From this encounter it will be observed that the whites of the Emperor's eyes, teeth and fingers are stained purple. Characters with knowledge of medicine or toxicology will recognise this as symptomatic of *fleur macabre*, a slow-acting poison. To achieve these levels of staining a very large dose must have been applied. If the PCs lack relevant skills, the Graf's physician, Luigi Pavarotti, will make this diagnosis.

The Emperor has been poisoned by agents of the Purple Hand. Initially the poison was administered by his wine steward, Friedrich Berauscht, who is a member of the cult. However, when the Emperor dismissed his previous physicians for failing to address his illness, his new physician, Giovanni Medici, insisted that the Emperor should only drink a herbal beverage prepared under his supervision. This prevented Diener from administering the poison any further.

Therefore, a new plan was devised, by none other than Karl-Heinz Wasmeier. He blackmailed the Imperial Apothecary, Gottfried Leibniz, into poisoning the herbal preparation given to the Emperor.

The cult's objective is to replace the Emperor with Crown Prince Holswig-Abenauer, who is sympathetic to the Purple Hand.

Table 9 outlines the conspiracy and its participants in detail.



**Table 9: The Conspiracy to Murder the Emperor**

<p><b>Wolfgang Holswig-Abenauer</b>, the Crown Prince</p> <p><b>Role.</b> Nearly two years ago the Crown Prince began to develop a number of mutations. Fortunately they only manifested themselves when the Crown Prince lost control of his temper. Nonetheless, it soon became impossible for him to circulate at court and on the Emperor's orders he was sequestered in Castle Reikguard.</p> <p><b>Events.</b> The adventurers will not encounter the Crown Prince until the succession council.</p>	<p><b>Gustav von Rauschenberg</b>, the Crown Prince's Counsellor</p> <p><b>Role.</b> Von Rauschenberg is the Crown Prince's closest adviser. He is also a leading member of the cult of the Purple Hand. When the Crown Prince became isolated and embittered because of his mutations, von Rauschenberg saw the perfect opportunity to bring him into the fold. He then hatched a plot to poison the Emperor and replace him with the Crown Prince.</p> <p><b>Events.</b> The adventurers will have little contact with von Rauschenberg before the succession council. However, he will take steps to disrupt their investigations as he becomes aware of their activities. Initially these steps will be discreet attempts to obstruct their enquiries. Eventually, however, he will resort to more drastic measures. He will arrange for Purple Hand cultists to threaten, then attack, the adventurers (cf <i>The Empire at War</i>, pp108-110). He will, of course, be careful not to be associated personally with any of these steps.</p>
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<p><b>Otto Grossbauch</b>, the Cook</p> <p><b>Role.</b> Grossbauch is in charge of all staff involved in food preparation. He is, therefore, a natural suspect, but has in fact had no involvement in the poisoning.</p> <p>He does, however, have a gambling addiction. He regularly plays in a card game in a private room in the back of The Dancing Ogre inn and has amassed substantial gambling debts to a criminal gang. He is stealing food from the Emperor's stores to fund his debts.</p> <p><b>Events.</b> Surveillance of the cook will reveal his visits to The Dancing Ogre and regular meetings with racketeers collecting debt payments. This may increase suspicion that he is involved in the poisoning conspiracy. However, further investigation will reveal his theft and the true nature of these meetings.</p>	<p><b>Wilhelm Diener</b>, the Emperor's Butler</p> <p><b>Role.</b> Diener supervises all serving staff. Although privately he is resentful of the aristocracy and has a low opinion of the Emperor and Crown Prince, he has no involvement in the Emperor's murder. He dislikes and is suspicious of Grossbauch and will encourage the adventurers' suspicion of him.</p> <p><b>Events.</b> Diener is not involved in the conspiracy in any way.</p>
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<p><b>Friedrich Berauscht</b>, the Emperor's Wine Steward</p> <p><b>Role.</b> Berauscht is responsible for selecting, procuring and serving all drinks in the Imperial household. He, too, is a member of the Purple Hand and has been lacing the Emperor's drinks with <i>fleur macabre</i>.</p> <p><b>Events.</b> Berauscht will try to deflect the PCs' attention by highlighting he has not provided drinks to the Emperor for some time on the orders of the Emperor's physician.</p> <p>The PCs will not be granted access to Berauscht's quarters. However, should they break in, they will find flasks containing a tincture of <i>fleur macabre</i> and coded correspondence with members of the Purple Hand.</p> <p>Surveillance of Berauscht will reveal little. Since his role in the poisoning has ended, he avoids contact with other members of the Purple Hand. However, if he feels the adventurers are close to exposing him, he may panic and meet with von Rauschenberg.</p>	<p><b>Giovanni Medici</b>, the Emperor's Physician</p> <p><b>Role.</b> Initially a panel of doctors had been treating the Emperor's apparent illness. However, they had no success and several months ago the Emperor dismissed them. In their stead he appointed Medici. Medici adopts highly unusual methods. He requires the Emperor to drink only water from a spring in the Grey Mountains, infused with a selection of rare herbs. This initially had some success, as Medici unwittingly cut off the source of the poison. However, the Emperor's condition has recently begun to deteriorate and at an alarming speed.</p> <p>Medici is a quack and a charlatan. The spring water allegedly shipped from the Grey Mountains in fact comes from an Altdorf well. Once a week Medici's associate, Matthias Grünewald, delivers a barrel of water to Leibniz's Apothecary and collects any empty barrels from the Imperial Palace. The whole arrangement is a scam, but its objective is purely the enrichment of Medici and Grünewald. It has no connection with the Emperor's death.</p> <p><b>Events.</b> Medici is justifiably anxious about his position, following the Emperor's death. He is under instruction not to leave the Imperial palace, but has put in place plans to flee with Grünewald.</p>
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<p><b>Matthias Grünewald, Haulier</b></p> <p><b>Role.</b> Grünewald is proprietor of the Grünewald Haulage and Delivery Company. Despite its grandiose name, this is a small business operating from a run-down part of the capital.</p> <p>Once a week Grünewald used to draw water from the well in the yard and fill two barrels. He carried the barrels by cart to Leibniz's apothecary, where Leibniz added the herbs specified by Medici's instructions. Then Grünewald took the barrels to the Imperial palace and collected the previous week's empty barrels.</p> <p><b>Events.</b> Since the Emperor's death, no further deliveries have been made. There simply remains one collection of empty barrels to be carried out. However, this is not an ordinary collection. One of the barrels is, in fact, not empty. Medici is hiding inside and plans to escape.</p> <p>The adventurers can locate the Grünewald Haulage and Delivery Company by following Grünewald from the palace or simply by asking around.</p> <p>His premises comprise nothing more than a small stable with a courtyard and well. Inside is a single cart and horse, plus a few empty barrels. Grünewald lives in a room over the stable.</p> <p>If the adventurers make enquiries with Grünewald's neighbours, they will learn that he only undertakes small number of local deliveries, and therefore cannot be collecting the water from its supposed source in the Grey Mountains.</p>	<p><b>Gottfried Leibniz, the Imperial Apothecary</b></p> <p><b>Role.</b> Leibniz is Apothecary by Imperial Appointment. His family's business has been responsible for providing herbs and medicines for the Imperial household for generations. A few months ago, however, his daughter was kidnapped by the Purple Hand, who have been blackmailing him to lace his preparations with poison.</p> <p><b>Events.</b> Leibniz has arranged a rendezvous with his blackmailers at which he believes his daughter will be returned to him. In fact, the Purple Hand intend to murder him and his daughter.</p> <p>Surveillance of Leibniz's apothecary will reveal a visit by one of his blackmailers to arrange the rendezvous. The individual will be known already to the PCs, for he is none other than Karl-Heinz Wasmeier. Following Wasmeier will lead the adventurers to the safe house where he and his associates are holding Leibniz's daughter.</p> <p>Alternatively, by following Leibniz the PCs may disrupt the Purple Hand's murder attempt. They may then locate the safe house by pursuing Leibniz's attackers. In this situation the adventurers will need to act quickly as the cultists will look to kill Leibniz's daughter quickly and flee.</p> <p>Questioning neighbours reveals that Leibniz and his wife have seemed tense and unhappy in recent months. The neighbours attribute this to the departure of their daughter, who they believe has been sent to a religious convent.</p> <p>Leibniz is indeed under great stress. If questioned aggressively, he will quickly break down and explain the blackmail and rendezvous.</p> <p>If a detailed plan is required for Leibniz's apothecary, the layout of Stiefels Alchemical Emporium can be used (<i>Warhammer City</i>, p75).</p>
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<p><b>Karl-Heinz Wasmeier</b>, a Face from the Past</p> <p><b>Role.</b> After the unravelling of his plans to depose Graf Boris Todbringer, Wasmeier fled Middenheim and sought shelter with the Purple Hand in Altdorf. The cult was reluctant to help, given the catastrophic failure of his attempted <i>coup</i>. However, it was decided he was too dangerous to let loose and too difficult to kill. Consequently he has been admitted to the lower ranks of the cult in Altdorf.</p> <p>When Medici's arrival foiled von Rauschenberg's original plan, Wasmeier saw a chance to ingratiate himself with the cult again. He devised and executed the plan to blackmail Leibniz.</p> <p><b>Events.</b> Wasmeier can be followed from Leibniz's apothecary to the safe house where he is holding Leibniz's daughter.</p> <p>The rescue of Leibniz's daughter can be closely based on Carl Sargent's adventure <i>With a Little Help from my Friends</i>. This can be found in <i>White Dwarf</i> 105 and <i>Warhammer Companion</i> (pp42-50). Nastassia Hess can take the role of Alphonse Hercules de Gascoigne as far as necessary. Claudio Carbonetti and Paolo Febrile should be replaced with Karl-Heinz Wasmeier and one of his henchmen. Leibniz's daughter should stand in for Sigismund.</p> <p>Wasmeier will fight aggressively to save his plan, as his rehabilitation in the Purple Hand depends upon it. However, if the only option left to him is to be captured or killed, he will take an invisibility potion and escape.</p>	<p><b>Gottlob Frege</b>, Alchemist</p> <p><b>Role.</b> Frege is the alchemist who has been providing the poison <i>fleur macabre</i> to Karl-Heinz Wasmeier.</p> <p><b>Events.</b> The PCs are unlikely to connect Frege with Wasmeier, as the two have had no contact since the Emperor's death (unless the GM decides otherwise).</p> <p>If details of Frege's laboratory should be required, the GM may use those of the Vermilion Pawn (<i>White Dwarf</i> 103, <i>Apocrypha 2: Chart of Darkness</i>, pp44-50).</p>
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The PCs will not have access to the Emperor's court, but as temporary residents of the Imperial Palace they will be able to investigate the Emperor's staff.

The adventurers' investigations should take around a week, though the GM can be flexible regarding chronology. The only fixed event during this period is the state funeral of the Emperor, which takes place on the day after Graf Boris sees the Emperor's body. *The Empire at War* (pp98-100) contains material that, with modifications, can be used for the state funeral.

As the investigations come to a close, the climax should be run as follows.

The PCs are granted an audience with Graf Boris to explain their conclusions. However, when they enter, they will see the Graf already in discussion with one Quintus Fassbinder, a professor at Altdorf University. Fassbinder has been investigating the Purple Hand (see *The Enemy Within*, p36, Handout 7) and unmasks one of the party members as Kastor Lieberung.

The PCs will be given an opportunity to explain themselves, then the Graf will retire to consider what he has heard. In the interim, the PCs will be held under guard and not permitted to leave their quarters or speak with anyone.

The following morning the PCs will be released and immediately instructed to escort the Graf to the council of succession which will decide the

new Emperor. Graf Boris has decided to believe their version of events.

In the succession council Crown Prince Wolfgang Holswig-Abenauer is revealed to be a mutant and killed. The events in the council should closely follow *Empire in Flames* (pp25-29).

Fearing that they will be unmasked, senior members of the Purple Hand (including Karl-Heinz Wasmeier) flee Altdorf.

Later that day Ar-Ulric and Arch Lector Kaslain visit the PCs and request them to seek out and recover Ghal-maraz (much as described in *Empire in Flames*, pp30-31). Their stated reason is to provide a focus to unite The Empire. However, no small part of their thinking is a desire to remove the awkward presence of the Crown Prince's killers. Though they may hope, in reality neither Ar-Ulric nor Kaslain believes there is any chance of recovering the long-lost artefact. The information provided to the PCs regarding Sigmar's final steps is vaguer than in *Empire in Flames*. All that is known is that Sigmar passed through Hochsleben and was last seen heading to Black Fire Pass. The PCs are to travel to Hochsleben and into Black Fire Pass.

However, when the adventurers come to depart, they unexpectedly discover they will have a companion. Arch Lector Kaslain has decided to accompany them on their quest. During the night he experienced a dream that he has interpreted as a sign from Sigmar himself.



### Act 3: All Aboard

**The Reik.** A boat and crew have been arranged to take Kaslain and the adventurers up the Reik to Hochsleben, as described in *Empire in Flames* (pp32-40). There is brief information in *Empire in Flames* (pp34-38) on the route taken through the southern Reikland. This can be supplemented with other sources. *Death on the Reik* contains further information on Kemperbad (pp35-37) and Grissenwald (p22), and a gazetteer of all settlements in the area. There are no first-edition sources providing significant information on Nuln beyond the *WFRP* rulebook, but *Forges of Nuln* contains information for the second edition. An expanded description of Pfeildorf can be found on

Alfred Nuñez Jr's website  
(<http://www.madalfred.com>).

The PCs' vessel is *The Comet*. It and its crew are described in *Empire in Flames* (pp32-33, 116).

Two encounters should be run during the journey:

- **Revenge.** A familiar face returns to haunt the PCs. Unless the PCs were able to prevent his escape in Altdorf, Karl-Heinz Wasmeier secretly pursues them along the Reik. Embittered and enraged at having been betrayed again by Kastor Lieberung (as he perceives the situation), he is determined to exact revenge. He will ambush the adventurers at a suitable spot on the Reik and will fight them to the death.
- **Save the Dwarfs.** The party find an exhausted, wounded dwarf by the side of the river. He is Borin Stoutheart and has just escaped from a band of goblin cannibals. His two comrades, however, were captured. He pleads with PCs to rescue them before they become "stunty stew". Stoutheart and his companions are from Hochsleben and may prove helpful later in the adventure.



#### Act 4: The Lost Trail

**Background.** *Empire in Flames* (pp59-61) describes the history of Sigmar after he renounced the Imperial throne. The following account broadly follows that version, but with some modifications for this adventure.

The story of Sigmar's last days is tied to the history of a dwarf fortress named Karak Dulgar. At Karak Dulgar a renowned loremaster by the name of Wulfan Merglord attempted to forge a powerful demon weapon. He summoned the Lord of Change known as Sheerargetru, but failed to bind the demon successfully. Merglord became locked in a duel with Sheerargetru.

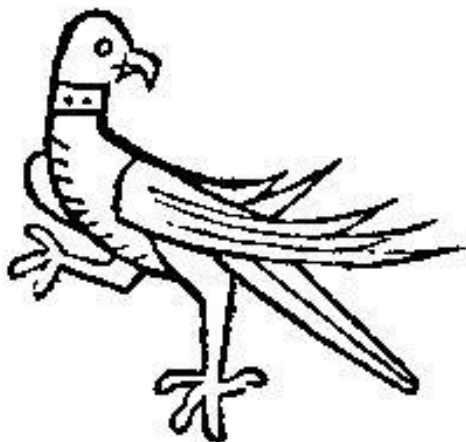
On his journey to return Ghal-maraz Sigmar heard of Karak Dulgar's plight and diverted from his path to aid the dwarfs. He joined battle with Sheerargetru and drove the demon back through the portal Merglord had created, but in the course of battle he himself also passed through to the warp. However, Ghal-maraz, being made of a

Lawful material, would not enter the Realm of Chaos, and remained trapped in the warp gate, serving as a barrier preventing any demon from passing through.

Karak Dulgar was rendered uninhabitable by the battle with Sheerargetru. Its remaining population relocated to the nearest human settlement, Hochsleben. There they founded the community of Ankh-Karak ("the little citadel"), which housed the dwarfs until Karak Dulgar could be rebuilt. However, over the following years the influence of the warp gate began to corrupt the original site of Karak Dulgar. Therefore, Karak Dulgar was rebuilt on a new site and the valley in which it formerly sat was sealed off. Records of these events were erased and the true history of Karak Dulgar slipped from the memories of the dwarfs, save for a small number in secret order. The order was Khurul-a-maraz ("the Order of the Hammer") and its members were charged with preventing the Lost Valley's discovery.







**Hochsleben.** The adventurers' journey aboard *The Comet* ends at Hochsleben, the last location Sigmar is known to have passed through. Here they will need to make investigations into the final stage of Sigmar's journey, so that they can continue their quest.

Hochsleben is described briefly in *Empire in Flames* (p40). For the purposes of this adventure this description should be supplemented with three additional locations:

- **The Temple of Sigmar.** This a grand building that dominates the town. Hochsleben is a popular place of pilgrimage for Sigmarites and this has enabled the town to support a temple far more impressive than might otherwise be expected.
- **Ankh-Karak.** This is an impressive walled settlement, housing the town's sizeable dwarf community.
- **The Dwarf Memorial.** This lies outside the entrance to Ankh-Karak. It is a memorial to those that died in the destruction of Karak Dulgar.

**Investigations.** The following notes describe the various clues the PCs may uncover in Hochsleben regarding Sigmar's fate.

*The Temple of Sigmar.* The temple has a library that is well stocked with literature on Sigmar's last days. Gaining access to the library is straightforward (especially with Kaslain). However, the adventurers will be expected to make suitable donations to the temple's coffers in return.

Research should be handled as follows. If the PCs are investigating a specific subject, they should each make an **Int** test for each day spent in the library. For each successful test, one fact relevant to the subject will be found. If the PCs do not have a specific subject for their investigation, only one **Int** test may be made per day for the whole party.

Table 10 details facts that may be gleaned from research in the library, arranged by subject and source.



**Table 10: Research in the Temple of Sigmar**

<p><b>Sigmar's Last Days</b></p> <p><i>De Sigmare Deo</i> (“On Sigmar the God”). Classical. A heavily mythological account of Sigmar's last days. It describes how Sigmar discovered Zaigon, the Lost Valley of the dwarfs, as he passed through Black Fire Pass. (Cf <i>Death on the Reik</i>, p51, Handout 14.) There he ascended an ethereal staircase to the firmament and assumed godhood.</p> <p><i>Res Gestae Divi Sigmaris</i> (“The Deeds of the Divine Sigmar”). Classical. This is a fanciful account of acts of heroism, charity and miracle-working supposedly carried out by Sigmar during his lifetime. It does, however, include a reference to Sigmar saving a dwarfhold single-handed during his final journey through Black Fire Pass. A scholiast has annotated the reference with the name “Karak Dulgar”.</p> <p><b>The Life of Sigmar.</b> Reikspiel. A shorter more prosaic account of Sigmar's life, derived from <i>Res Gestae Divi Sigmaris</i>. It contains essentially the same content, but does not name the dwarfhold Sigmar saved.</p>	<p><b>Karak Dulgar</b></p> <p><b>History of the Dwarfs of Hochsleben.</b> Reikspiel. This volume of local history was written by a local historian named Johannes Tollkühn, around forty years ago. It refers to destruction and reconstruction of Karak Dulgar and the dwarfs' stay at Ankh-Karak. Marginalia elliptically mention in Khazalid that “the Annals of the Dwarfs tell how Wulfan Merglord brought ruin on Karak Dulgar”.</p> <p><b>A Guide to the Black Mountains.</b> Reikspiel. This is a description of the geography of the Black Mountains. It indicates Karak Dulgar is the nearest dwarfhold to Hochsleben and indicates that it lies at the end of a valley off Black Fire Pass. The entrance to the valley is marked by two stone obelisks.</p>	<p><b>Zaigon</b></p> <p><b>The Visions of Yorri.</b> Reikspiel. A volume of prophecies made by the former Grand Theogonist Yorri IX. One prophecy describes the five signs that will presage Sigmar's return: the death of the Emperor, disorder in The Empire, invasion by the hordes of Chaos, the return of the dwarfs to Zaigon and the appearance of a twin-tailed comet.</p> <p><b>The Return of Sigmar.</b> Reikspiel. An incomplete epic poem describing Sigmar's return. The narrative follows the vision of Yorri IX, but in much greater length.</p>
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*Johannes Tollkühn.* If the adventurers seek out the elderly author of *History of the Dwarfs of Hochsleben*, they will have little difficulty in finding him at his home. He will make it clear that he is not the author of the marginalia in Khazalid. He will explain that he has never seen the dwarfs' annals, as they are kept secret in Ankh-Karak. He does, however, know the Merglord name. He explains they were a family of famed artificers, who came to be regarded as cursed and shunned by the dwarfs. Their line died out centuries ago, but they are regarded to this day as unlucky.

*The Dwarf Memorial.* This large monument is a memorial to those who died in the destruction of Karak Dulgur. It depicts dwarfs in battle scenes and lists the names of those dwarfs who perished (Wulfan Merglord's name is not among them). The inscription dates the destruction of Karak Dulgur to 3034 in the Dwarf calendar. This means Karak Dulgur's destruction occurred around the time of Sigmar's disappearance.

*Ankh-Karak.* The first problem the PCs are likely to face is getting in. Dwarf PCs will have no difficulties. They will be allowed to enter and leave freely. PCs of other races will need to be persuasive to gain entry. If they have cultural ties

with dwarfs, such as gnomes or priests of Sigmar, this will be relatively straightforward. By contrast, elves will find it very difficult to gain entry. Kaslain or the dwarfs the PCs rescued from the goblins may help.

The PCs may even be able to break in to Ankh-Karak, should they choose. The walls can easily be scaled with the aid of a ladder and there is no significant security. However, any adventurers caught in Ankh-Karak without permission will be treated harshly.

Certain useful facts are common knowledge within Ankh-Karak:

- Karak Dulgur lies off Black Fire Pass. If trusted, the PCs will also learn it is at the end of a dog-leg valley about four weeks' march from Hochsleben and that obelisks mark the entrance to the valley.
- Wulfan Merglord was great loremaster of the past, but he and his descendants were cursed and died out many generations ago.

Inside Ankh-Karak there are three locations of interest to the PCs.

First is the Hall of the Ancestors. This is a large hall with surrounding offices that serves as a meeting place for the dwarfs and their guilds. Underneath the hall is a chamber holding the dwarfs' annals. It is this chamber that should be of most interest to the adventurers. However, gaining access will not be easy. The PCs will either need to be very persuasive and hope the dwarfs' archivist will allow entry. Otherwise their only choice is to attempt a difficult break in.

The annals are chiselled into large stone stelae, arranged chronologically in sliding racks. Those for 3034 in the dwarf calendar describe the visit of Sigmar to the area, followed by an account of the destruction of Karak Dulgur. Curiously, though, some sections of the account have been deliberately and carefully obliterated. The next entry in the annals refers to the move to Ankh-Karak. Later entries in the annals record the reestablishment of Karak Dulgur in extreme brevity. Again these sections of the annals have been partially obliterated. (The obliterated text previously referred to Sigmar, the battle with Sheerargetru and the change of Karak Dulgur's site. These elements were subsequently suppressed as part of the efforts to conceal the Lost Valley.)



The second place of interest is the temple. This is a shrine to all the gods of the dwarf pantheon and is open to anyone in Ankh-Karak (though any elves will quickly be encouraged to leave). Around the shrine are a series of carvings depicting scenes from the history of Karak Dulgar and Ankh-Karak. In one panel showing the fall of Karak Dulgar can be seen a possibly human figure wielding a hammer.

The last location which holds information useful to the adventurers is Ankh-Karak's cemetery. Within the cemetery is a mortuary for Wulfan Merglord's descendents. It contains a carved image of Wulfan Merglord and Sigmar.

Following their investigations the PCs should determine that Karak Dulgar is their next destination. If necessary, Kaslain can aid or prompt them. If the PCs are really struggling, the GM can resort to a portent to demonstrate the correct direction for the adventurers.



### Act 5: In Sigmar's Footsteps

**Into the Mountains.** The journey to Karak Dulgar takes around four weeks. The material in *Empire in Flames* (pp41-47, 51, 54-55) provides some ideas that can be used to add suitable detail.

Kaslain and the adventurers will march to Black Fire Pass, travel along it as far as two obelisks (cf *Empire in Flames*, p41), and turn east into Lightning Valley. This is a dog-legged valley whose eastern exit is blocked by Karak Dulgar.

Once the party have entered the side valley, they will soon realise that they face a challenge in reaching the fortress. The path through is blocked by two armies encamped in the valley. Karak Dulgar is under siege from a goblinoid army, which is in turn trapped in the valley by the blockade of an army from the Border Princes. The armies lie either side of the apex of the dog-leg. The goblinoids are seeking to drive the dwarfs out of Karak Dulgar. The army from the Border Princes marched against the goblinoids in response to repeated raids, but found their opponents more numerous than expected and is stalled.

The PCs need to negotiate their way past both armies to reach Karak Dulgar. The material in *Something Rotten in Kislev* (pp49-59) can be used to run this section. Only minor changes are necessary: the order of the armies needs to be reversed and the Dolgans' background needs to be changed to suit the different location.

**Karak Dulgar.** When the PCs reach the fortress of Karak Dulgar itself, they will face two enormous smooth stone doors. Efforts to knock or call will elicit no response initially. When the adventurers are about to give up hope, the doors will without warning start to swing slowly open.

If the adventurers enter, they will find themselves in a smooth-walled covered courtyard ending in another pair of stone doors. Around the top of the walls are a series of arrow slits. The courtyard is empty apart from some signs of movement behind the arrow slits.

As soon as the party has entered the courtyard, a portcullis falls shut behind them, sealing them in. The first set of doors close again and the adventurers find themselves in pitch darkness. A voice calls out to demand they remove their armour and drop their weapons and other possessions. If they do not comply, a volley of crossbow bolts issues forth as persuasion.

When the PCs comply, the second set of stone doors will open. Around 20 heavily armed guards will escort the party to a holding cell. The adventurers' possessions will be taken from them.

**The Audience.** After a day spent in the cells in pitch darkness, the party will be escorted by another armed guard to an audience with the dwarfs' king, Thorngrim Stoneheart. The meeting chamber is large with impressive ornamental carvings and pillars. Bright sunlight streams in through light wells and dazzles the PCs at first. The elders of the dwarfhold are assembled around the sides of the hall and the king sits on his throne. The chamber is packed and claustrophobic.

The atmosphere among the dwarfs is extremely tense. As a result of the siege, food is running short and desperation is setting in. A vocal group of hawks are in favour of making a sally from the fortress and engaging their besiegers in head-on battle. The king, on the other hand, aims to ride out the siege.



The king interrogates the adventurers about their story. He is very keen to obtain intelligence on the besiegers. After he has satisfied his curiosity in these regards, he moves on to another matter.

It is likely one of the PCs was in possession of the sword Barrakul (see *Death on the Reik*, pp51, 52) when he or she arrived at Karak Dulgar. This is not the first time Barrakul has been in Karak Dulgar. The sword was, in fact, forged by a descendant of Wulfan Meglord at Karak Dulgar and given to the cult of Sigmar in gratitude for Sigmar's aid in battling the demon Sheerargetru.

The king does not know of Barrakul's full history, but he is aware from markings on the sword that the blade was forged at Karak Dulgar. He believes the blade is rightfully the dwarfs' and that the adventurers have stolen it. After two dwarfs enter from a side passage holding the sword aloft, the king shifts his enquiry to the subject of how the PCs obtained Barrakul. He is highly sceptical and starts with the assumption that the adventurers are thieves and have no right to the sword. He will, however, give the PCs chance to explain themselves.

After the audience the PCs are returned to jail while the dwarfs debate their fate. Around half an hour later they will be recalled to the audience chamber. Before the assembled elders King

Stoneheart delivers his decision: the adventurers are to be sentenced to death.

While the adventurers' protest their innocence, a group of elders intervene and address the king. If any of the PCs understands Khazalid, he or she will learn that they are part of a secret order known as Khurul-a-maraz, the Order of the Hammer. The order has been entrusted for centuries to guard the secrets of the Lost Valley and prevent its discovery. However, the members of Khurul-a-maraz believe that the return of Barrakul is an important omen and the time has come to reveal Karak Dulgar's true history, of which even the king is unaware. They vehemently argue the dwarfs must let the adventurers pass into the Lost Valley by means of a secret passage known only to Khurul-a-maraz.

This intervention creates uproar in the chamber. Shouting gives way to fighting and amid the chaos the PCs are once again returned to their cell. From their cell they hear continued fighting within the halls, which gradually draws nearer. Eventually, the PCs hear a key turn in the lock of their cell door. An unknown dwarf opens the door and beckons them to follow him. He is a member of Khurul-a-maraz and intends to smuggle the PCs out of Karak Dulgar to the Lost Valley.

If the adventurers do not have Barrakul with them, this section will require some modification. The dwarfs might be persuaded by the adventurers, Kaslain could intervene, or else there could be some sort of omen, such as a twin-tailed comet, which could persuade the dwarfs to allow the adventurers to pass.



**The Lost Valley.** The adventurers' rescuer takes the party along a secret passage to the Lost Valley of Zaigon. When the PCs emerge from the tunnel into bright daylight, they will see the valley before them. At the far end the ruins of the former Karak Dulgar are visible.

As they pass through the valley, they will witness at first hand the corrupting effect of the warp gate, which worsens as they near the ruins. Terrain

takes all manner of unnatural forms (for example, living tentacles of rock). Strange winds and rains swirl in the valley. The adventurers may even encounter weird beasts (such as, perhaps, the cloud of Chaos from *Empire in Flames*, pp124-125).

**The Fortress.** The original Karak Dulgur lies in ruins. It has been shattered by periodic blasts from the warp gate within. Some sections remain intact, especially on the lower levels, but much of it is little more than rubble. There are some access points, however, and the adventurers may use these to gain entry.

Within, the upper chambers are deserted apart from three Chaos spawn: Klaatu, Barada and Nikto. All three were once dwarfs, trapped in the ruins. Over the centuries, however, the warp gate which kept them alive corrupted their bodies and minds horribly. They are utterly unrecognizable from their original forms. They have also lost their minds and babble Dark Tongue constantly. They prowl the upper levels of the ruins. Although centuries of damage to the fortress means they are no longer trapped, they are drawn to the underground chambers by the warp gate and by habit and will therefore not go above ground.

The warp gate lies in a chamber in the lower levels. Ghal-maraz floats in the middle of the warp gate, partially sealing it. If the PCs take Ghal-maraz, the gate opens, creating an eruption of Chaotic material. Invisible to the adventurers, Sheerargetru is also released and possesses Kaslain. This section can be based on *Empire in Flames* (pp74-79).

Ghal-maraz's properties are as in *Empire in Flames* (p142), except that it has no ability to detect Sigmar's heir.

**Charge of the Knights Panther.** When PCs return to Karak Dulgur there has been a *coup d'état*. The hawks have taken control and are planning an attack on their besiegers. The PCs will be thrown into the midst of this, as the dwarfs believe Ghal-maraz has returned to help them in their hour of need. The dwarfs expect the PCs to join their sally, with Ghal-maraz and Barrakul at the front. If the PCs do so, Ghal-maraz will turn the Battle of Lightning Valley decisively in the dwarfs' favour. Alternatively the siege of Karak Dulgur can be resolved along the lines discussed in *Phase Four* for *Something Rotten in Kislev*.



## Act 6: The Dogs of War

**Heading home.** After the battle, the adventurers are free to commence their journey back to Altdorf. First, the PCs will need to return to Hochsleben on foot. From there the waiting *Comet* will take them downriver. The crew will sail through both daylight and night time, given the urgency of the mission.

The PCs would be well advised to keep Ghal-maraz secret and Kaslain will advise as much.

Both Kaslain and the adventurers will be unaware of Sheerargetru's possession. Sheerargetru will for the most part lie dormant, biding his time. However, as the journey progresses, he will increasingly make mischief to entertain himself. This will initially simply in the form of occasional minor mishaps, such as a bag splitting or an item going missing. However, the frequency and severity of incidents will increase with time. Eventually, Sheerargetru will drown one of *The Comet's* crew for entertainment. He will cause the crew member to fall overboard and hold him under the water until he is dead. He will not do this physically, but by magical means.

By the end of the journey, the players should have a feeling that something is not right, but they should not be able to identify what. They should not under any circumstances harbour any suspicions towards Kaslain.

**The Civil War.** During the journey, the PCs will hear news of and even see at first hand the Civil War and disintegration of the Empire.

*Empire in Flames* (pp 83-85) provides some background information regarding this. However, for the purposes of this adventure it is assumed the Civil War takes a different course, as described below.



The earliest fighting of the Civil War broke out along the border between Ostland and Talabecland, as the two provinces rapidly escalated their dispute. Both sides called on their allies for assistance. Ostland was aided in the north by Ostermark and Reikland troops. Talabecland's forces were joined by reinforcements from Middenheim, Middenland and Nordland. Fighting quickly spread across the north-eastern Empire.



In an effort to divert Ulrican forces from the north, the Sigmarites planned to open a second front in southern Talabecland. Soldiers from Averland, Stirland, Sudenland, Wissenland and Nuln were to mass at Kotzenheim. However, the unexpected defection of Nuln and Wissenland to the Ulrican cause derailed the plan. Troops from Nuln and Wissenland ambushed the Sigmarite forces at Kotzenheim, inflicting on them a major defeat. This was followed by intense fighting in the area around Nuln and Pfeildorf.

With the Sigmarites unable to make headway in the south, the Ulricans made their greater numbers in the north count. A series of Ulrican successes culminated in a major victory at Wolfenburg.

Following the Battle of Wolfenburg, the bulk of the Sigmarite forces began retreating to Altdorf, pursued by the Ulricans. As word reached the south of the Ulricans' march on Altdorf, the southern Sigmarite army headed north to meet its allies and defend Altdorf. The two Sigmarite

armies met the northern Ulricans, with reinforcements from Nuln, east of Altdorf, near Kaldach. Thus the stage was set for the decisive battle of the Civil War.

**Altdorf.** As the adventurers approach Altdorf, they will see from a distance a glow and smoky haze hovering over the city. After a long dry summer, fire has broken out and spread rapidly. The raging fire should discourage the PCs from proceeding directly to Altdorf. They will, in any case, have heard of the impending battle at Kaldach and should head there instead.

**The Battle of Kaldach.** Events in Kaldach should closely follow *Empire in Flames*' description of the battle of Wolfenburg (pp83-94), with the following exception. In *Empire in Flames* the PCs have little choice but to deliver Ghal-maraz to Heinrich Todbringer. However, in this scenario, they are free to deliver the hammer to either side in the Civil War and thereby decide the future of the Empire.



The appearance of the hammer on the battlefield will swing the outcome of the battle decisively. *Empire in Flames* (pp91-92) describes a heavily supernatural version of Ghal-maraz's appearance in the battle. The GM may follow this, if he or she chooses. Alternatively he or she may decide on a more prosaic approach. For example, if the PCs join the Sigmarite side, the Grand Theogonist might dress a templar as Sigmar and with the aid of some magical pyrotechnics pass him off as Sigmar returned. Possibly even a PC could take on this role.



Following the Battle of Kaldach the PCs should return to Altdorf. By the time the adventurers arrive there the fire has run its course, leaving much of the city in ruins.

The climax to the adventure and campaign should be largely run as described in *Empire in Flames* (pp96-105). However, one important modification is required. Ghal-maraz will not attack the Grand Theogonist. Instead, during the coronation Kaslain, controlled by Sheerargetru, will draw a knife, use it to kill the Grand Theogonist and then launch an attack on Heinrich Todbringer. The PCs should defend the new Emperor against the attack. Kaslain will fight to his death, at which point his body will dissolve releasing Sheerargetru.

#### *Empire in Chaos*

This adventure was never published. All that is known of it comes from the following notes by James Wallis. The first is a brief outline of the adventure:

*The PCs return. A civil war is brewing; much tension between the north and the south, some of it stirred by the Sons of Ulric. The Graf's daughter is to be married to the Emperor's son in a political union symbolising the bond between the two halves of the country. PCs escort Graf and daughter to Altdorf; collect clues on way.*

*In Altdorf, integrate in court. Attempted assassination of the Emperor, which the PCs learn by devious means was actually successful (Karl-Franz is dead) though the word is deliberately being kept back because of fear of starting the war. PCs discover there is another, more clandestine war being fought in Altdorf between the Purple Hand and the Red Crown, both of whom are scheming something bad. This includes all the Kastor Lieberung look-alike stuff, the details of which were very cunning indeed and which I have forgotten. Lieberung does not look like the Emperor, but someone else does. Marriage gets disrupted by what appears to be Northerner guerrilla activity, but in fact is something else (the PCs can discover this). The civil war kicks off.*

*PCs are likely at some time to call in their favour from the Grand Theogonist, because they're having problems with making progress at court. He hands them off to one of his advisors, who is sweetness and light. This is because he's a cultist, and he's manipulating them.*

*Then PCs make some basic discoveries about what's going on, then they make a massive and very public faux-pas (they're forced in a no-win situation and commit an enormous breach of etiquette), and it is suggested they should "quest for Sigmar's hammer" - make Etiquette roll with huge negative modifiers to realise this is court-speak for "go and die quietly somewhere a long way away", the WFRP equivalent of the Long Walk from Judge Dredd. Head out with Father Marcus (from Carrion Up the Reik), who explains prophecies, omens, etc., and that nobody in hell expects them to succeed. Find hammer in a sequence not as bad as the one in Empire in Flames. Father Marcus dies in heart-rending scene that wins him the Best Supporting NPC Oscar. PCs return. Find town besieged by Kislevite mercenaries. Recruit them, using contacts and knowledge from Something Rotten in Kislev. Head slowly west, gathering forces. Battle. Lift siege of Altdorf.*

*From there my memory of the linear plot gets a bit fuzzy, but the crux of it all is:*

*The civil war is being provoked by whichever province of the Empire it is that doesn't appear in the Warhammer Fantasy Battles maps. They are providing the Sons of Ulric with money and equipment, and also hiring mercenaries (eg the Kislevites) while appearing to still be staunch supporters of the south and the Emperor. They are found guilty, and their entire province and lineage is erased. They are not cultists or inspired by Chaos; they have ways of capitalising from the political unrest and the war. Machiavellian sods, the lot of them.*

*The court is riddled with cultists. This is because the Untersuchung has been... no. I'm not going to start posting spoilers for my novel.*

*The Purple Hand's big plan was to get rid of the Emperor (done) and replace him with their own man -- a strong leader is needed to take control and quiet the civil war, and the Electors would agree to that. The PCs think they're about to hit a happy ending when the Emperor-to-be summons them on the eve of his coronation, and then he does the touching-his-nose Purple Hand identification thing to them. Oops. Gotta get rid of him now.*

*The Red Crown want to use the Lieberung look-alike to spoil the Purple Hand's scheme. Offhand I can't remember anything more about the Red Crown scheme but it was a lot more brutal than the Purple Hand one, and many more people were going to die if it came off. I also can't remember who it is that the PC reminds the Graf of in Carrion Up the Reik. The Oldenhaller dynasty was going to make another appearance and cause trouble, I do remember that. Lots of*



*sub-plots, side-digressions and incidents along the way, adding colour and depth to the whole experience. Should the PCs acquire another barge in the course of the adventure, it gets fucking sunk.*

*The Grand Theogonist does not explode during the coronation of the new Emperor, but there is a final climatic and very public fight in which the PCs' honour is restored, etc, etc because nobody's happy if they don't get to kill something big in the final scene.*

*At no point is the death of the Emperor officially confirmed to the populace at large, so when Karl-Franz reappears at the head of his army having had a miraculous recovery on his sick-bed due to the intercession of the Hammer of Sigmar infusing him with sacred power (it's the lookalike) everyone goes "Oh thank goodness" rather than "Wasn't he dead last week?"*

*Hang on... remembering stuff now... mysterious missing blokey, the one off in the Grey Mountains, comes back towards the climax, with what he claims is the Hammer of Sigmar. He's working for the Machiavellians, he thinks, though it turns out his closest advisor is with the Red Crown.*

*And the uber-bad-guy... because you need one... and the greatest untied thread of the whole campaign, is Karl-Heinz Wasmeier, who very nearly did for the Graf of Middenheim in Power Behind the Throne. Not only is he behind the whole Purple Hand plot including the Emperor's assassination, but this time he gets the Graf as well. Strong hints he was behind the whole Lieberung situation, and some clarification of his motivations.*

*The Emperor's son is not a mutant. Can't remember the reason for the Emperor's leniency on mutants. It's swiftly revoked, anyway.*

*My notes are still around here somewhere, I think, if we haven't already chucked them in the tidy-out frenzy of closing down the office. If I find them I'll see if I can fill in any of the blanks. Overall tone was going to be half-way between Len Deighton's 60s spy novels, Machiavelli's The Prince, and some of the nastier bits of Clive Barker. It was going to retain bits of the structure of Empire in Flames but essentially none of its text.*

*Hope that clarifies stuff.*

The second is a discussion of the role of the Emperor:

*[Restoring a facsimile emperor to the throne] was the core of the plot, yes. It's not that Karl-Franz's face is exactly unknown, but certainly a lookalike (hint, hint) could probably pass for him, particularly if it was generally known that the Emperor had recently been grievously wounded/scarred/diseased in an attempted assassination. I suggest watching the Kurosawa movie Kagemusha ("The Stand-In") for more inspiration, including one of the best battle sequences ever filmed.*

*There were going to be several optional ends to Empire in Chaos, including one where one of the PCs actually becomes the Emperor. Of course they get no free will in the post, they're completely at the mercy of their advisors and behind-the-scenes manipulators, and the first thing they have to do is to exile or imprison the rest of the PCs, since they know the truth.... I'd been vaguely plotting a Man-In-The-Iron-Mask-style sequel but never got anywhere with it.*

### *The Further Schemes of the Red Crown*

GMs who continued the Red Crown narrative (as discussed in *Phase Three*) may also wish to insert events relating to the cult in *Phase Five*. *The Empire at War* contains several suggestions (pp9, 60, 62-64, 66-69, *et passim*). Also the Red Crown's beastman army could be present at the Battle of Wolfenburg. *Empire in Flames* (pp85&87) already refers to the presence of beastmen at that battle.



# Appendix One

## *Cults of Chaos*

Chaos cults are central to The Enemy Within and accordingly several such organisations feature. The following notes consider the principal cults of the campaign.

### THE PURPLE HAND

**Description.** The Purple Hand is a cult of Tzeentch. It is the most significant cult in The Enemy Within campaign and is described in *The Enemy Within* (p36), *Death on the Reik* (p6), *Warhammer City* (pp58-60), *Power Behind the Throne* (p70) and *Empire in Flames* (p37).

Phil Gallagher described the cult as follows:

*"The Purple Hand were supposed to be just one of a number of underground cults all working to related but slightly different ends – a sort of SPECTRE for the Warhammer world; probably never the focus of a scenario, but always there in the background to complicate life for the PCs."*

**Extent.** The cult is stated to be active in all major cities of the Empire, though only the branches in Altdorf, Middenheim and Nuln are specifically mentioned.

**Organisation.** The cult's regional branches operate with a very high degree of independence. There is a central leadership of the entire cult, but this only occasionally intervenes in regional activities. This leads to a significant lack of coordination.

According to *The Enemy Within* (p36) the cult's central leadership is based in Nuln. *Warhammer City* (p58), on the other hand, indicates that the Middenheim branch considers itself preeminent. The two statements are not inconsistent, given the cult's fragmented arrangement. The Middenheim branch should perhaps be seen as a maverick. However, this is not the only instance of a more Middenheim-centred conception of the Purple Hand.

Only the structure of the Middenheim branch is described in detail. It is controlled by an Inner

Council of three: the Law Lord Karl-Heinz Wasmeier, Gottfried Jarmund (a lawyer) and Erich Kalzbad (an assistant to the Chancellor). Wasmeier is the senior member of the Inner Council and bears the title Magister Magistri.

Reporting to the Inner Council are nine Magistri. The Magistri are arranged into three triumvirates, each controlling one of the cult's orders. Only two Magistri are named: Salladh-Bar, Magister Terribilis, and Kastor Lieberung, Magister Impedimentae. It is perhaps to be assumed that one member of each triumvirate is in overall command, partly by analogy with the Inner Council, but also because Salladh-Bar is described as being "head" of the Ordo Terribilis.

Beneath the nine Magistri are the cult's rank and file, organised into cells.

It is not clear whether other branches of the Purple Hand are organised in the same way. However, since Kastor Lieberung bore the title Magister Impedimentae in the Nuln cult, at least some similarity can be inferred.

There is an unexplained reference to the Arch Lumen in *Death on the Reik* (p7, Handout 1). This title is nowhere mentioned in the account of the Middenheim organisation. This may indicate that other branches of the cult have different structures. It might simply be a grandiose title adopted by the leader of a cell. However, in this author's opinion it is best construed as referring to the overall leader of the cult in Nuln.

**Objectives.** The cult's primary objective is to destabilise the Empire by creating tension between the cults of Sigmar and Ulric. This theme, however, is underdeveloped in the published text. The only references are the rumours and news in *Death on the Reik* (p9), the activities of the Sons of Ulric in *Carrion Up the Reik* and Joachim Bonner in *Empire in Flames* (p37).

It is notable that the activities of the cult in Middenheim are not consistent with this

objective. Again, this can be explained by the uncoordinated nature of the cult.

The Purple Hand is described as being hostile to the Red Crown and intent on its destruction. This, however, is not addressed in the campaign.

**Operations.** The cult is described as obsessed with secrecy to the extent where it significantly impairs the effectiveness of its operations. This is generally borne out in the events of the campaign. However, there are two anomalies.

First, in *Death on the Reik* (p7, Handout 1) the Arch Lumen refers to two agents by name (Loorbeer and Kuhn). This seems entirely inconsistent with the cult's attitude to secrecy elsewhere.

Second, in *Power Behind the Throne* (p90) it is stated that Karl-Heinz Wasmeier has never met Kastor Lieberung and will not recognise his double. This is surprising given that Lieberung was not only a senior cult member (one rank below the Inner Circle), but also because he is being pursued by the cult's agents across the Empire. It is here suggested that Wasmeier *does* recognise Lieberung's double, leading to a *dénouement*. (For further information on the Purple Hand's attitude to Lieberung in Middenheim, see *Welcome Home* in *Phase Three*.)

**Downfall.** *Power Behind the Throne* and *Empire in Flames* have different accounts of the end of the Purple Hand. *Power Behind the Throne* indicates that the cult in Middenheim is likely to have been severely disrupted or destroyed by the events during the Carnival (p93). *Empire in Flames* (p37), however, makes it clear that the cult has been destroyed throughout the Empire. This is another instance of a conception of the Purple Hand as centred in Middenheim. It is clearly erroneous. This author suggests the GM assumes the Purple Hand survives outside Middenheim and replaces the Cult of the Twisted Serpent (*ibid*) with the Purple Hand.

## THE RED CROWN

**Description.** The Red Crown is another cult of Tzeentch. It is described in *The Enemy Within* (p41) and *Death on the Reik* (pp20-21 and 29). Information on The Red Crown is sparse.

**Extent.** The cult is specifically mentioned as having presences in Altdorf, Grissenwald, Kemperbad and Middenheim. However, the reference to Middenheim (*Death on the Reik*, p29, Handout 10) appears to be an error. The Red Crown is not mentioned anywhere else as active in Middenheim. Also the reference to Middenheim seems to contradict the statement elsewhere (*Death on the Reik*, p21) that Ernst Heidleman's superiors are in Altdorf.

It is possible that Johannes Teugen in Bögenhafen and Edgar Frank in Nuln are also members of the cult, because of their connection with Etelka Herzen. However, it is more likely they are just personal associates.

**Organisation.** Nothing is known of the cult's organisation.

**Objectives.** The cult aims to recruit mutants and beastmen for the time when civil war erupts in the Empire. Etelka Herzen's recruitment of the goblins in Grissenwald is consistent with this general strategy. However, it is notable that there is no evidence of the Red Crown's activities during the civil war in *Empire in Flames*. *The Empire at War* attempts to rectify this.

The Red Crown is stated to be extremely hostile to the Purple Hand, though this is not explored in the campaign.

## THE JADE SCEPTRE

**Description.** The Jade Sceptre is a cult of Slaanesh and is described in *Warhammer City* (pp60-62) and *Empire in Flames* (pp38-39).

**Extent.** *Empire in Flames* (p38) indicates the cult is present throughout the Empire. This is not explicitly contradicted by the account in *Warhammer City* (pp38-39). However, it seems inconsistent with *Warhammer City*'s portrayal of a small cult based in Middenheim.

**Organisation.** The cult has little formal organisation. If the cult is to be perceived as a large cult across the Empire, it should probably be considered a loose collection of cabals held together by social links.

**Objectives.** The Jade Sceptre has no overall objectives beyond hedonistic self-indulgence.

# Appendix Two

## Hours of Daylight

The following tables give estimated hours of daylight throughout the year, in accordance with the discussion in *Phase Two*.

Hexenstag	9.4	Jahrdrung	1	10.7	Mitterfruhl	12.0	Sigmarzeit	1	13.4		
Nachexen	1	9.4	Jahrdrung	2	10.7	Pflugzeit	1	12.0	Sigmarzeit	2	13.4
Nachexen	2	9.4	Jahrdrung	3	10.8	Pflugzeit	2	12.1	Sigmarzeit	3	13.4
Nachexen	3	9.5	Jahrdrung	4	10.8	Pflugzeit	3	12.1	Sigmarzeit	4	13.5
Nachexen	4	9.5	Jahrdrung	5	10.8	Pflugzeit	4	12.2	Sigmarzeit	5	13.5
Nachexen	5	9.6	Jahrdrung	6	10.9	Pflugzeit	5	12.2	Sigmarzeit	6	13.6
Nachexen	6	9.6	Jahrdrung	7	10.9	Pflugzeit	6	12.2	Sigmarzeit	7	13.6
Nachexen	7	9.6	Jahrdrung	8	11.0	Pflugzeit	7	12.3	Sigmarzeit	8	13.6
Nachexen	8	9.7	Jahrdrung	9	11.0	Pflugzeit	8	12.3	Sigmarzeit	9	13.7
Nachexen	9	9.7	Jahrdrung	10	11.0	Pflugzeit	9	12.4	Sigmarzeit	10	13.7
Nachexen	10	9.8	Jahrdrung	11	11.1	Pflugzeit	10	12.4	Sigmarzeit	11	13.8
Nachexen	11	9.8	Jahrdrung	12	11.1	Pflugzeit	11	12.4	Sigmarzeit	12	13.8
Nachexen	12	9.8	Jahrdrung	13	11.2	Pflugzeit	12	12.5	Sigmarzeit	13	13.8
Nachexen	13	9.9	Jahrdrung	14	11.2	Pflugzeit	13	12.5	Sigmarzeit	14	13.9
Nachexen	14	9.9	Jahrdrung	15	11.2	Pflugzeit	14	12.6	Sigmarzeit	15	13.9
Nachexen	15	10.0	Jahrdrung	16	11.3	Pflugzeit	15	12.6	Sigmarzeit	16	14.0
Nachexen	16	10.0	Jahrdrung	17	11.3	Pflugzeit	16	12.6	Sigmarzeit	17	14.0
Nachexen	17	10.0	Jahrdrung	18	11.4	Pflugzeit	17	12.7	Sigmarzeit	18	14.0
Nachexen	18	10.1	Jahrdrung	19	11.4	Pflugzeit	18	12.7	Sigmarzeit	19	14.1
Nachexen	19	10.1	Jahrdrung	20	11.4	Pflugzeit	19	12.8	Sigmarzeit	20	14.1
Nachexen	20	10.2	Jahrdrung	21	11.5	Pflugzeit	20	12.8	Sigmarzeit	21	14.2
Nachexen	21	10.2	Jahrdrung	22	11.5	Pflugzeit	21	12.8	Sigmarzeit	22	14.2
Nachexen	22	10.2	Jahrdrung	23	11.6	Pflugzeit	22	12.9	Sigmarzeit	23	14.2
Nachexen	23	10.3	Jahrdrung	24	11.6	Pflugzeit	23	12.9	Sigmarzeit	24	14.3
Nachexen	24	10.3	Jahrdrung	25	11.6	Pflugzeit	24	13.0	Sigmarzeit	25	14.3
Nachexen	25	10.4	Jahrdrung	26	11.7	Pflugzeit	25	13.0	Sigmarzeit	26	14.4
Nachexen	26	10.4	Jahrdrung	27	11.7	Pflugzeit	26	13.0	Sigmarzeit	27	14.4
Nachexen	27	10.4	Jahrdrung	28	11.8	Pflugzeit	27	13.1	Sigmarzeit	28	14.4
Nachexen	28	10.5	Jahrdrung	29	11.8	Pflugzeit	28	13.1	Sigmarzeit	29	14.5
Nachexen	29	10.5	Jahrdrung	30	11.8	Pflugzeit	29	13.2	Sigmarzeit	30	14.5
Nachexen	30	10.6	Jahrdrung	31	11.9	Pflugzeit	30	13.2	Sigmarzeit	31	14.6
Nachexen	31	10.6	Jahrdrung	32	11.9	Pflugzeit	31	13.2	Sigmarzeit	32	14.6
Nachexen	32	10.6	Jahrdrung	33	12.0	Pflugzeit	32	13.3	Sigmarzeit	33	14.6
					Pflugzeit	33	13.3				

### Key

	Winter
	Spring
	Summer
	Autumn

Sommerzeit	1	14.7	Sonnstill	16.0	Geheimnistag	14.6	Erntezeit	1	13.3		
Sommerzeit	2	14.7	Vorgeheim	1	16.0	Nachgeheim	1	14.6	Erntezeit	2	13.3
Sommerzeit	3	14.8	Vorgeheim	2	15.9	Nachgeheim	2	14.6	Erntezeit	3	13.2
Sommerzeit	4	14.8	Vorgeheim	3	15.9	Nachgeheim	3	14.5	Erntezeit	4	13.2
Sommerzeit	5	14.8	Vorgeheim	4	15.8	Nachgeheim	4	14.5	Erntezeit	5	13.2
Sommerzeit	6	14.9	Vorgeheim	5	15.8	Nachgeheim	5	14.4	Erntezeit	6	13.1
Sommerzeit	7	14.9	Vorgeheim	6	15.8	Nachgeheim	6	14.4	Erntezeit	7	13.1
Sommerzeit	8	15.0	Vorgeheim	7	15.7	Nachgeheim	7	14.4	Erntezeit	8	13.0
Sommerzeit	9	15.0	Vorgeheim	8	15.7	Nachgeheim	8	14.3	Erntezeit	9	13.0
Sommerzeit	10	15.0	Vorgeheim	9	15.6	Nachgeheim	9	14.3	Erntezeit	10	13.0
Sommerzeit	11	15.1	Vorgeheim	10	15.6	Nachgeheim	10	14.2	Erntezeit	11	12.9
Sommerzeit	12	15.1	Vorgeheim	11	15.6	Nachgeheim	11	14.2	Erntezeit	12	12.9
Sommerzeit	13	15.2	Vorgeheim	12	15.5	Nachgeheim	12	14.2	Erntezeit	13	12.8
Sommerzeit	14	15.2	Vorgeheim	13	15.5	Nachgeheim	13	14.1	Erntezeit	14	12.8
Sommerzeit	15	15.2	Vorgeheim	14	15.4	Nachgeheim	14	14.1	Erntezeit	15	12.8
Sommerzeit	16	15.3	Vorgeheim	15	15.4	Nachgeheim	15	14.0	Erntezeit	16	12.7
Sommerzeit	17	15.3	Vorgeheim	16	15.4	Nachgeheim	16	14.0	Erntezeit	17	12.7
Sommerzeit	18	15.4	Vorgeheim	17	15.3	Nachgeheim	17	14.0	Erntezeit	18	12.6
Sommerzeit	19	15.4	Vorgeheim	18	15.3	Nachgeheim	18	13.9	Erntezeit	19	12.6
Sommerzeit	20	15.4	Vorgeheim	19	15.2	Nachgeheim	19	13.9	Erntezeit	20	12.6
Sommerzeit	21	15.5	Vorgeheim	20	15.2	Nachgeheim	20	13.8	Erntezeit	21	12.5
Sommerzeit	22	15.5	Vorgeheim	21	15.2	Nachgeheim	21	13.8	Erntezeit	22	12.5
Sommerzeit	23	15.6	Vorgeheim	22	15.1	Nachgeheim	22	13.8	Erntezeit	23	12.4
Sommerzeit	24	15.6	Vorgeheim	23	15.1	Nachgeheim	23	13.7	Erntezeit	24	12.4
Sommerzeit	25	15.6	Vorgeheim	24	15.0	Nachgeheim	24	13.7	Erntezeit	25	12.4
Sommerzeit	26	15.7	Vorgeheim	25	15.0	Nachgeheim	25	13.6	Erntezeit	26	12.3
Sommerzeit	27	15.7	Vorgeheim	26	15.0	Nachgeheim	26	13.6	Erntezeit	27	12.3
Sommerzeit	28	15.8	Vorgeheim	27	14.9	Nachgeheim	27	13.6	Erntezeit	28	12.2
Sommerzeit	29	15.8	Vorgeheim	28	14.9	Nachgeheim	28	13.5	Erntezeit	29	12.2
Sommerzeit	30	15.8	Vorgeheim	29	14.8	Nachgeheim	29	13.5	Erntezeit	30	12.2
Sommerzeit	31	15.9	Vorgeheim	30	14.8	Nachgeheim	30	13.4	Erntezeit	31	12.1
Sommerzeit	32	15.9	Vorgeheim	31	14.8	Nachgeheim	31	13.4	Erntezeit	32	12.1
Sommerzeit	33	16.0	Vorgeheim	32	14.7	Nachgeheim	32	13.4	Erntezeit	33	12.0
			Vorgeheim	33	14.7						

#### Key

	Winter
	Spring
	Summer
	Autumn

Mittherbst		12.0	Kaldezeit	1	10.6	Ulriczeit	1	9.3	Mondstille		8.0
Brauzeit	1	12.0	Kaldezeit	2	10.6	Ulriczeit	2	9.3	Vorhexen	1	8.0
Brauzeit	2	11.9	Kaldezeit	3	10.6	Ulriczeit	3	9.2	Vorhexen	2	8.1
Brauzeit	3	11.9	Kaldezeit	4	10.5	Ulriczeit	4	9.2	Vorhexen	3	8.1
Brauzeit	4	11.8	Kaldezeit	5	10.5	Ulriczeit	5	9.2	Vorhexen	4	8.2
Brauzeit	5	11.8	Kaldezeit	6	10.4	Ulriczeit	6	9.1	Vorhexen	5	8.2
Brauzeit	6	11.8	Kaldezeit	7	10.4	Ulriczeit	7	9.1	Vorhexen	6	8.2
Brauzeit	7	11.7	Kaldezeit	8	10.4	Ulriczeit	8	9.0	Vorhexen	7	8.3
Brauzeit	8	11.7	Kaldezeit	9	10.3	Ulriczeit	9	9.0	Vorhexen	8	8.3
Brauzeit	9	11.6	Kaldezeit	10	10.3	Ulriczeit	10	9.0	Vorhexen	9	8.4
Brauzeit	10	11.6	Kaldezeit	11	10.2	Ulriczeit	11	8.9	Vorhexen	10	8.4
Brauzeit	11	11.6	Kaldezeit	12	10.2	Ulriczeit	12	8.9	Vorhexen	11	8.4
Brauzeit	12	11.5	Kaldezeit	13	10.2	Ulriczeit	13	8.8	Vorhexen	12	8.5
Brauzeit	13	11.5	Kaldezeit	14	10.1	Ulriczeit	14	8.8	Vorhexen	13	8.5
Brauzeit	14	11.4	Kaldezeit	15	10.1	Ulriczeit	15	8.8	Vorhexen	14	8.6
Brauzeit	15	11.4	Kaldezeit	16	10.0	Ulriczeit	16	8.7	Vorhexen	15	8.6
Brauzeit	16	11.4	Kaldezeit	17	10.0	Ulriczeit	17	8.7	Vorhexen	16	8.6
Brauzeit	17	11.3	Kaldezeit	18	10.0	Ulriczeit	18	8.6	Vorhexen	17	8.7
Brauzeit	18	11.3	Kaldezeit	19	9.9	Ulriczeit	19	8.6	Vorhexen	18	8.7
Brauzeit	19	11.2	Kaldezeit	20	9.9	Ulriczeit	20	8.6	Vorhexen	19	8.8
Brauzeit	20	11.2	Kaldezeit	21	9.8	Ulriczeit	21	8.5	Vorhexen	20	8.8
Brauzeit	21	11.2	Kaldezeit	22	9.8	Ulriczeit	22	8.5	Vorhexen	21	8.8
Brauzeit	22	11.1	Kaldezeit	23	9.8	Ulriczeit	23	8.4	Vorhexen	22	8.9
Brauzeit	23	11.1	Kaldezeit	24	9.7	Ulriczeit	24	8.4	Vorhexen	23	8.9
Brauzeit	24	11.0	Kaldezeit	25	9.7	Ulriczeit	25	8.4	Vorhexen	24	9.0
Brauzeit	25	11.0	Kaldezeit	26	9.6	Ulriczeit	26	8.3	Vorhexen	25	9.0
Brauzeit	26	11.0	Kaldezeit	27	9.6	Ulriczeit	27	8.3	Vorhexen	26	9.0
Brauzeit	27	10.9	Kaldezeit	28	9.6	Ulriczeit	28	8.2	Vorhexen	27	9.1
Brauzeit	28	10.9	Kaldezeit	29	9.5	Ulriczeit	29	8.2	Vorhexen	28	9.1
Brauzeit	29	10.8	Kaldezeit	30	9.5	Ulriczeit	30	8.2	Vorhexen	29	9.2
Brauzeit	30	10.8	Kaldezeit	31	9.4	Ulriczeit	31	8.1	Vorhexen	30	9.2
Brauzeit	31	10.8	Kaldezeit	32	9.4	Ulriczeit	32	8.1	Vorhexen	31	9.2
Brauzeit	32	10.7	Kaldezeit	33	9.4	Ulriczeit	33	8.0	Vorhexen	32	9.3
Brauzeit	33	10.7							Vorhexen	33	9.3

#### Key

	Winter
	Spring
	Summer
	Autumn

# Appendix Three

## *Web Links*

### **HISTORY**

A blog by Graeme Davis in which he discusses the history of The Enemy Within:

<http://graemedavis.wordpress.com/2012/03/01/the-enemy-within-again/>

An interview with Graeme Davis, which includes some discussion of The Enemy Within:

<http://www.warpstone.org/pdfs/interviews/graemedavis.pdf>

A podcast interview with Graeme Davis with extensive discussion of The Enemy Within:

<http://www.d20radio.com/sbv/?p=142>

An interview with Phil Gallagher regarding The Enemy Within:

<https://graemedavis.wordpress.com/2015/02/28/phil-gallagher-the-rest-of-the-enemy-within-campaign/>

### **CONVERSIONS**

Conversions of profiles to the second edition rules:

[http://www.windsofchaos.com/?page\\_id=19](http://www.windsofchaos.com/?page_id=19)

<https://docs.google.com/open?id=0ByltSrPzF0Q-NGJRdnRGX2MwYUE>

<https://docs.google.com/open?id=0ByltSrPzF0Q-MkcybGZzOS0xbFk>

<http://www.scribd.com/doc/235215162/Something-Rotten-in-Kislev-2ed-Notes>

### **MAPS**

<http://www.gitzmansgallery.com>

<http://www.madalfred.com/>

### **FLOOR PLANS**

Floor plans for many of the locations in The Enemy Within.

<http://davidsrpg.blogspot.co.uk/>

## CAMPAIGN BLOGS

<http://warhammer-enemy-within.blogspot.co.uk/>

<http://6ironspikes.blogspot.co.uk/p/the-enemy-within-campaign.html?m=1>

<https://periloustales.wordpress.com/>

## MIDDENHEIM

A useful reference guide to Middenheim, with random generation tables:

<http://blessingsofthedicegods.blogspot.co.uk/p/middenheim.html?m=1>

The Song of Middenheim blog, which contains a great deal of material expanding the description of Middenheim (though it departs from the setting of The Enemy Within):

<http://middenheimcity.blogspot.co.uk/?m=1>

## BERGSBURG

The current site of the Bergsburg project:

<http://www.snotling.org/bergsburg/v2/>

## THE EMPIRE AT WAR

*The Empire at War*, an unofficial alternative to *Empire in Flames*:

<http://www.madalfred.com/>

## OTHER

Searches on the following forums will yield useful discussion of the campaign:

[www.strike-to-stun.net](http://www.strike-to-stun.net)

[www.rpg.net](http://www.rpg.net)



# Appendix Four

## *Handouts*

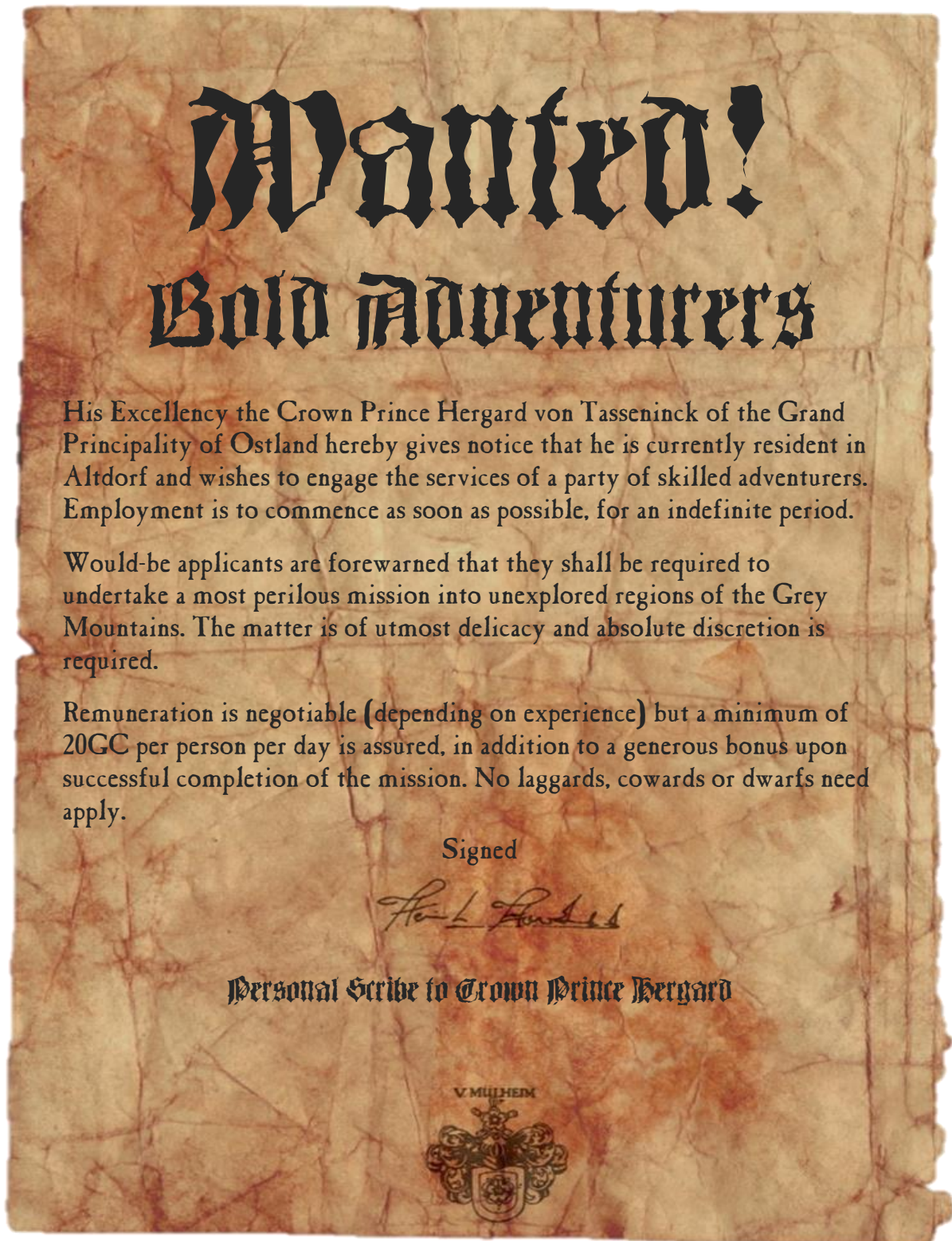
This appendix provides full-colour facsimile handouts for use in the campaign. It includes all handouts from the original adventures that represent in-game documents. It does not include original handouts that are merely play aids.

In addition, there are a large number of supplementary handouts that are described in *Phase One* to *Phase Five*, above.

## PHASE ONE

### *Mistaken Identity Handout 1*

Two versions of this handout are provided below. The first version replicates the text of the original. The second reduces the proposed minimum daily wage to a more plausible 3GC and removes the reference to dwarfs. The design of both versions is based on one freely available on the internet.



# Wanted!

## Bold Adventurers

His Excellency the Crown Prince Hergard von Tasseninck of the Grand Principality of Ostland hereby gives notice that he is currently resident in Altdorf and wishes to engage the services of a party of skilled adventurers. Employment is to commence as soon as possible, for an indefinite period.

Would-be applicants are forewarned that they shall be required to undertake a most perilous mission into unexplored regions of the Grey Mountains. The matter is of utmost delicacy and absolute discretion is required.

Remuneration is negotiable (depending on experience) but a minimum of 3GC per person per day is assured, in addition to a generous bonus upon successful completion of the mission. No laggards or cowards need apply.

Signed



Personal Scribe to Crown Prince Hergard





The design of this handout is based on one freely available on the internet.

Messrs. Lock, Stöck, & Barl  
Civil Lawyers, Commissioners for Oaths, etc.  
Garten Weg  
Bögenhafen

Dear Herr Lieberung,

After many lengthy researches, we have come to believe that you are the only living relative of one Baronet Lieberung, late of the town of Ubersreik. This being the case, and any other, heretofore unknown and pertinent factors notwithstanding, I am herewith charged to inform you that you are the sole beneficiary of the Baronet's last will and testament (hereafter referred to as the document of the first party).

I, the undersigned, acting in my capacity as legal executor of the aforementioned document of the first party, do therefore urge you to make your way with all speed to my offices in the fair town of Bögenhafen. Thereupon, providing you can produce an affidavit of your identity as Rastor Aloysius Lieberung, signed by two witnesses, we shall be pleased to hand over the title deeds to the Baronet's manor house together with its contents (which include a most tastefully stocked wine cellar), its extensive estates and the sum of twenty thousand gold crowns.

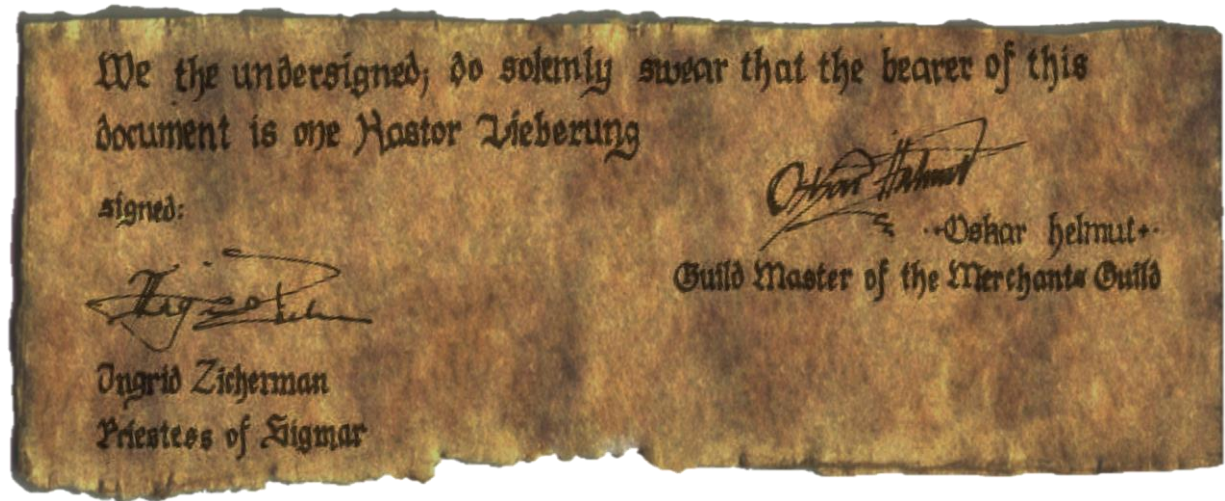
I remain your most humble and respectful servant,

Dietrich Barl

Dietrich Barl, K.L., LL.B.(Alt)

Signed, this day, the 10th of Nachexen, in the two thousandth, five hundred and twelfth year of the Empire.

Printed by Schulz & Friedman, Bögenhafen









For the personal attention of Adolphus Kestros

The Nine Stars Coaching Company

The Middenheim Road

Altorf

My Dear Herr Kestros,

You may recall a certain conversation we had last Brauzest in the public bar of the Hook and Hatchett in Nuln. At that time you mentioned your interest in the activities of a certain society whose name I shall not mention here. In particular, you were very anxious to trace the whereabouts of a certain officer, known only as the *Magister Impedimentae*.

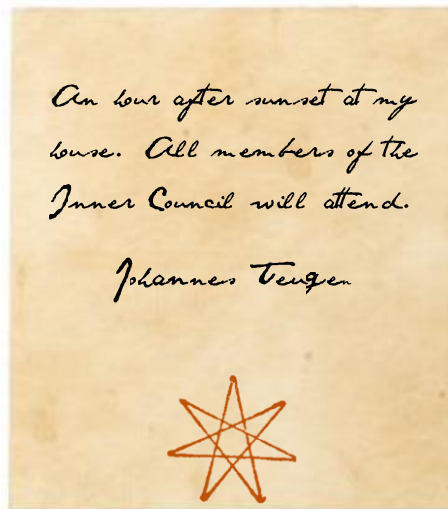
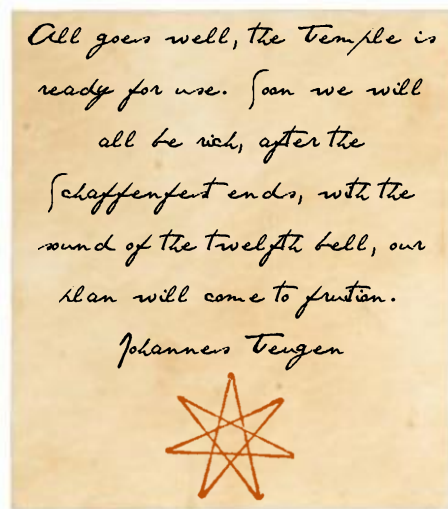
I am now able to confirm each and every one of your suspicions. After your departure I made some discrete enquiries and managed to ascertain that the "gentleman" you are looking for uses the name Kestor Lieberung. In accordance with your plan, Herr Lieberung will be travelling towards Altorf along the Middenheim Road some time towards the end of the month of Jahdrung.

I have also been fortunate enough to secure a likeness of Herr Lieberung which I enclose with the letter.

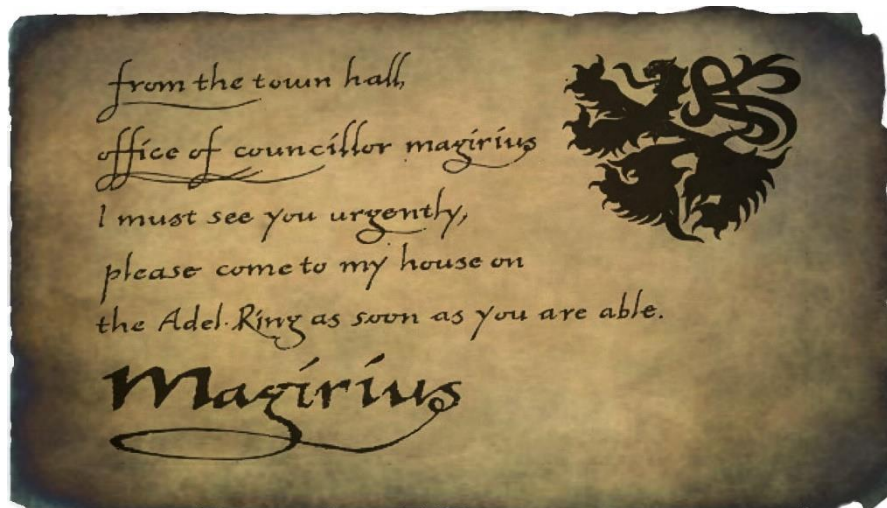
I remain, Sir, your most obedient servant.

C. F.

Shadows Over Bögenhafen Handouts 2 and 3



Shadows Over Bögenhafen Handout 4





Black Peaks ,  
Grissenwald ,  
Nr. Nuln

My dear Friend ,

Here is the scroll you require for the ritual you mentioned in your last letter . Do not forget that the Temple for such an undertaking must be properly sanctified with fresh blood.

As ever, I am filled with awe at the heights (or do I mean depths) to which your learning now reaches . It seems like only yesterday that we two dilettantes begged tutelage of the High Master, and now you stand on the threshold of the abyss itself . If you manage to find the time amid your researches, do write with details of how the ritual progressed ; perhaps one day I too might follow in your illustrious foot-steps .

Your Friend ,

Etelka Herzen

*Supplementary Handout S1*

**ordo, -inis** *m.* series, order, rank

**septenarius** *adj.* containing seven, consisting of seven

Extracts from Ludwig & Kurz's *Classical Lexicon*

Tengen Residence

Adel Ring

Bogenhafen

Dear Etelka

I have made a breakthrough in my researches. As I suspected, my bargain can be settled by sacrificing seven souls in place of my own. The ritual is complex and beyond anything I have attempted so far, but my skills are progressing at such a rate that I do not fear the challenge.

The ritual resembles the one performed by the High Master in that infamous Heerenmaet. I believe you still possess the scroll he used that night. Might I impose upon you to furnish me with that very scroll? I believe it is essential for proper performance of the conjuration.

I eagerly await your reply.

Johannes



Adel Ring

Copenhagen

Dear Etelka

I received the scroll and letter safely from your courier. Please accept my most sincere gratitude for your assistance.

My preparations are now almost complete. I have persuaded the seven heads of other prominent merchant families to participate in the ritual. They are, of course, unaware of its true purpose. I have convinced them that the magic will bring us all success in our commercial endeavours. Yet their venality will be their downfall!

When all is complete, mine will be a double triumph. Not only will their souls pay my debt to Gideon, but I shall also see my competitors' enterprises in commerce fall to ruin!

The hour approaches. I can scarcely contain my excitement. I will write again to tell you of the ritual's outcome.

Johanners



Adel Ring

Copenhagen

Dear Etelka

I received the scroll and letter safely from your courier. Please accept my most sincere gratitude for your assistance.

My preparations are now almost complete. I have persuaded the seven heads of other prominent merchant families to participate in the ritual. They are, of course, unaware of its true purpose. I have convinced them that the magic will bring us all success in our commercial endeavours. Yet their venality will be their downfall!

When all is complete, mine will be a double triumph.

Not only will their souls pay my debt to Gideon,

## PHASE TWO

*Death on the Reik Handout 1*

*To: Loober & Kuhn,*

*Our agents report that the target is travelling your way, in the company of the group discussed in our last meeting. Earlier attempts to make contact elicited very little. You are to make sure that we do not lose track of our valuables again, making regular reports in the usual manner. Do not forget that the Purple Palm has already been passed.*

*The Time of Changes is coming!*

*The Arch Lumen*





*My Dear friend*

*Things cannot be allowed to continue in this vein. The Inner Circle has too many fish to fry to have all this upset about an absconding Magister Impedimentae. This is your final warning. Have the 20,000 gold crowns ready for handing over within the week - unless you prefer to take it to Middenheim personally. Do not attempt to disappear, or we will see to it that you live just long enough to beg for the release of Death.*

*We'll be in touch...*





By order of His Imperial Majesty,  
the Right Royal Karl-Franz,  
Ruler of the Heights and Depths,  
True Image of Sigmar,  
and the Exalted Ruler of the Empire

Be it known to all the Emperor's subjects that henceforth the despicable practice of exiling, or otherwise deposing of, those unfortunate creatures heretofore known as Mutants, shall cease. Provision must be made to allow all those with physical deformities, whether they are born with them, or whether they develop in later life, to take their rightful place in society. It is His Majesty's considered opinion that there are no such things as Mutants and the application of such a nomenclature is henceforth illegal.

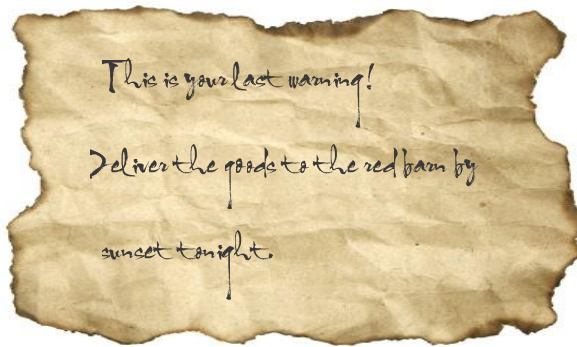
Contravention of any of the articles of this proclamation are punishable by death.

Engelbert Schmeitzel-Unters

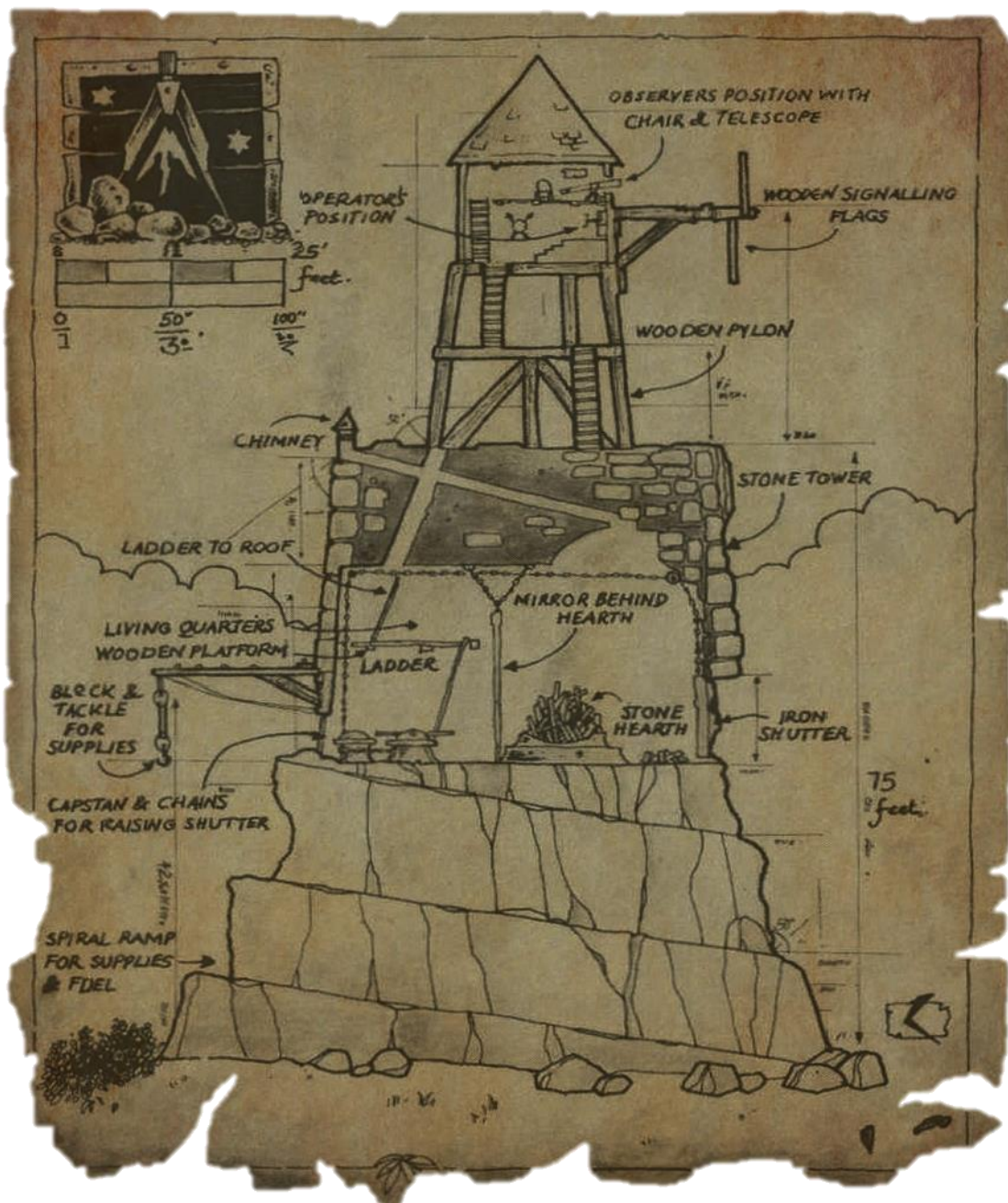
*Engelbert Schmeitzel-Unters*

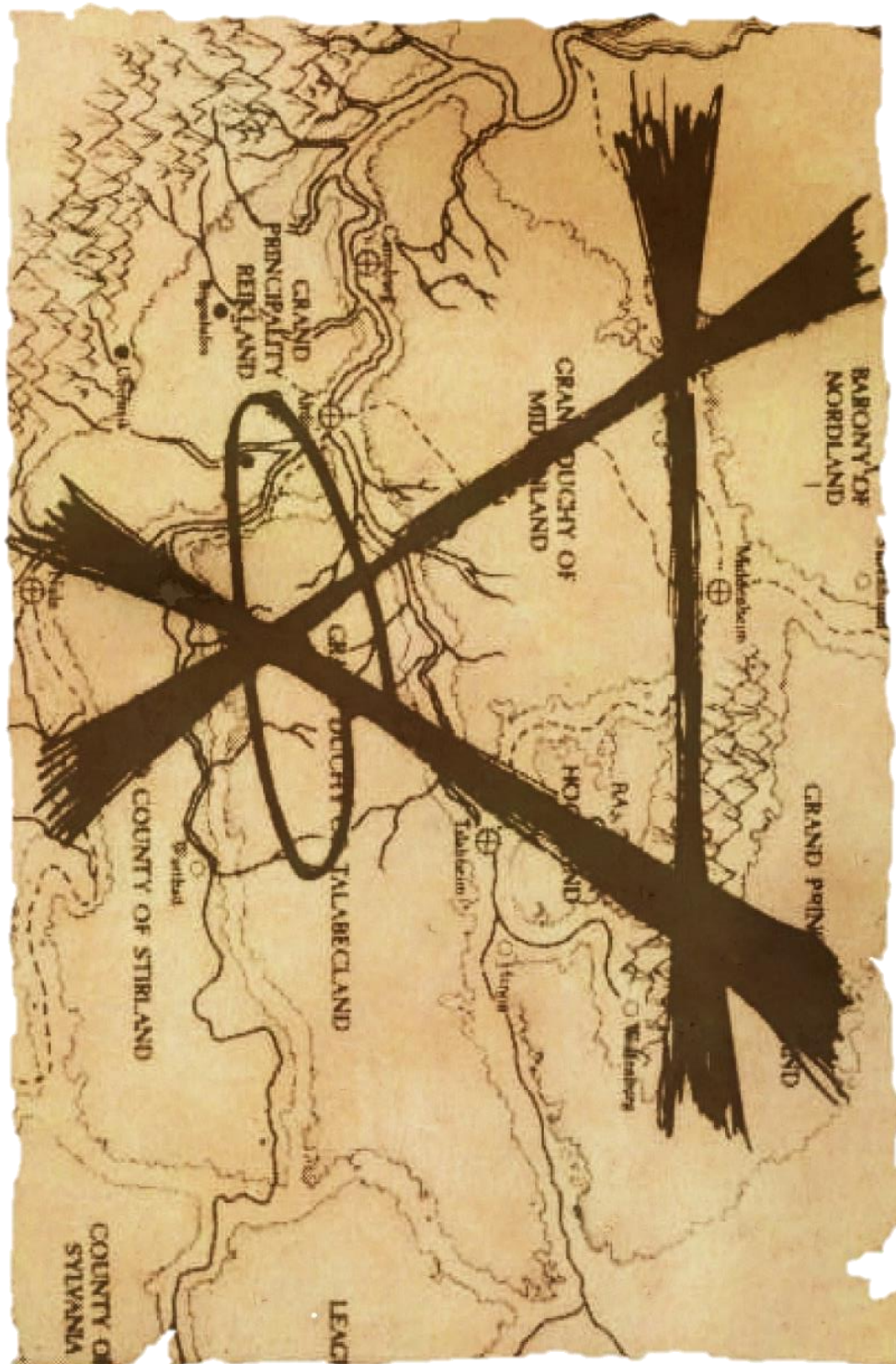


Death on the Reik Handout 4



Death on the Reik Handout 5







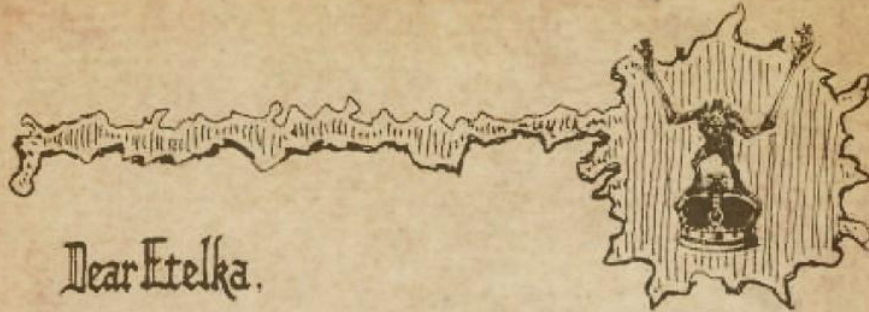
IN THIS TWO THOUSANDTH,  
THREE HUNDRETH AND  
SECOND YEAR OF OUR EMPIRE,  
ON THE NIGHT OF THE  
ILL-OMENED HEKENSTAG,  
MORRISLIK DID SHINE WITH  
A GREENE AND UNNATURAL  
LIGHT AND ITS SHAPE WAS AS  
IF IT BORE A GRINING  
COUNTENANCE OF MOST  
HORRIBLE APPEARANCE.

THE HEAVENS\* WERE FILLED WITH  
A GREAT NUMBRE OF  
SHOOTING STARS AND SOME OF  
THESE DID SEEM TO FALL UPON  
THE EARTH WHICH GROANED UNDER  
THEIR ASSAULT. AGAIN, DURING  
THE NIGHT OF GHEIMNISTAG  
MORRISLIK WAS DOMINANT IN  
THE SKY, AND THE FIRMAMENT  
WAS CRISS-CROSSED WITH A TRACERY  
OF SHOOTING STARS,  
BEING FOREWARNED BY THE EARLIER  
EVENTS OF HEKENSTAG, I WAS  
ABLE TO TRACE THE COURSE OF  
A PARTICULARLY LARGE SHOOTING  
STAR, WHICH SEEMED  
TO ISSUE FROM MORRISLIK ITSELF.  
ACCORDING TO MY CALCULATIONS,  
THE STAR MUST HAVE FALLEN TO  
EARTH IN THE UPLANDS OF  
**TALABKHLAND**  
NEAR THE HEADWATERS  
OF THE RIVER NARNE ♦♦

This calls for wisdom. The time shall come when the enemies of Chaos shall relax their guard, looking out from their fortresses, they shall pay no heed to the shadow at their backs. Then shall the Great Mutator cause the warped moon to awaken, and the beloved of Morr shall clear his throat and spit upon the Empire. And where his spittle doth fall, there shall the weak fear to tread, but the possessor of the spittle shall wield great power.

AND SO I, DAGMAR VON WITTEGENSTEIN SHALL POSSESS THE LARGEST PIECE OF WARPSTONE EVER KNOWN OUTSIDE THE CURSED CITY OF SHAENBLIGHT! AND STRAIGHT FROM THE CHAOS MOON ITSELF. I SHALL BECOME THE MOST POWERFUL WIZARD THE EMPIRE, DAY, THE OLD WORLD HAS EVER KNOWN. AT LAST MY YEARS OF RESEARCH ARE ABOUT TO BE REWARDED. EVERYTHING IS PREPARED. NOTHING HAS BEEN OVERLOOKED. A TEAM OF "EXPERTS" HAS BEEN HIRED FOR THE EXPEDITION, A SPECIAL LEAD-LINED RECEPTACLE HAS BEEN BUILT TO TRANSPORT THE METEORITE, AND A MAGICALLY REINFORCED CHAMBER AWAITS BACK IN THE CASTLE. I LEAVE FOR KEMPERBAD TOMORROW





Dear Etelka,

The person bearing this letter is a trusted member of our society. He brings sufficient funds to finance an expedition into the barren hills, where lies, according to our researches, that which we seek. The importance of this item to our cause cannot be stressed too highly. You are to leave as soon as possible. Our agents in Kemperbad will provide all the assistance you require. Once you have the item, bring it to us at Middenheim as quickly as possible.

~ Itzak Graksk Tzeench ~



My dear Jean.

Since the night of the storm, a strange malady seems to have affected the villagers. I have noticed that many of them have turned to begging rather than continue with honest labour in the fields.

I have included a little something for you, to see if this will help to heal this strange disease.

Margritte Von Wittgenstein



Since adding the dust to the cure-all, the patients have shown new signs of life and energy; the lethargy which affected them previously has ended.

A few patients have since died, but I believe it to be having a beneficial effect on the others, particularly the more advanced cases.

The initial problem seems to have dissipated, but I fear that the worse will befall should I stop supplying them with treatment.

Death on the Reik Handout 13

*My dearest M*

*The dust you gave me seems to have worked wonders on the villagers.  
My previous concoctions alleviated their suffering but your miracle-dust is  
imbuing great life into them. I marvel at your abilities in the field of  
medicine and look forward to you visiting me again. I hope that next  
time our conversation will not be so abruptly curtailed and you can share a  
nightcap with a fellow practitioner. Indeed, my life seems dull without  
your presence and my lips still glow with the warmth of your hand.*

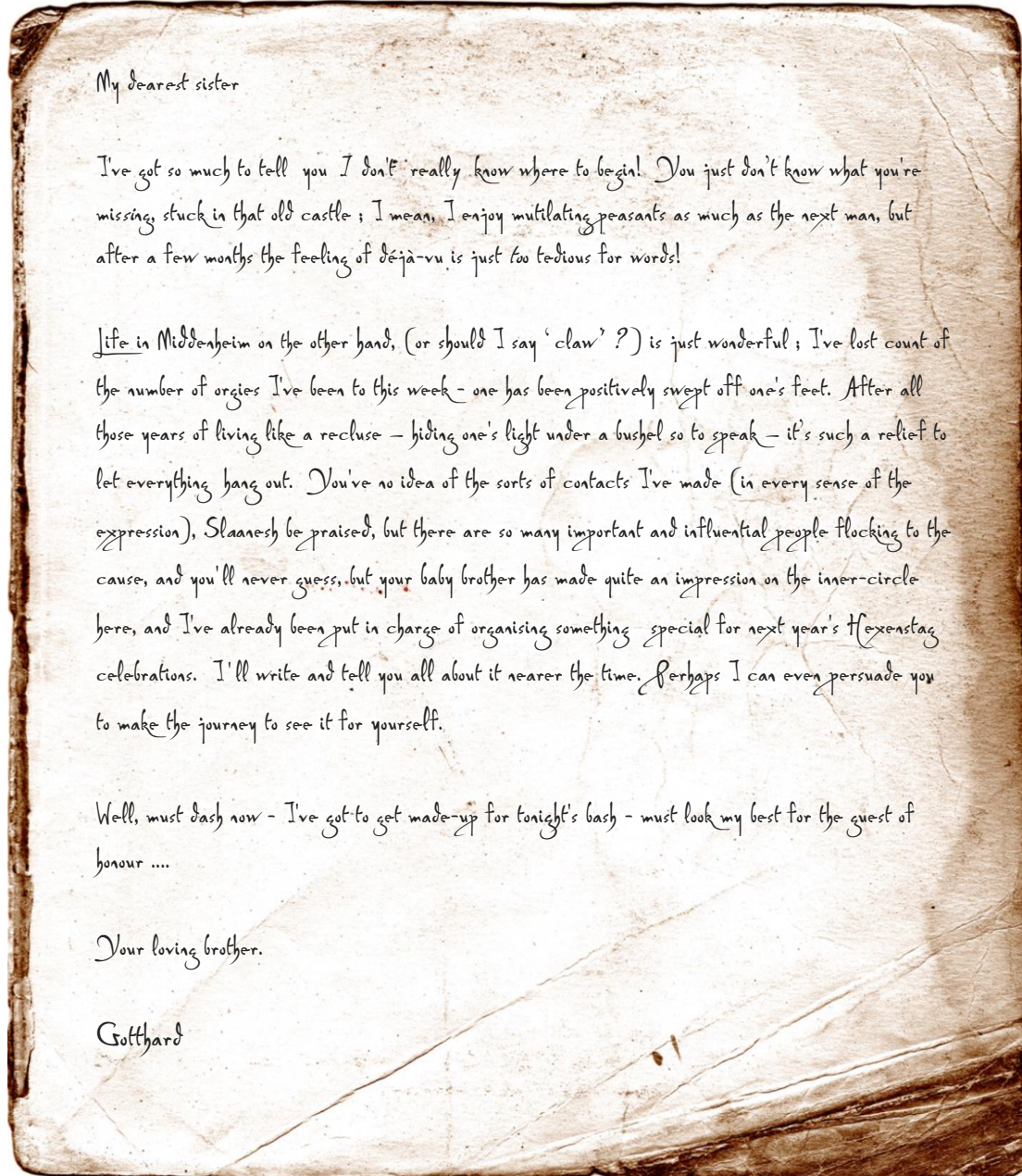
*If you could only find it in your heart to visit me again soon I*

Death on the Reik Handout 14

And all those who would venerate Chaos shall tremble and despair:  
For when the Dwarfs return to Jaiyon and a twin-tailed comet fills the sky,  
Though the Chaos gates be open, the mutant hordes shall die!  
Amid a host of warring brothers a standard is unfurled,  
Rallying man and dwarf behind it in the battle at the end of the world!



Two versions of this handout are provided below. The first reproduces the original text exactly. The second is amended so that the reference to “next year’s Hexenstag celebrations” is replaced with one to “this year’s Carnival”. This is to strengthen the link to *The Pie-Eyed Piper* (see *Supplementary Material* in *Phase Three*, above).



My dearest sister

I've got so much to tell you I don't really know where to begin! You just don't know what you're missing, stuck in that old castle; I mean, I enjoy mutilating peasants as much as the next man, but after a few months the feeling of déjà-vu is just too tedious for words!

Life in Middenheim on the other hand, (or should I say 'claw'?) is just wonderful; I've lost count of the number of orgies I've been to this week - one has been positively swept off one's feet. After all those years of living like a recluse - hiding one's light under a bushel so to speak - it's such a relief to let everything hang out. You've no idea of the sorts of contacts I've made (in every sense of the expression), Slaanesh be praised, but there are so many important and influential people flocking to the cause, and you'll never guess, but your baby brother has made quite an impression on the inner-circle here, and I've already been put in charge of organising something special for next year's Hexenstag celebrations. I'll write and tell you all about it nearer the time. Perhaps I can even persuade you to make the journey to see it for yourself.

Well, must dash now - I've got to get made-up for tonight's bash - must look my best for the guest of honour ....

Your loving brother.

Gottthard

My dearest sister

I've got so much to tell you I don't really know where to begin! You just don't know what you're missing, stuck in that old castle; I mean, I enjoy mutilating peasants as much as the next man, but after a few months the feeling of déjà-vu is just too tedious for words!

Life in Middenheim on the other hand, (or should I say 'claw'?) is just wonderful; I've lost count of the number of orgies I've been to this week - one has been positively swept off one's feet. After all those years of living like a recluse - hiding one's light under a bushel so to speak - it's such a relief to let everything hang out. You've no idea of the sorts of contacts I've made (in every sense of the expression), Slaanesh be praised, but there are so many important and influential people flocking to the cause, and you'll never guess, but your baby brother has made quite an impression on the inner-circle here, and I've already been put in charge of organising something special for this year's Carnival celebrations. I'll write and tell you all about it nearer the time. Perhaps I can even persuade you to make the journey to see it for yourself.

Well, must dash now - I've got to get made-up for tonight's bash - must look my best for the guest of honour ....

Your loving brother.

Gothhard



### PHASE THREE

*Carrion Up the Reik Handouts*

herr Scharlach  
hoffen Strasse, Sign of the Cross keys  
Middenheim

Gentlemen,

I am sending you the six items that were described some months ago by a member of your society to my brother in law Albrecht Oldenhaller of Nuln, which your society was said to be most desirous of recovering, and which have fallen by chance into my hands. There is no charge, but please remember this service my family has done to you.

With most sincere greetings,

Mathias Blucher

Council Offices, Nurn

Dear Mathias

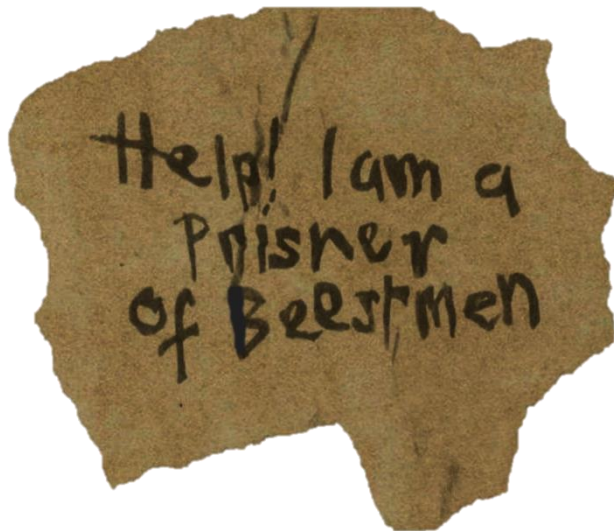
I have been recently contacted by an associate who represents a powerful organisation I may not name, who is eager to find a group of itinerant *neir-do-wells* with whom I recently had some dealings. I have described them on a separate sheet of paper, which is enclosed. This is a low-profile matter and pays nothing, but could be advantageous for trade in the future. I must ask you to consider that it is not our business why they are so eager to talk to these people, but they have helped me in the past and I believe they could provide useful business and information to our families.

Should you locate these people, they are to be sent to *Hoffen Strasse* at the sign of the *Crossed Keys*, in *Middenheim*, for the attention of *Herr Scharlach*. Thanks for your help and vigilance in this matter.

With sincerest regards to you and dear *Karoline*,

*Albrecht Oldenhaller*

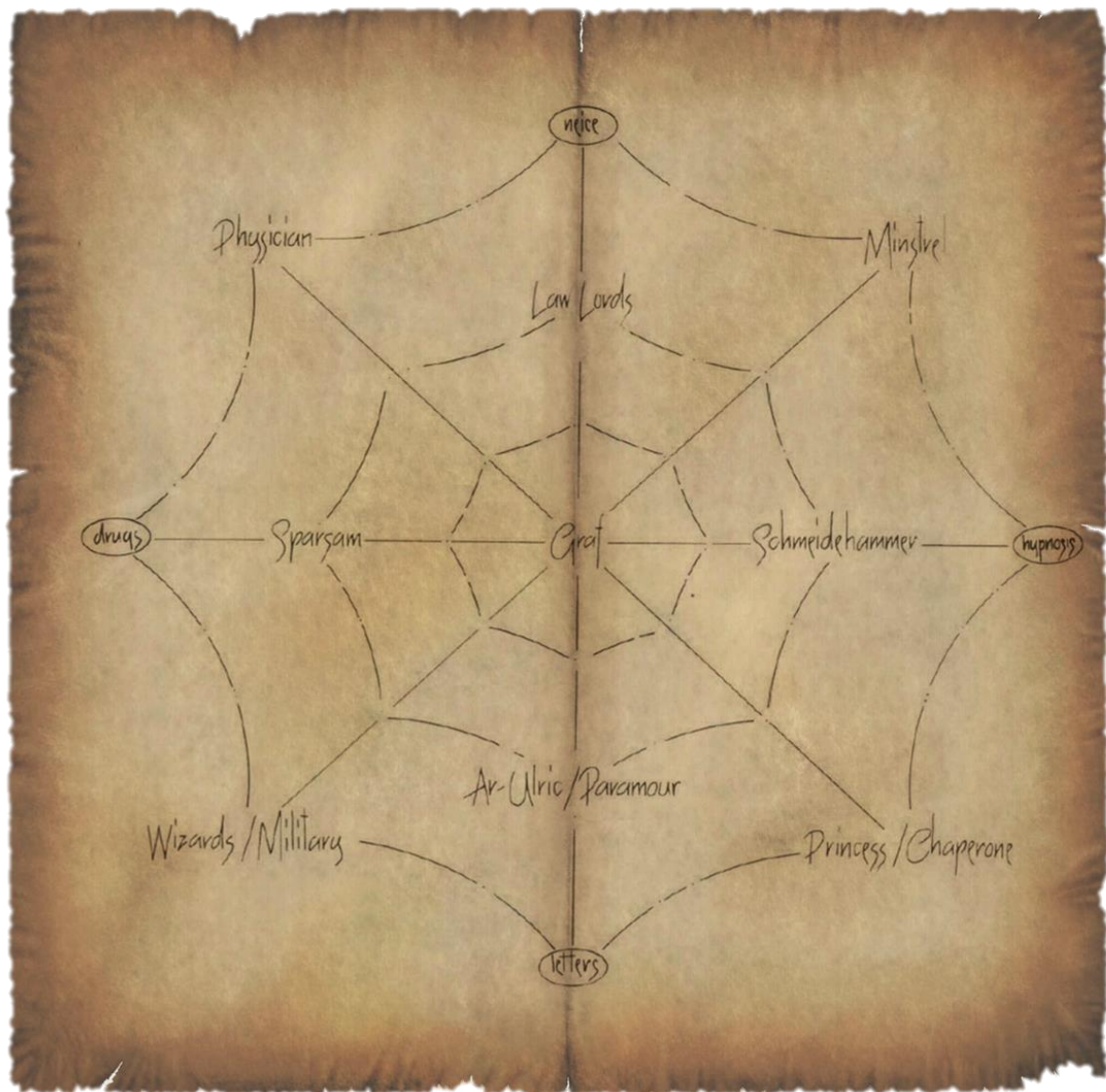
#### Power Behind the Throne Handout 1





Copy this diagram in your own  
handwriting and leave it with  
Höflich's body.  
Destroy this original afterward.

off 12 Ottwanger Allee  
off Schwartz-Mauer Weg  
OSTWALD





I see darkness gathering around a walked tower ! I see the  
Lord of Death astride a great river ! I see a headed evil  
behind the seat of a once mighty lord !

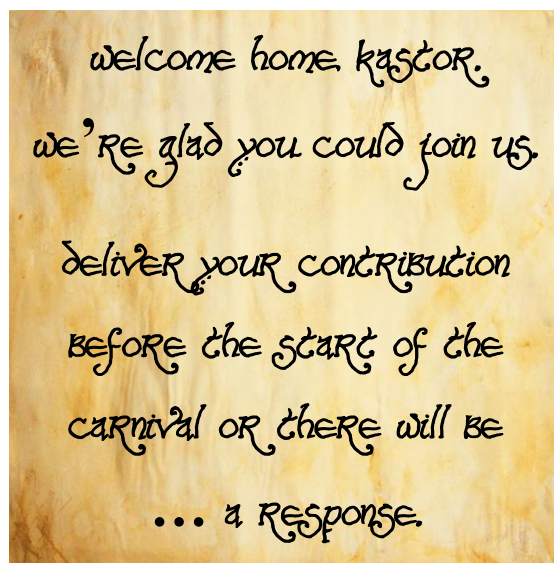
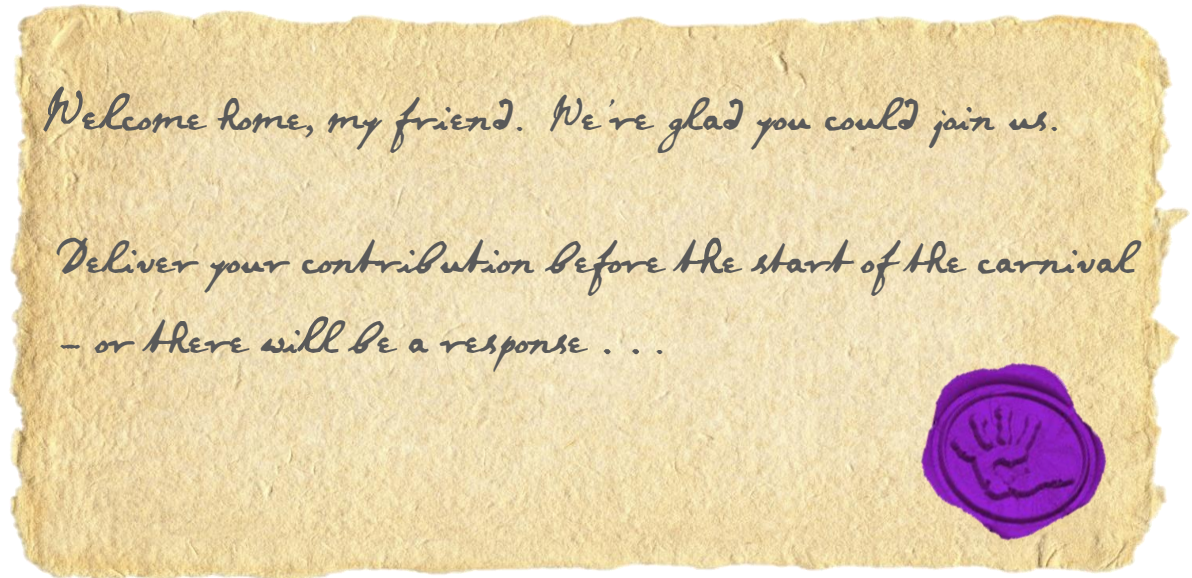
A man having false testimonial shall travel The Empire.  
And though he be a servant of the Great Mutator, yet shall he die  
at the hands of His Chosen One, the Nameless One created in His  
image. But another shall come, like unto the first, and yet  
unlike. He shall take up the testimony, and many will mistake  
him for its original bearer. Though many would he well travel to the  
place Where Chaos Waits, the City of the White  
Wolf, home of the War God, Lord of Winters. And  
in his company there shall be others, and Chaos settled in their  
wake. All strangers they shall come, but though they stab the  
Spider in its very heart, yet shall its gushing blood but prove  
forth a greater danger.

I see The Empire in Flames ! The Horned Rat doth sit  
on the Imperial throne ! It is all written in the Book of  
Changes. I see, Chaos' most determined enemies shall prove its  
greatest servants.

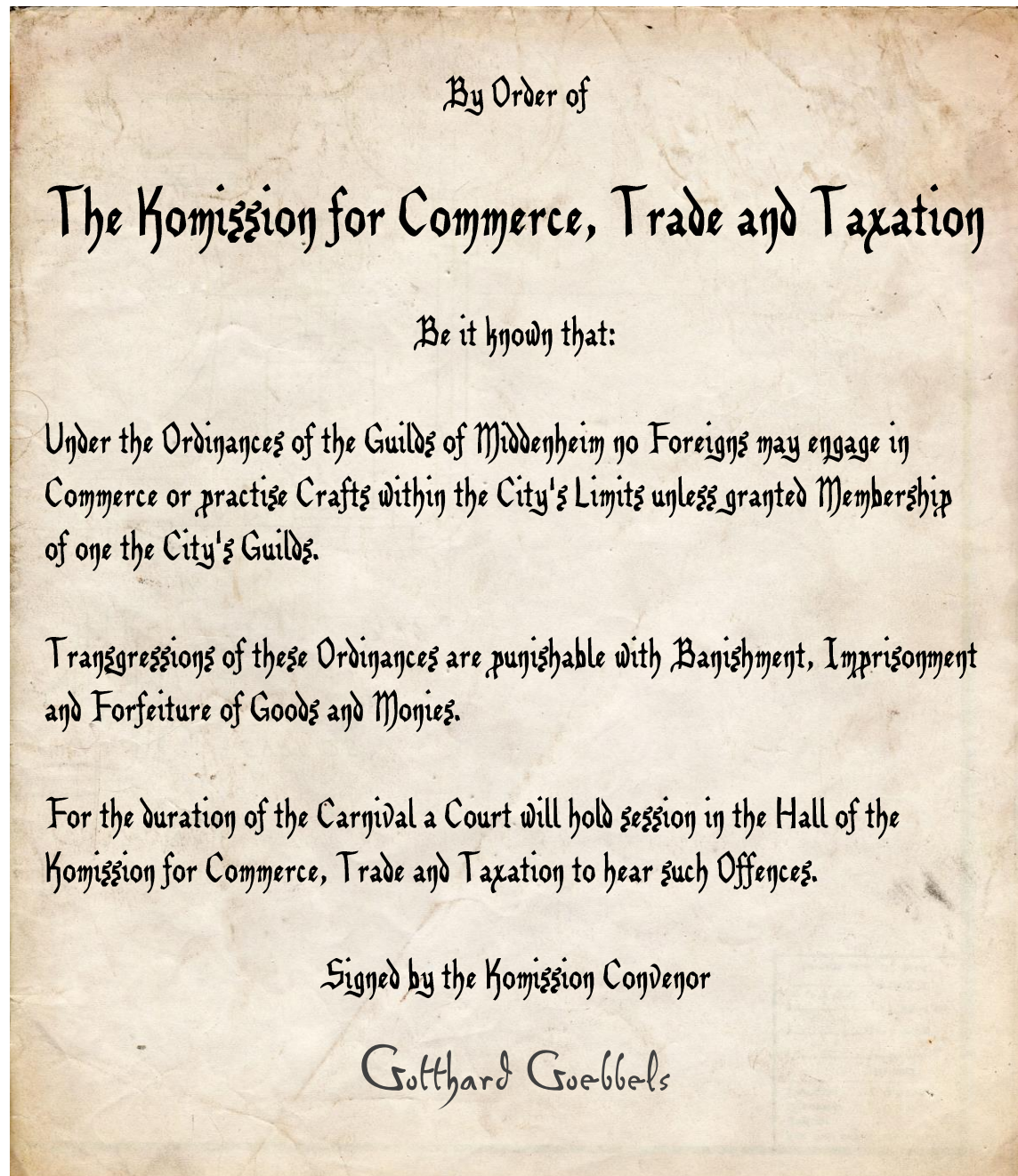
The Enemy is Within !

*Supplementary Handout S6*

Two versions of this handout are supplied below. The first should be used if the Arch Lumen of the Purple Hand is assumed to be a figure in the cult in Middenheim. The second should be used if this figure is interpreted as being a member of the cult outside Middenheim.







Dearest D.M.

I wanted to congratulate you on your last  
'lash'. It was sensational! Now I can't wait for  
this Festag's spectacular. Then the real  
Carnival can begin ....

Your most devoted deviant

L.F.

## **FIGHT THE TAXES !**

**Once again Bloated Boris and his cronies gorge  
themselves at our expense.**

**Now he expects our priests and temples to fund his  
licentiousness and extravagance with his new taxes.**

**Not even the gods are safe from his grasping hands!**

**Meanwhile Greedy Goebbels and his merchant chums  
don't pay a penny.**

**NOW IS THE TIME TO TAKE A STAND !**



# **MUTANTS TAKE OVER THE EMPIRE !**

The recent Proclamation  
from our Imbecilic Emperor  
(He of the Fat Breeches and Deficient Brain)  
has turned The Empire into  
a Breeding Ground for Mutants!

Mutants are to be Elevated to Positions of Power in  
an Effort to make our Lives Worse!

Show your Disgust!

**END CHAOS !**

**END POLITICAL TYRANNY !**

**FREEDOM FOR ALL !**

**(except Mutants)**

**RATS & VERMIN  
EXPLODE FROM CITY SEWERS**

**Suffer no more!**

**Force the Rich Nobles and Wealthy Temple Owners  
to Free Us from the Plague of Rats daily Erupting  
from our City's vile Sewers!**

**While the Rich and Powerful rest safe in their Fancy  
Houses, WE, the Common People, must Suffer these  
Foul Creatures!**

**Catch as many Rats as You can and Throw Them over  
the Mansion Walls!**

**Let our 'Bettors' Know what it is like for their  
Children to live in Terror of these Beasts!**

**Direct Action is our only Hope!**

**ACT NOW !**

**CATCH A RAT TODAY**



- BILL OF EVENTS -

# WELLENTAG

- AT THE CARNIVAL -

In the SQUARE OF MARTIALS from the 11<sup>th</sup> hour before noon until the 1<sup>st</sup> hour after noon

## CHALLENGES TO THE CHAMPION

Followed by

## THE ARCHERY TOURNEY

from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon

In the ROYAL GARDENS

### Elven Gymnasts

from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon

In the GREAT PARK

### Festival of Fine Ales

from noon until late

At the BERNABAU STADIUM from the 4<sup>th</sup> hour after noon

## MINOTAUR FIGHTS

In THE ROYAL COLLEGE OF MUSIC

*Matinée of*

### *Bards and Poets*

from the 2<sup>nd</sup> hour after noon

*Opera*

### *Recitals*

from the 7<sup>th</sup> hour after noon

In THE ROYAL GARDENS from the 7<sup>th</sup> hour after noon, DETLEF SIERCK'S Masterpiece

## A Midsummer Knight's Dream

with KNUT BRANNACH as *Sir Gustav*, ELENA BONN-ANKARTE as *Lady Isabella*  
and TOMAS BÄCKER as *Miravo the Wizard*

- BILL OF EVENTS -

# AUBENTAG

- AT THE CARNIVAL -

In the SQUARE OF MARTIALS from the 11<sup>th</sup> hour before noon until the 1<sup>st</sup> hour after noon

## CHALLENGES TO THE CHAMPION

Followed by

## THE ARCHERY TOURNEY

from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon

In the GREAT PARK

*The Brewers' and Victuallers'*

## FESTIVAL OF FINE ALES

from noon until late

In THE ROYAL GARDENS

### Elven Gymnasts

from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon

### Elven Lightsingers

from the 8<sup>th</sup> hour until the 10<sup>th</sup> hour after noon

At the BERNABAU STADIUM from the 4<sup>th</sup> hour after noon

## MINOTAUR FIGHTS

In THE ROYAL COLLEGE OF MUSIC

*Matinée of*

### *Bards and Poets*

from the 4<sup>th</sup> hour after noon

### *"The Barbarian of Seville"*

from the 7<sup>th</sup> hour after noon



- BILL OF EVENTS -

# MARKTAG

- AT THE CARNIVAL -

In the SQUARE OF MARTIALS from the 11<sup>th</sup> hour before noon until the 1<sup>st</sup> hour after noon

## CHALLENGES TO THE CHAMPION

Followed from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon by

## THE ARCHERY TOURNEY

And from the 5<sup>th</sup> hour after noon by

## Barnumbel's Incredible ELEPHANT SHOW

In the ROYAL GARDENS

In the GREAT PARK

## Pageant of Mummers Festival of Fine Ales

from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon

from the 8<sup>th</sup> hour until the 10<sup>th</sup> hour after noon

At the BERNABAU STADIUM

## The FIRE-BREATHERS of Carroburg from noon and MINOTAUR FIGHTS from the 4<sup>th</sup> hour after noon

In THE ROYAL COLLEGE OF MUSIC

## *Dwarven Valley Choirs*

from the 2<sup>nd</sup> hour after noon

*Matinée of*

## *Bards and Poets*

from the 4<sup>th</sup> hour after noon

## *"The Barbarian of Seville"*

from the 7<sup>th</sup> hour after noon

- BILL OF EVENTS -

# BACKERTAG

- AT THE CARNIVAL -

In the SQUARE OF MARTIALS from the 11<sup>th</sup> hour before noon until the 1<sup>st</sup> hour after noon

## CHALLENGES TO THE CHAMPION

Followed from the 5<sup>th</sup> hour after noon by

## Barnumbel's Incredible ELEPHANT SHOW

In the ROYAL GARDENS

### Druidic Life Sculpting

from the 2<sup>nd</sup> hour until the 4<sup>th</sup> hour after noon

In the GREAT PARK

### Horse Fair

from the 2<sup>nd</sup> hour until the 6<sup>th</sup> hour after noon

At the BERNABAU STADIUM

## The FIRE-BREATHERS of Carroburg

from noon

Followed by the **SNOTBALL** QUARTER FINALS

## Wolfrunner Coaches vs Castle Rock Coaches

from the 3<sup>rd</sup> hour

## Bergsburg Teamsters vs Middenheim

## Tailors & Weavers

from the 6<sup>th</sup> hour

In THE ROYAL COLLEGE OF MUSIC

### *Dwarven Valley Choirs*

from the 3<sup>rd</sup> hour after noon

### *"The Barbarian of Seville"*

from the 7<sup>th</sup> hour after noon



**BEZAHLTAG** at the **CARNIVAL**

**The RED ARROWS Flying Display**

in the Great Park at the 3<sup>rd</sup> Hour after Noon

**SNOTBALL** in the **Bernabau Stadium**

**Eastenders vs Middenheim Carpenters**

at the 3<sup>rd</sup> Hour after Noon

**Southgate Slammers vs Beeckerhoven Rangers**

at the 6<sup>th</sup> Hour after Noon

**COME ON THE 'ENDERS !**

**The Carroburg**

**FIRE-BREATHERS**

in the Bernabau Stadium from Noon

**ELVEN LIGHTSINGERS**

in the Royal College of Music

from the 3<sup>rd</sup> Hour after Noon

In the Square of Martials:

**ICE DANCING**

from the 11<sup>th</sup> Hour before Noon

**EXHIBITION OF  
HERALDIC ARTS**

from the 5<sup>th</sup> Hour after Noon

**Druidic Life Sculpting**  
in the Royal Gardens from  
the 2<sup>nd</sup> Hour after Noon

**'The Barbarian of Seville' at**  
the Royal College of Music  
at the 7<sup>th</sup> Hour after Noon

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- BILL OF EVENTS -

# KONIGSTAG

- AT THE CARNIVAL -

In the SQUARE OF MARTIALS from the 11<sup>th</sup> hour before noon until the 2<sup>nd</sup> hour after noon

## ICE DANCING

Followed from the 5<sup>th</sup> hour after noon by

## An Exhibition of Heraldic Arts

In the GREAT PARK

## The Pageant and Jousting

from the 2<sup>nd</sup> hour until the 6<sup>th</sup> after noon

Followed by the renowned

## Black Pool Illuminations

from the 9<sup>th</sup> hour after noon

At the BERNABAU STADIUM

## The SNOTBALL SEMI-FINALS

## Wolfrunner Coaches vs Eastenders

from the 2<sup>nd</sup> hour after noon

## Bergsburg Teamsters vs Southgate Slammers

from the 5<sup>th</sup> hour after noon

In THE ROYAL COLLEGE OF MUSIC

## *Giuseppe Pastrami's*

*Luccinian Liturgical Castrates Choir*

from the 2<sup>nd</sup> hour after noon

## *"The Barbarian of Seville"*

from the 7<sup>th</sup> hour after noon

- BILL OF EVENTS -

# ANGESTAG

- AT THE CARNIVAL -

In the SQUARE OF MARTIALS from the 11<sup>th</sup> hour before noon

## The Water Polo Tourney

At the BERNABAU STADIUM

## THE SNOTBALL FINAL

Eastenders vs Southgate Slammers

from the 2<sup>nd</sup> hour

In the GREAT PARK

## The Pageant and Jousting

from the 2<sup>nd</sup> hour until the 6<sup>th</sup> after noon

Followed by the renowned

## Black Pool Illuminations

from the 9<sup>th</sup> hour after noon

In THE ROYAL COLLEGE OF MUSIC

*Giuseppe Pastrami's*

*Luccinian Liturgical Castrates Choir*

from the 2<sup>nd</sup> hour after noon

*"The Ring of the Nibble*

*Unger Lied, Part I"*

from the 6<sup>th</sup> hour after noon



His Excellency



raf Boris Loobringer

presents this Sestag for your enjoyment varied spectacles and entertainments at the seven-hundred-and-first Middenheim Carnival:-

In the Great Park there will be Pageantry and Jousting for the entertainment of all, starting from the second hour after noon and finishing by the sixth hour before noon.

The concluding performance of Siegfried Kriemhild's Ring of the Nibble Unger Lied will take place in the Royal College of Music, starting at the sixth hour after noon.

The Carnival will draw to a close with the traditional Grand Finale of The Black Pool Illuminations, commencing at midnight.





Magister Magistri

The Magister Impedimentae failed to appear at the agreed rendezvous today. We will maintain a watch for his arrival.

The Arch Lumen



Magister Magistri

Our agents were able to meet the missing Magister Impedimentae on his arrival in the city. However, he arrived in the company of a known member of the Red Crown and other associates unknown to us. He failed to acknowledge our agents, who were later found dead.

I have ordered the passing of the Purple Palm.

The Arch Lumen





Magister Magistri

The absconding Magister Impedimentae has been tracked by our agents from Bogenhafen to the southern Reichland. He appears to have made further attempts to contact the Red Crown.

The Purple Palm has been passed.

The Arch Lumen



Magister Magistri

The Magister Impedimentae has departed for Middenheim. Our agents are tracking the target, but given this unexpected turn of events have not yet carried out the execution order.

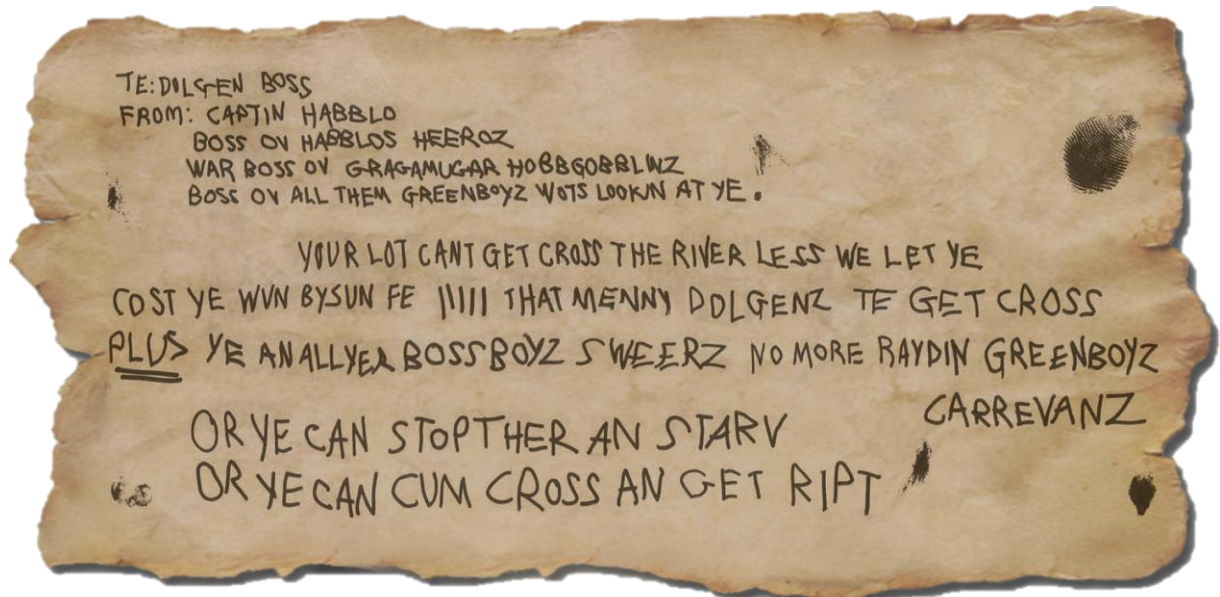
The Arch Lumen



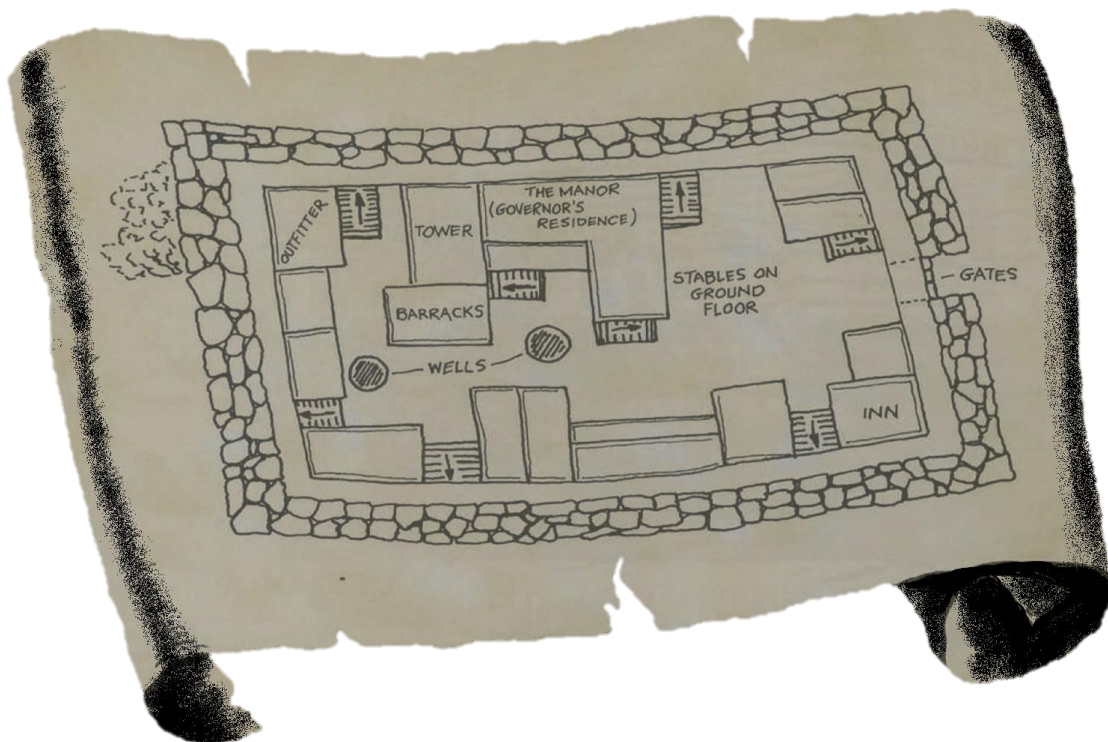


## PHASE FOUR

*Something Rotten in Kislev Handout 3*



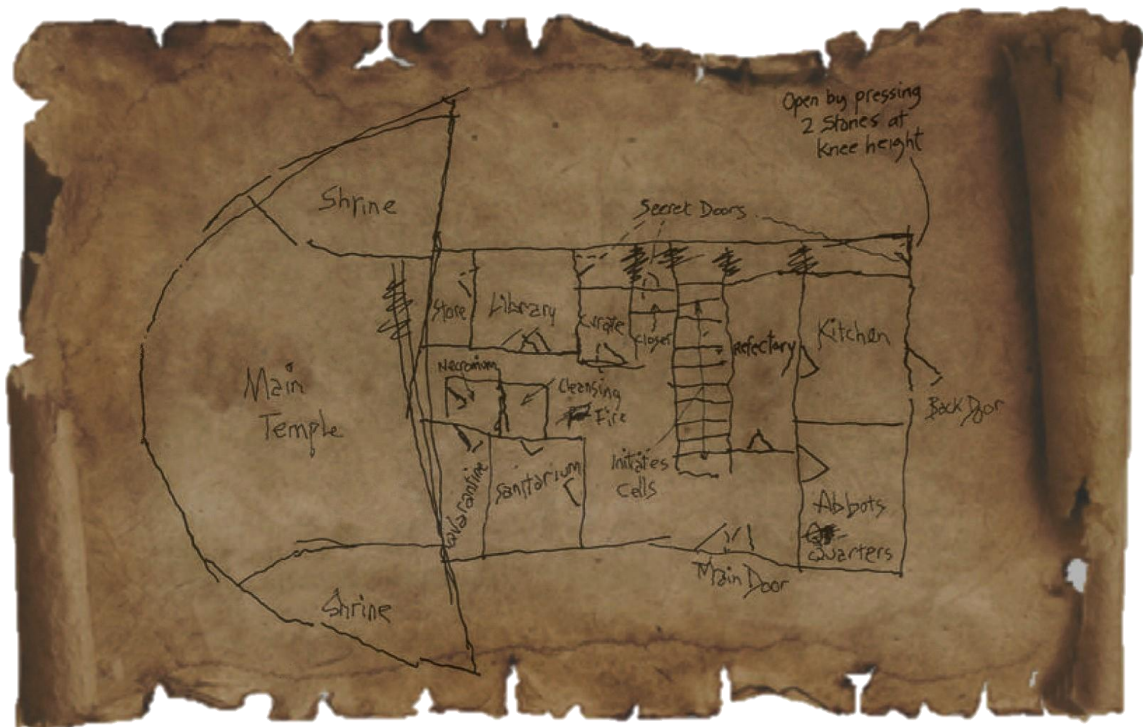
*Something Rotten in Kislev Handout 4*



Something Rotten in Kislev Handout 7



Something Rotten in Kislev Handout 9





## PHASE FIVE

### *Empire in Flames Handout 1*

*Good Knights,*

*We trust your task proved neither burdensome nor dangerous.*

*Graf Boris requests that you join his retinue as soon as possible as he feels that your services may once more be of use both to his own person and to the City State of Middenheim.*

*A meeting of Imperial Electors has been called in Altdorf. Join us there at your earliest convenience.*

*Yours, in haste*

*Ehrlich*

*Reiner Ehrlich  
Law Lord of Middenheim  
For Graf Boris Todbringer*

*Postscript. The Graf's agents have secured him lodgings at the Imperial.  
Report there upon your arrival.*



## To the People of Altdorf

CAST OUT ALL  
TRAITORS AND HERETICS  
that have lately proven their DISLOYALTY

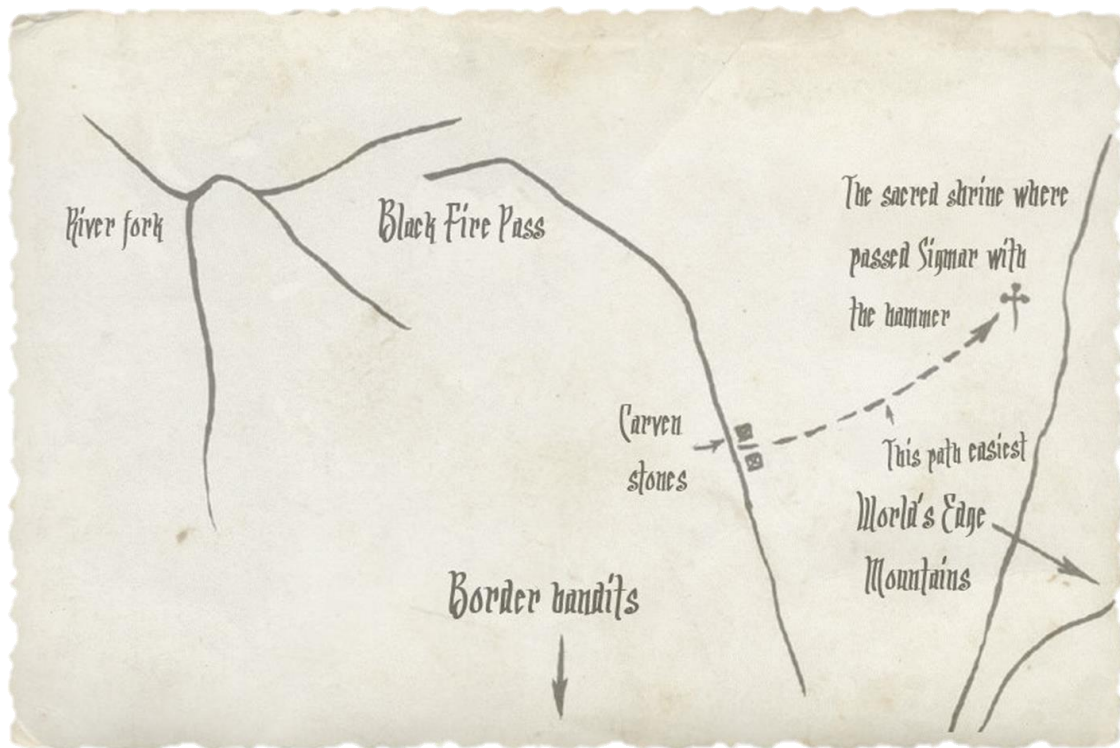
in the murderous ASSASSINATION of our EMPEROR,

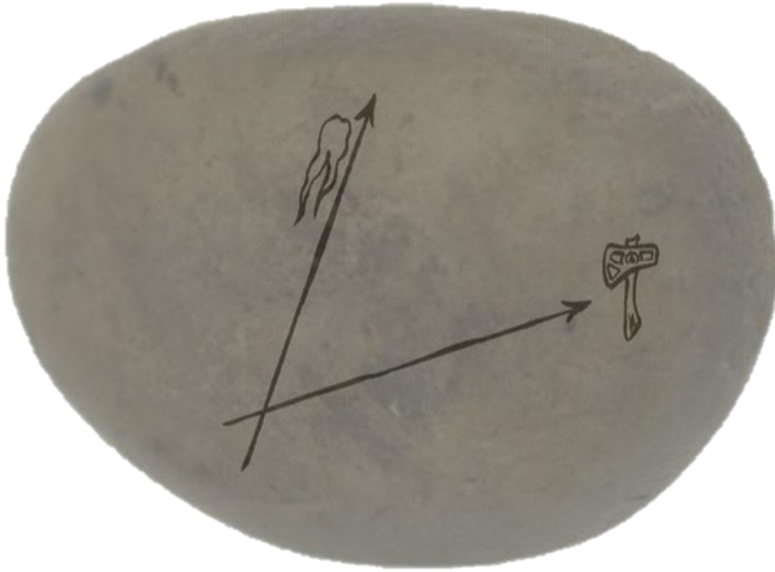
in GRIEVOUS ACTS of TREACHERY and WICKEDNESSE

and by their UNNATURAL PRACTICES  
in WORSHIPPING ANIMALS





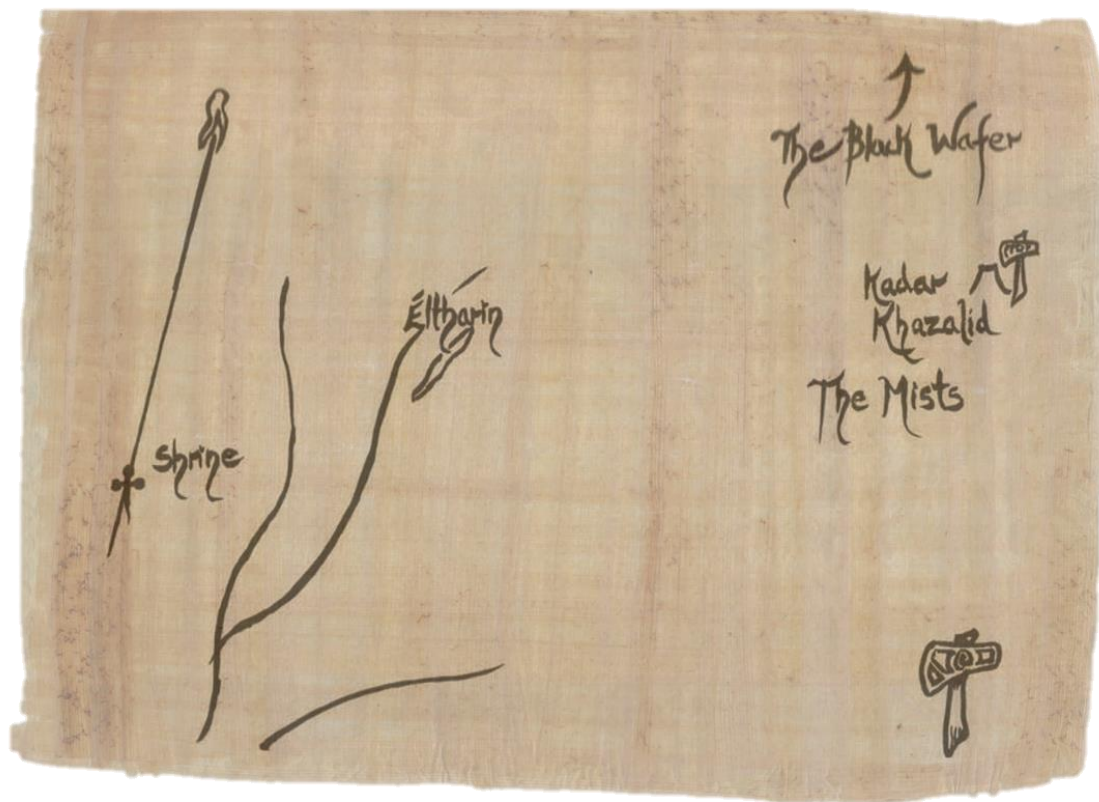


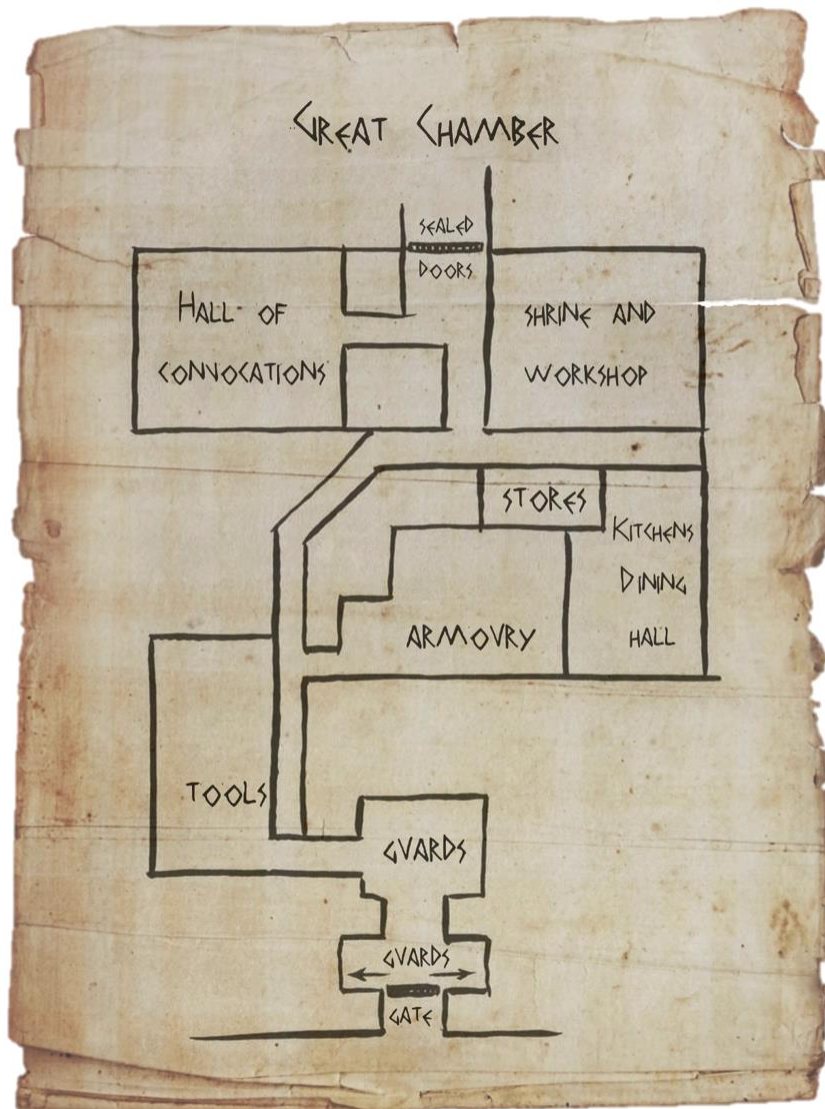


Upper Side



Lower Side







*Empire in Flames Handout 8*

According to *Empire in Flames* (p77) this handout is written in Classical. Here it has been modified so that it is in Khazalid, which is in this author's opinion more appropriate to the context.



... impossible to say. I have so much grief in my heart, and the burden is impossible. My own people ... moods of despair at rejection, but how could it be otherwise? ... last days here in meditation.

The wretched day I made the weapon and sum ... the awful dread demon ... It was such a small mistake, but ... Although it gas been bani ... heavy cost ... peror gone ... pursuing the demon into the Aether. I cannot see h ... titanic struggle. Beyond mortal realms now ... some aspect ... ascension to ...

... Lore lost. I cannot interpret and see now ... the gift has gone, and I have been forsaken. Nothing left ... vague prophecy from the young one ... far ... far into the future ...

A twin-tailed comet is proclaimed as the sign ... beyond the times of our great-great-grandsons ...

... for me ... there is only ...

Translation of Khazalid text



*Empire in Flames Handout 9*

Two versions of this handout are given below. The first retains the wording of the original; the second makes various minor changes.

*To all Officers, Officials and Persons Loyal to the Undersigned Electors:*

*Greetings.*

*The bearers of this Warrant speak with Our Voices, and should be allowed to come and go about their and Our Business without Fear of Arrest or unjust Imprisonment and without Let or Hindrance.*

*Know that any attempt to disobey the Letter and Spirit of this Warrant will incur Our joint and separate Displeasures.*

*Signed, for the Electors of the Empire*

*Graf Heinrich Todbringer of Middenheim, Ar - Urio, High Priest of the Cult of Urio, Graf Alberich Haupt-Anderssen of Stirland, Grand Prince Leopold von Bildhofen of Middenland, Grand Prince Hergard of Ostland, Countess Emmanuelle von Liebewitz of Nuhn, Grand Countess Ludmila von Alptraum of Awerland*

heirich Todbringer



Ar-Urio



Bildhofen



Emmanuelle von Liebewitz



Ludmila von Alptraum



Hergard von Tessenwind



Alberich Haupt-Anderssen



*To all Officers, Officials and Persons of The Empire:*

*The bearers of this Warrant speak with Our Voices, act with Our Authority and should be allowed to travel freely and conduct their and Our Business without fear of Arrest, unjust Imprisonment or any other Let or Hindrance.*

*Know that any attempt to disobey this Warrant will incur Our joint and several Displeasures.*

*Signed, for the Electors of the Empire*

*Graf Heinrich Todbringer of Middenheim, Ar - Ulric, High Priest of the Cult of Ulric, Graf Alberich Haupt-Anderssen of Sierland, Grand Prince Leopold von Bildhofen of Middenland, Grand Prince Hergard von Tasseninck of Ostland, Countess Emmanuelle von Lieberwitz of Nidn, Grand Countess Ludmilla von Alptrraum of Awerland*

heirich Todbringer



Ar-Ulric



Bildhofen



Emmanuelle von Lieberwitz



Ludmila von Alptrraum



Hergard von Tasseninck



Alberich Haupt-Anderssen



# Appendix Five

## *News and Rumours*

News and rumours feature prominently in *The Enemy Within*. They play an important role in advancing the campaign's background themes. While many GMs will chose to impart such information via encounters played out in detail, some may choose to handle this information in an abstract manner. Those that prefer the abstract approach may find the handouts in this appendix useful. They should be handed to players to summarise information they have gleaned during the course of a journey. They are intended to be used in sequence.

## PHASE ONE

### News & Rumours

---

- The village of Blutroch has been wiped out by a mysterious disease which causes people to break out in red blotches. Make sure you stay well clear of anyone with red marks on their skin.
- The road to Altdorf is troubled by bandits. Only last week a coach failed to get through. These are troubled times and it's about time that the Emperor started looking after the common folk.
- The village of Teufelfeuer was recently burned down by Fabergus Heinzdork, the witch-hunter. He had discovered that the villagers were in league with demons – something to do with them eating raw meat!
- The roads are getting worse because the Emperor is not bothering to maintain them any more – he is too busy spending money on the Imperial Army.
- A woman in Silberwurt gave birth to a child with horns and cloven hooves. The local priest of Sigmar had the child burnt.

**Note.** The information is drawn from *The Enemy Within*, p39.

### News & Rumours

---

- The weather is going to take a turn for the worse, and it's going to rain tomorrow.
- Don't stray off the roads into the woods. Those that do never return; they are eaten by beastmen or something far worse.
- The Mayor of Grunburg was burnt at the stake a few months ago for being in league with Chaos spawn. He had been overheard talking to his cat and feeding it human blood in its milk. More than one witness proclaimed that he had heard the mayor telling his cat to "Drink your bloody milk!"
- Strange lights have been seen in the sky to the east. They look like fire demons dancing among the stars.
- The roadwardens are all corrupt and cannot be trusted.

**Note.** The information is drawn from *The Enemy Within*, p39.



## News & Rumours

---

- All members of the nobility are mad; they're all inbred and tainted by Chaos.
- There's been strange goings-on at Altdorf University. It's full of demonologists and necromancers dabbling in those things that are better left alone. Strangely robed figures have been prowling the University cloisters late at night, accompanied by sounds of weird chants and howls.
- Mutations can affect you late in life. A boatman who had worked on the river for 20 years suddenly started to develop an oily, yellow skin and bulging eyes. He's now dead, of course, thrown into the water by his companions.
- Crown Prince Wolfgang Holswig-Abenauer – heir to the throne – has been confined to his castle, because he has caught Red Pox.

**Notes.** The information is drawn from *The Enemy Within*, p47 and *Death on the Reik*, p9.

## PHASE TWO

## News & Rumours

---

- Emperor Karl Franz has issued a new edict declaring that there are no mutants in The Empire. The practice of exiling or slaughtering those unfortunate to carry some form of physical deformity purely because of their appearance is henceforth illegal and punishable by death.
- Crown Prince Wolfgang has become a raving lunatic and is being held prisoner in his own castle at the orders of the Emperor. He always was a bit simple, but now he's gone completely round the bend.
- The Prince isn't a prisoner, but he won't let anyone in (except to deliver food), because he's taken to worshipping the Chaos gods.
- Merchants in Marienburg are re-labelling Bretonnian brandy as "Produce of Sudenland" in an attempt to beat the import embargo imposed by the Emperor's excisemen.
- The heads of several prominent merchant families have been murdered in Bogenhafen.

**Notes.** The information is drawn from *Death on the Reik*, p9, with additions.

## News & Rumours

---

- Prince Wolfgang is being held in Castle Reikguard for his own protection. His brothers are out to have him assassinated.
- Crown Prince Hergard von Tasseninck – the only son and heir of Grand Prince Hals von Tasseninck – has been killed in the Grey Mountains.
- All provincial capitals are recruiting more road and river wardens in an attempt to combat the increasing banditry which is threatening trade links between the provinces.
- Watch out for your sons and daughters. Children have been disappearing from river boats on the southern Reik.
- Urk Odenatter caught a fish in the millpond the other day – down near where the sukebind grows and the water-voles nest. He said it had whiskers on its face and it spoke like a man, saying the farm would have cold comfort this winter. He never seen nothing like it before and threw it back.

**Notes.** The information is drawn from *Death on the Reik*, p9, and *Carrion Up the Reik*, p xi, with changes and additions.

## News & Rumours

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- Emperor Karl Franz has fallen ill with some unknown disease. All hell could break loose if he dies, because it's well known that his heir – Prince Wolfgang – is a complete imbecile, and the other Electors are unlikely to accept his accession.
- Grand Prince Hals von Tasseninck – ruler of Ostland – is blaming Grand Duke Gustav von Krieglitz of Talabecland for his son Hergard's death. He says that it was an assassin working for the Grand Duke who murdered his son. It has long been known that von Krieglitz has designs on the Ostland forests.
- The river wardens and excisemen are all crooks. They'll confiscate your cargo at the least excuse and then sell it themselves.
- Prince Wolfgang's been made mad by one o' them there demonologists, an' the Emperors tryin' to keep it secret.

**Notes.** The information is drawn from *Death on the Reik*, p9, with additions.

## News & Rumours

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- A troop of Duke von Krieglitz's cavalry have been ambushed on the Ostland border and the local peasantry are fleeing the area for fear of a retaliatory attack from Talabecland.
- The Emperor's sickness is punishment from the gods for his heretical mutant decree.
- Mutant corpses are regularly found drifting down the Reik just south of Kemperbad. Only the other week we pulled one out of the river with bright green fur and four eyes on stalks.
- Riots have taken place in some parts of Middenland, where followers of Sigmar are rebelling against what they claim to be persecution at the hands of the Knights Panther – Templars of Ulric.
- Prince Wolfgang has been touched by Chaos and sprouted a rat's tail. That's why the Emperor's keeping him locked up.
- The End Times are coming! The whole world will be destroyed. Only Sigmar can save us.

**Notes.** The information is drawn from *Death on the Reik*, p9, with additions.

## PHASE THREE

## News & Rumours

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- The Emperor's health has continued to deteriorate. It couldn't have come at a worse time, given the disappearance of the Crown Prince. Sigmar save us, should he not recover.
- The Emperor's edict forbidding the slaughter or exile of mutants hasn't been greeted well. Some villagers have been hanged for murder under the new law. Only a couple of weeks ago villagers from the Reikland rioted after a landlord was convicted of murdering a guest at his inn who was found to have scales on his back.
- A series of new taxes have been introduced in Middenheim to coincide with the Carnival, in an effort to rake in even more money.
- Saw some soljers goin' toward Middenheim a fortnight back. Not many, but smart they was: shining armour, white horses and banners, like knights in a fairy-story. And they all had a great burning heart on their flags and armour. Never seen nothing like that before.
- Did you hear a castle in the Reikland was completely destroyed in an earthquake? That's an omen if ever I heard one – and not a good one.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15 and *Carrion Up the Reik*, p xi, with additions.

## News & Rumours

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- In Middenheim, traffickers have turned their attention to smuggling paper after the city introduced a controversial Scroll Tax.
- There are renegade worshippers of Ulric out in the forests, living off bark and bugs, lizards and leaves. I've heard tell that they have sympathisers in all the northern towns and cities, but most of their support comes from superstitious peasantry. They believe that Ulric bestows on his true followers – meaning the heretics – the ability to become wolves themselves! Can you believe that?
- There were witch-hunters up from Altdorf the other week. They burnt seventeen people at the stake for being Chaos-worshippers and witches. Seventeen! Why do the Graf's people need southerners to do this – aren't they able to root out followers of Chaos themselves? Or mayhap there's a reason they don't want to, eh?
- Someone from the Emperor's court is in Middenheim at the moment, and they're being very secretive about it. It's someone high up and I hear it's the Grand Theogonist. There's a detachment of Sigmarite Templars in the city at the moment, who are supposed to be his bodyguards.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15 and *Carrion Up the Reik*, p xi, with additions.

## News & Rumours

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- Grand Duke Gustav von Krieglitz of Talabecland has sent emissaries to Grand Prince von Tasseninck's palace. The Duke denies the accusation about the murder of von Tasseninck's son. He's also angered by recent attacks on his border patrols by the Prince's soldiers.
- There's a lot of new taxes being introduced all at once, and that usually means only one thing – war! The Graf is filling his coffers so he can hire troops and mercenaries. I heard he's deathly afraid of trouble from the east ... but I think it's more likely he wants to invade Nordland and take Salzenmund.
- What with all the fuss about the new taxes, nobody seems to be paying much attention to a bunch of religious fanatics calling themselves the Sons of Ulric. Nobody's sure where they started but they seem to be attracting a lot of followers, from what I hear.
- Some well-to-do folk will be visiting Middenheim during the Carnival. The opportunities for money-making are too good to miss, especially as the City Watch is so strapped for cash it can't afford extra men.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15 and *Carrion Up the Reik*, p xi, with changes.

## News & Rumours

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- Baumann's Blitztruppen, an elite mercenary unit, has been recruiting new members for an unknown mission in the eastern Empire. Baumann himself left the city weeks ago. Whether this has anything to do with the sudden increase in cattle rustling, crop burning and transport-disruption raids on the Ostland border, nobody is prepared to say. Local militia there have been preoccupied with the sudden increase in refugees from what is now a high tension area.
- They say there's beastmen been seen around, close to the city. Eating the corpses dropped off the Cliff of Sighs, I'll be bound. What does the Graf do about it? Nothing.
- The Dwarf Tax? What are the dwarfs moaning about? They can afford their fair share. They've got tunnels stuffed with gold under the city.
- Any experience of rat-catching? Have you noticed how fat and sleek they are at the moment? Want to know why? The dwarfs have been storing their food down those tunnels of theirs and the rats have found it all.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15 and *Carrion Up the Reik*, p xi, with additions.

## News & Rumours

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- The Black Pool Illuminations might not be so grandiose as they have been in the past. The Scroll Tax has been an unpopular move, and it's causing real headaches. Peter Kramer, a popular wizard who led the annual Red Arrows flying display for years, has already left the city.
- I shouldn't really be saying this, but I heard that the new tax laws have been introduced so that the Graf can mount a campaign against the Emperor. Apparently the recent edict on mutants convinced Graf Boris that old Karl-Franz had gone senile at last.
- The chief representative of the Middenland Farmers' Association, Dietrich Hoffman, was in town the other day. He made a statement to the council forecasting doom and gloom for this year's harvest. Apparently, the story seems to be the same across The Empire. This year the weather is to blame. Too cold in winter, too wet in spring – so they say. But then, farmers are always moaning, and nobody can remember the last time they made an accurate forecast.
- If you want an easy way to make money over the coming days, you should take up busking. At this time of year any fool with a fiddle and a voice can make enough to live on.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15.



## News & Rumours

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- The Temple Tax is a ruse to drive the cult of Sigmar out of the city. I'll bet the Temple of Ulric somehow never ends up paying it. In any case, the cult of Ulric is rolling in money – it can afford to pay.
- Have you noticed how more dwarven establishments seem to be closing down since the introduction of the racial tax? Fewer of them seem to be around than usual. Strange thing is, even fewer have been seen leaving – either by the elevator chairs or the main roads. Chances are they have secreted themselves away in the ancient tunnel network under the city.
- Want to earn some extra money? Well, forget trying to sign up with the militia. After last year's near riot after the snobball final, "Iron-Head" Schutzmann has hired an extra 400 men to help police the city.
- They say Shakin' Stefan is actually getting better. Ulric knows what that mad "Doktor" is drugging him with. Still, like as not he's simply half-dead from being pumped full of tranquillisers. What else can you do with a drooling idiot?

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15

## News & Rumours

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- Marienburg seems to be the place for traders at the moment. Business is booming and looks set to rise further over the coming months. The port is operating at nearly full capacity and orders for grain from Bordeleaux are at record levels.
- Stick around if you want work. Have you heard how all the dwarfs are leaving? Well, with them gone I'd like to know who's going to keep all those tunnels checked – they'll be crying out for soldiers who aren't afraid of the dark, hopefully about five feet tall.
- Want to earn some money? I tell you, get a job in the Taxation Kommission – they're crying out for new scribes, what with all these new taxes and everything. Course, the basic pay is terrible, but with all the overtime you can rake it in. Mind you, I wouldn't tell the dwarfs about it; they're liable to string up anyone connected with the taxes!
- Have you seen how the clerics of Sigmar and Ulric treat each other recently? Apparently a fight broke out outside the Templar's Arms only the other day, when some priests of Sigmar blamed the High Priest of Ulric for introducing the Temple Tax.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15.

## News & Rumours

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- The city's defences are not all they're made out to be. Too much attention has been paid to the dubious benefits of magic. The dwarfs are undermining them anyway, what with their tunnelling. At least the magicians are finally getting their due now the military realise how little help they have been.
- Any good at law? They'll be wanting a new Law Lord soon if old Ehrlich doesn't pull himself together. This must be the third attack of the downers since he took office. Knowing Hoflich I'm surprised he hasn't given Ehrlich a good kicking and told him to stop being such a milksop. Vicious sort, that Hoflich.
- Of course, if you want a taste of the high life, you could always try your hand at courting the Princess. Rumour has it that Graf Boris wants to marry her off as soon as possible (nudge, nudge). Have you seen her? She's not bad looking and by all accounts she's as thick as dwarf-beard. Don't know about you, but I can't stand women with brains.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15.

## News & Rumours

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- Here's a good one. Some young'uns reckon that Chancellor Sparsam is taking a cut from the new taxes and stashing it all in his house. They reckon doing it over will net over five grand! They'd be lucky to net five pennies: Sparsam is such a miser any money will be locked away where Ranald himself couldn't get at it.
- There are jobs going if you don't mind travelling. More roadwardens and outriders are being hired for journeys to Marienburg, Erengard and a few of the northern coastal villages. Things are never perfect, but this is the second time this month an awaited shipment of Kislevite vodka has failed to arrive. The roads are getting worse by the month.
- I don't know if it's true, but I heard that Marshal von Genscher is seeking some elite fighting men to wait for the tax collectors of Middenland when they try and take money from Schoninghagen. Of course, he does have an active interest, since his castle is just down the road.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15.

## PHASE FOUR

### News & Rumours

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- Our glorious Emperor's condition has become critical. His illness has been common knowledge for some time, but it now appears that the Emperor's state has deteriorated. Court physicians have been working with the Magicians' Guild, but have failed to discover the nature of the illness. And who deals with important matters of state during the crisis? No-one. The discontent in the capital is worsening, and spreading through the provinces even now.
- The sooner he's gone, the better. Mutant-loving Sigmarite.
- Graf Boris Todbringer has sacked his chief cartographer Gulhein Tobwurst, over the recent fiasco of a local map of the area. Residents of Schoninghagen would have been surprised to learn that the village was actually a range of hills slap-bang in Middenland.
- Granny Kleinapfels had a dream the other night. She says she saw a great wave of darkness and redness rise out of the north and sweep down to cover the whole of the Empire, to Altdorf and beyond. And you want to watch out when Granny Kleinapfels dreams.
- The village of Wahsinnigen has been abandoned after it was attacked and all but wiped out by a band of mutants.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15 and *Carrion Up the Reik*, p xi, with additions.

### News & Rumours

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- The Emperor's decree prohibiting the persecution of mutants is not being enforced in Nordland and Middenland. Even in other parts of the Empire enforcement is inconsistent.
- Southern Middenland has been plagued with attacks by mutants and beastmen carrying a banner of a red crown.
- This sort of dispute blows up every twenty years or so between the cults of Sigmar and Ulric. Usually it either dies away on its own or the Sigmarites over-react and send some Templars to crush the so-called heretics. But the word is that the movement has got some real momentum behind it this time – and a real leader, too. It'll take more than a few knights to crush the Sons of Ulric.
- Officially the Sons of Ulric don't get support from the temples of Ulric. Officially, that is. But the roots of the worship of Ulric are steeped deep in blood and no matter how many times the High Priest declares that his god has no argument with Sigmar or his followers, there are a lot of priests who think otherwise. The north has hated the south for centuries and now they finally have a cause to rally around.

**Notes.** The information is drawn from *Power Behind the Throne*, pp14-15 and *Carrion Up the Reik*, p xi, with additions.

## News & Rumours

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- Grand Duke Gustav von Krieglitz's emissaries have been imprisoned by Grand Prince Hals von Tasseninck. Von Tasseninck is demanding that his son's assassin is handed over before they are released.
- Grand Duke Gustav von Krieglitz is incensed by the detention of his emissaries and has appealed to his allies in Nordland and Middenland for support.
- Worshippers of Ulric are fleeing persecution in Stirland. Refugees are becoming a frequent sight in southern Middenland.
- Crown Prince Wolfgang Holswig-Abenauer has not been seen for months now.
- A Reikland village has been burned to the ground for killing mutants.
- Awful bad we've had it with wolves this year. They've had a third of my flock – aye, and one of my dogs, too. Bold as brass they is now. Big packs of them, even in daylight.

**Note.** The information is composed of original additions, as described in *Phase Four*.

## News & Rumours

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- Ostland raiders have continued to make incursions into Talabecland. Talabecland has not yet retaliated, but Talabeclanders are growing discontented with Duke von Krieglitz's inaction.
- The Talabec's becoming more dangerous by the day. You've got to watch out for border skirmishes, bandits and worse. You're better off heading for Altdorf.
- I 'eard the Emperor's a wreck. Like one o' the walkin' dead! It's all down to that doctor of 'is. Tilean, 'e was. Never trust a Tilean. Turns out 'e was a quack. Didn't know a thing! That's Tileans for yer. Anyway, 'e's bin found out now. Emperor's put a pretty price on 'is 'ead. Good money, if you can track 'im down. Slipp'ry, though, Tileans. Never trust 'em, I say.
- Riots by worshippers of Sigmar in Middenland have been brutally put down by the Knights Panther.
- The harvest has been poor this year. If the bad weather weren't enough, the raids along the border between Talabecland and Ostland are causing real problems, too.

**Note.** The information is composed of original additions, as described in *Phase Four*.

## News & Rumours

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- The Emperor's health has taken a turn for the better. His new Bretonnian physician has been working miracles.
- The Emperor's dead! He died months ago and was replaced by a doppelganger!
- Worshippers of Ulric burned down a Sigmarite shrine in Salzenmund. The perpetrators have not been found and local authorities seem disinclined to look for them.
- Mercenary bands have been heading to the border between Ostland and Talabecland.
- Stick around, son. Mark my words: war's brewing. A good opportunity for a sort like you. You could make a tidy sum.
- The price of wheat has gone through the roof! The farmers blame the weather, but it's just an excuse to gouge us all.
- Two and six for a loaf! It's robbery!

**Note.** The information is composed of original additions, as described in *Phase Four*.

## News & Rumours

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- Goblins seem to be migrating west across the World's Edge Mountains and settling in the hill regions, with the gloomy prospect of future raids into the more settled regions of Kislev. What is causing the migration – and whether it can be turned back – is unknown.
- Ships have been disappearing mysteriously in the Sea of Claws. The disruption to trade is starting to cause sharp rises in the prices of some goods in Erengard and Marienburg.
- The Tsar has appealed to his allies for reinforcements to hold back the growing numbers of beastmen raiding from the north. They couldn't care less, though. As usual, Kislev has to hold back the tide on its own.
- The Tsar's daughter has been possessed by an ancient witch.
- Beastmen attacks are increasing on towns in the Translynsk. They have been emboldened by the running down of the garrisons in the area.

**Note.** The information is composed of original additions, as described in *Phase Four*.



## News & Rumours

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- The ever increasing raids from beastmen in the north and goblins in the east are stretching Kislev's military to breaking point. The Tsar has sent a request to his allies in The Empire for military support.
- An elite squadron of Knights Panther is en route to reinforce the Kislevite military.
- There's work in the Translynsk if you're a fighter. Some of the towns are hiring mercenaries to protect themselves from Chaos attacks.
- The beastmen raids are getting worse. Some of the northern towns have become so desperate that they have abandoned the gods and taken to following new religions.

**Note.** The information is composed of original additions, as described in *Phase Four*.

## PHASE FIVE

## News & Rumours

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- Emperor Karl-Franz is still sick, but he is not expected to die. Indeed, he seems to have rallied slightly. This is not a good thing – the paralysis of power in Altdorf is prolonged.
- Parts of northern Ostland have been terrorised by beastmen with the heads of wolves. Packs of them have attacked farmsteads and small villages. Mercenaries are being recruited to hunt them down.
- There has been a major riot in Middenheim after a snoball match. The Graf has banned the sport until further notice.
- The Middenheim road has become dangerous to travel. There have been numerous raids by large, well equipped bands of beastmen. Many are said to wear the symbol of a red crown.
- The harvest has been poor. Grain has not grown well, although fruit is sound. Merchants are rubbing their hands at the thought of higher prices and bigger profits.
- Goblins are on the move in the Black Mountains.

**Note.** The information is drawn from *Empire in Flames*, pp8-9, with additions.

## News & Rumours

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- There has been a major mining accident in Ubersreik. Over 400 men were killed in the collapse of a tunnel complex.
- Deformed and mutated births are becoming common in Stirland. Why, the Graf himself fathered an illegitimate child not long ago which had to be strangled. It had the head of a lizard!
- Clerics of Sigmar have been denounced as heretics by petty rulers in Middenland and Nordland. There are bounties on their heads.
- Tilean merchants are taking advantage of the deteriorating food supply in the Empire and increasing imports via the overland route through the Vaults. This is attracting the attention of local goblin tribes, who are increasing raids in the area.
- A witch-hunter was killed by a band of mutants near Wissenburg. He was found cut to pieces.

**Note.** The information is drawn from *Empire in Flames*, pp8-9, with additions.

## News & Rumours

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- Emperor Karl-Franz's edict against the slaying of mutants is still in force, although many oppose it. It is said that the Middenland militia allow mutant-killers to go free, with the implicit approval of Grand Duke Leopold von Bildhofen. In Nordland Baron Werner Nikse is also said to be furious about the new law, and his men are in no hurry to enforce it.
- Talabecland and Ostland are in serious conflict. Many speak of a major skirmish in which scores died on both sides. Grand Duke Gustav von Krieglitz has been heard talking of old Talabecland claims to outlying areas of southern Ostland.
- Relations between Middenland and Stirland are uneasy. Stirland is a centre of Sigmarite belief, and has made strong representations to Middenland over the persecution of Sigmarite priests there. Grand Duke Leopold von Bildhofen treats these complaints with barely disguised contempt. His public pronouncements are that he knows nothing of attacks on Sigmarites.
- The Crown Prince is a mutant, you know, with a tail and wings! That's why he hasn't been seen outside Castle Reikguard for ages, and it's why the Emperor has banned the killing of mutants.

**Note.** The information is drawn from *Empire in Flames*, pp8-9, with changes.

## News & Rumours

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- Witch-hunters and Priests of Ulric have inflamed many Middenlanders against Sigmar's followers, and are now also stirring up trouble within Talabecland. Grand Duke von Krieglitz is supposedly allowing this to happen, possibly paving the way for an alliance between Middenland and Talabecland. Leopold von Bildhofen is known as a strongly pro-Ulric ruler.
- There is a debauched cult of the Chaos gods among the upper echelons of Stirland. A butler at the Ducal court saw it all! There were courtesans wearing nothing but body paint and then they all ...
- They say the Emperor is planning to call a meeting of the provincial rulers. It must be something really important.
- Bad times are coming. When cows start lowing at the moon for no reason, and madmen run around the streets and folks talk of bad dreams ... them's all signs. Last time it happened, well, it was in my Da's time ...
- It's the End Times, all right. The crops've failed, the Emperor's dyin', plagues are comin'. It's the end of the world.

**Note.** The information is drawn from *Empire in Flames*, pp8-9, with additions.

## News & Rumours

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- The Emperor was struck down by an assassin. Before the guards could stop him, the assassin killed himself. As he died, the killer said that the mutant-lover was dead.
- The Emperor was mad! He thought he had been cured by a doctor from Morrslieb!
- Even if the Emperor hadn't been assassinated, he would have been dead in under a year, poor man. He wasn't at all well.
- I'm not sorry to see him dead. Life goes on, and we'll have a new Emperor soon enough!
- Grand Duke Gustav von Krieglitz was the only one who didn't look surprised when the Emperor was killed. He hasn't lost out, after all. Without an Emperor he can take Ostland for himself.
- There's more in this than meets the eye. I heard that the assassin had the look of a Stirlander!

**Note.** The information is drawn from *Empire in Flames*, pp22-23.

## News & Rumours

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- Just before he died, the Emperor's killer said "Long live the wolf!" If this doesn't prove it was those Ulric-lovers who killed the Emperor, what does?
- There have been signs that matters are amiss. The sewers beneath the University were filled with malformed rats. I saw them myself, when the rat-catchers cleared them out. Some of the rats had signs – I have never seen the like – painted on their fur.
- Don't eat Frau Erwinia van der Loo's pies. That's what killed the Emperor!
- The killer's last breath was a black cloud, which formed itself into a wolf's head that drifted away.
- Baron Stefan Todbringer is dead of a fever. Baron Heinrich has been proclaimed heir to Graf Boris. At least Middenheim now has a capable heir for the future.

**Note.** The information is drawn from *Empire in Flames*, pp22-23.

## News & Rumours

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- The Electors have sent for the Crown Prince. He'll find the real killers of the Emperor, you'll see.
- The Electors are meeting tomorrow? I don't know why they're bothering to vote. The Crown Prince is bound to be elected as the new Emperor.
- Emperor Wolfgang! God help us. By all accounts, the man's an idiot.
- I heard there's a vampire down at the docks! Rivermen have been found floating in the docks, and they've been drained of all their blood ... It's all just another sign that evil times have come to Altdorf!

**Note.** The information is drawn from *Empire in Flames*, pp22-23 and 33-34.

## News & Rumours

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- Grand Marshal Bock has put Altdorf under martial law, but no-one, least of all Bock, seems to know what to do next. The Electors have withdrawn to their own lands without electing an Emperor.
- Countess Emmanuelle von Liebewitz of NuIn seems to have stayed in Altdorf. She is well known to be non-partisan, and may have considerable influence on Grand Marshal Bock.
- Sigmarite witch-hunters have been active in Stirland. However, they are not just hunting down wrong-doers. These demagogues are also raising money from their followers to aid their cause in Averland – and they are making no secret of the business. While many Averlanders follow the Old Faith, the activities of Sigmar's more militant followers are causing concern.
- I heard there's a vampire down at the docks! People have been complaining of a ghostly presence down by the water. I saw a bat down there myself yesterday. I'm keeping well away from the docks and I suggest you do the same.

**Note.** The information is drawn from *Empire in Flames*, pp33-34.

## News & Rumours

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- The Knights Talabec, an order that no-one has heard of before now, has claimed the credit for the deaths of several Ostland and Ostermark nobles.
- Grand Duke von Krieglitz has denied claims that he is playing for time before Talabecland's army has gathered.
- My mother's cousin works up at the castle. He says that the nobles have orgies and that they worship ... Slaanesh! There! What do you think of that?
- There's a few folk going about saying they have funny marks on their hands, given to them by Sigmar. Some of Sigmar's witch-hunters are looking for heretics who say such things.
- I heard there's a vampire down at the docks! Crews have been complaining of exhaustion and several are said to have found puncture marks on their necks.

**Note.** The information is drawn from *Empire in Flames*, pp33-34.



## News & Rumours

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- There has been no word of the intentions of Nordland, Middenland and Middenheim, but it is widely believed they will declare their support for Talabheim.
- Graf Alberich Haupt-Anderssen is young and foolish enough to believe that war is a glorious adventure. Stirland's ancient grudge against Talabecland is enough for him! They say has has been receiving Ostlanders with every sign of warmth and affection.
- This war is one thing, but there's bad times coming, just mark my words. Before the Emperor died my cows stopped milking, and now my wife's been having funny dreams. She only does that when something's up. Keeps talking about strange lights in the sky, but I can't say that I've seen them myself.
- I heard there's a vampire down at the docks! Only last week poor Mathilde was found with her throat ripped out! She was white as a sheet, not a drop of blood left in her.

**Note.** The information is drawn from *Empire in Flames*, p33-34.

## News & Rumours

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- A huge dragon appeared over Altdorf! It even attacked the Temple of Sigmar. The Grand Theogonist himself killed the foul creature – he drowned it in the River Reik.
- Nuln has fallen to Imperial troops under Grand Marschall Bock. The gunners of the Imperial School of Artillery have been slaughtered to a man!
- The Ostlanders are winning the border war with Talabecland. Their raiders come and go at will.
- Graf Heinrich Todbringer was nearly assassinated by mutants. He was wounded. His wizard and a hunter were killed instead.
- The Tsar of Kislev has declared war on The Empire. His third son, Mikhail of the Gryphon Legion, has been killed and the Tsar wants revenge.
- Emperor Karl-Franz is alive! By the grace of Sigmar, he has returned to lead his finest troops to crush the Ulrican rebellion.
- Better be careful travelling in these times. There are many beastmen – and worse – in the forests. There's more than I can ever count ...

**Note.** The information is drawn from *Empire in Flames*, pp84-85.

# News & Rumours

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- Grand Marshal Bock is still alive. Stories of his death were a ruse to disguise his troops' movements.
- They say Sigmar himself killed Heinrich and his wolfmen followers.
- We've got a new Emperor - Ar-someone or other, I think - so maybe everything will be all right.
- Did you know the Emperor's here, but in secret? Arrived in a coal barge this morning!
- We're in trouble! They're going to move the capital to Wolfenburg. I think it's this new Emperor Hergard's idea. Wolfenburg! I ask you, who wants a place like that as the capital?

**Note.** The information is drawn from *Empire in Flames*, p98.

# Appendix Six

## *Players' Introduction*

*The Enemy Within* (pp55-56) contains a short briefing to hand to the players, describing key features of The Empire. The following pages contain an alternative pack to provide to players of the campaign. It comprises a one-page summary of the most important background elements, plus nine other pages of more detailed information, should the players wish to find out more on these subjects.

# Players' Introduction

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## S U M M A R Y

**The Old World.** The Enemy Within is set in the Old World. This is a fantasy realm comparable to Europe in the early Renaissance. The bulk of its population is human, but other civilized races such as elves, dwarfs and halflings also inhabit its lands. Barbaric creatures such as beastmen and goblinoids lurk on its border and in its less populous areas. Technology has advanced to the point where alchemists are making scientific advances, including the manufacture of gunpowder, and technical innovations such as the printing press are starting to take hold. Magic also is present in the Old World, but it is neither common nor generally powerful. It is often also viewed with fear and suspicion.

**The Empire.** The adventure begins in the Old World's largest nation, The Empire. This is a federation of separate provinces ruled by aristocratic autarchs, who elect one among them to serve as Emperor. It is similar to the historic Holy Roman Empire. The current ruler of The Empire is Emperor Karl-Franz.

The capital of The Empire is the city of Altdorf on the River Reik. Other important cities of The Empire include Nuln, Middenheim and Talabheim.

**Society.** The bulk of the Old World's populace is made up by the peasantry. Skilled artisans, merchants and academics constitute a middle class, whose professions are governed by local guilds. The highest echelons of society are occupied by a hereditary, land-owning aristocracy.

**Religion.** Religion in the Empire is polytheistic. The most important deity is Sigmar, the first Emperor who was deified after his reign. Other important cults include Ulric, god of war, wolves and winter, Manann, god of the sea, Taal, god of nature and wild places, Shallya, goddess of healing and mercy, and Morr, god of death.

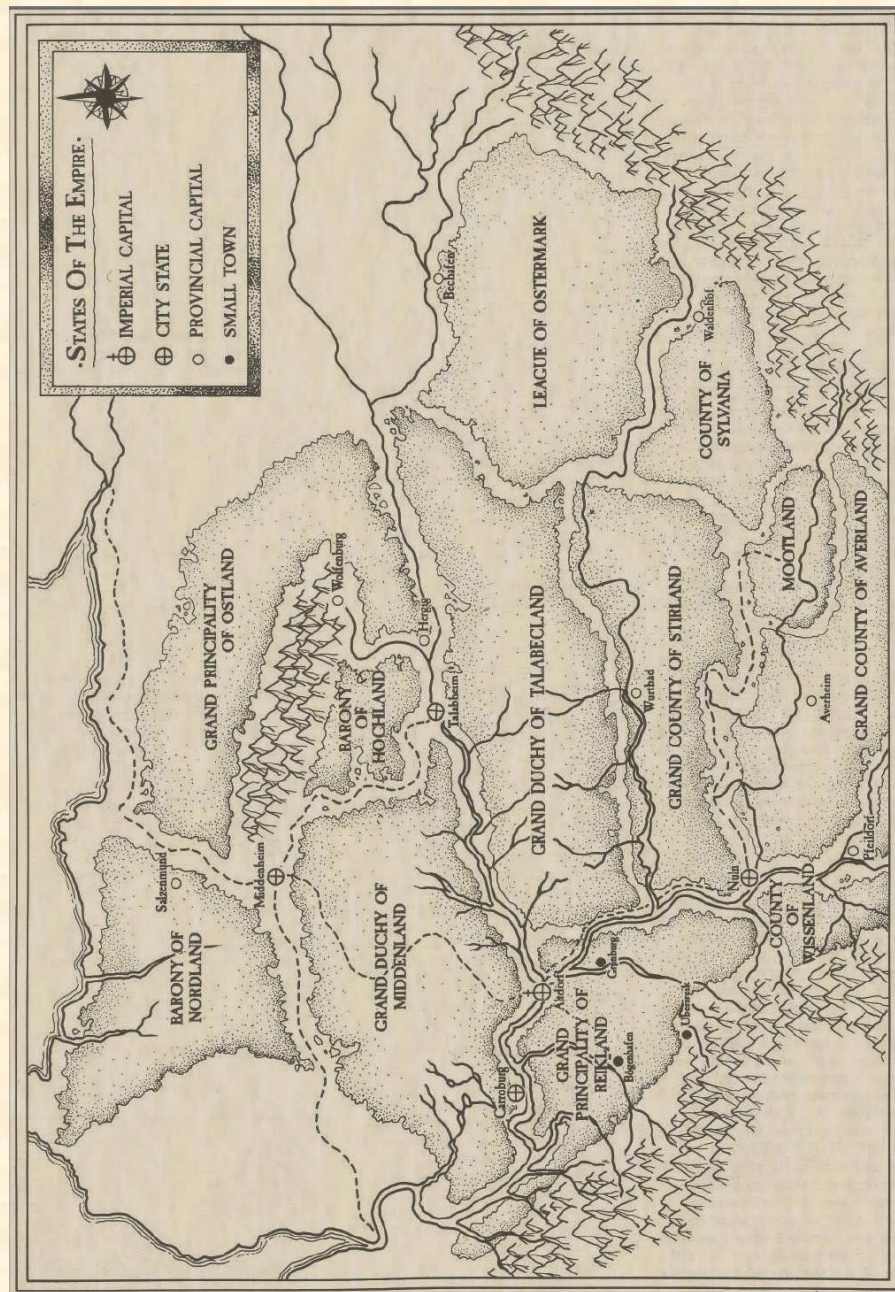
**Law and Chaos.** The Old World is caught between two opposing cosmic forces: Law, which represents order and predictability, and Chaos, which stands for change and uncertainty. Neither force is good or evil. While Law embodies stability and social order, it also stands for stagnation and despotism. Chaos comprises anarchy, destruction and physical mutation, but also creation and freedom. A balance between the two forces is desirable, but in the Old World an Incursion of Chaos is under way and the powers of Chaos are waxing. Mutations are becoming more common and beastmen are multiplying.

The worship of the gods of Chaos is proscribed throughout the Old World. However, that does not stop some seeking an easy route to power and success through their worship. Hidden cults within the Old World's cities pose as great a threat as the mutants and beastmen lurking in its forests.



# Players' Introduction

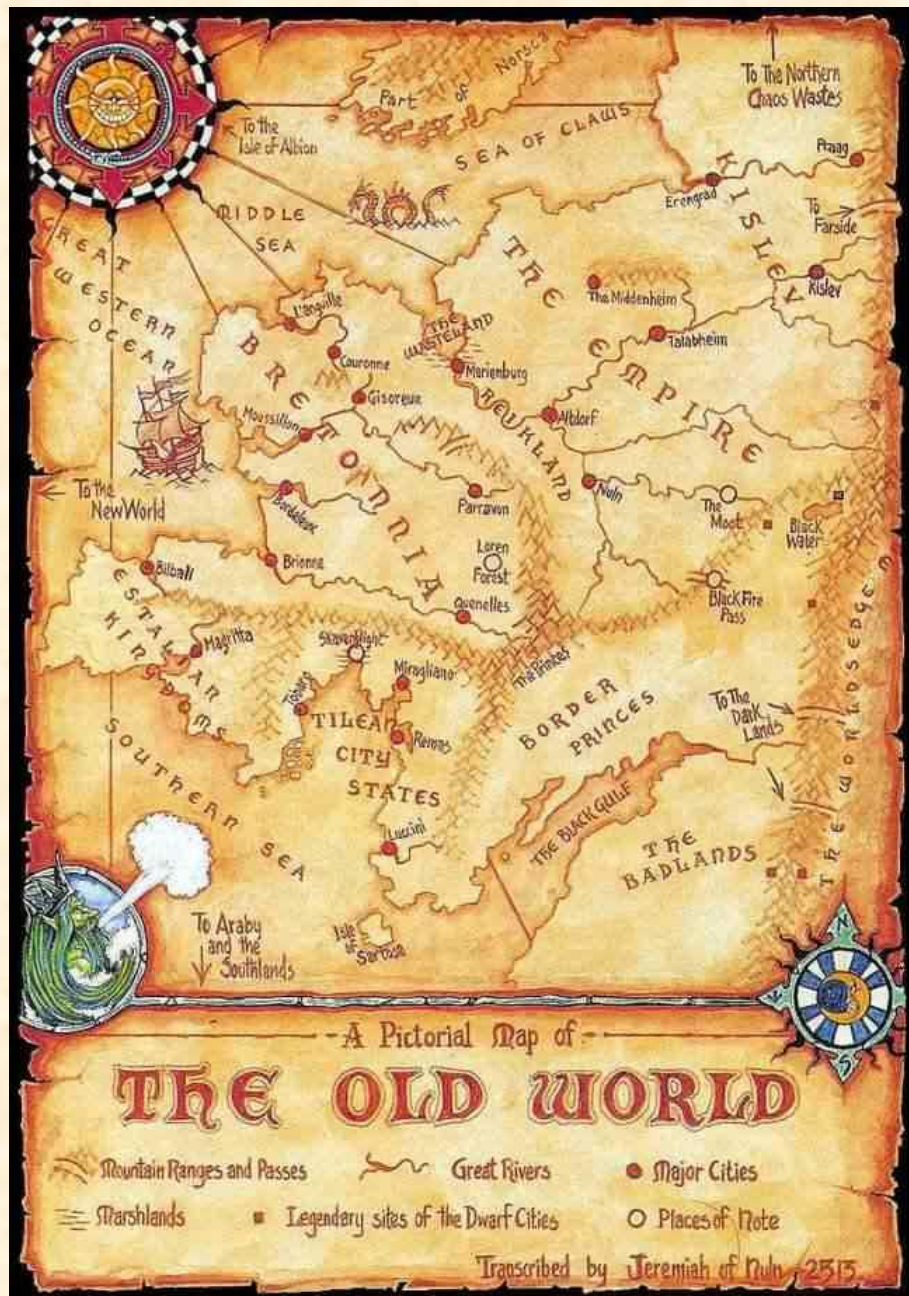
## MAP OF THE EMPIRE





# Players' Introduction

## MAP OF THE OLD WORLD



# Players' Introduction

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## HISTORY OF THE EMPIRE

**Foundation.** The Empire was founded 2,500 years ago by Sigmar, leader of the Unberogen tribe. Sigmar united the warring human tribes of the northern Old World and led them against the invading goblin hordes. With the aid of his magical war hammer Ghal-maraz ("Skull-Splitter"), Sigmar drove the goblins to the World's Edge Mountains, and alongside the dwarfs secured a decisive victory at the Battle of Black Fire Pass, which ended the centuries-old wars with the goblins.

Sigmar was crowned the first Emperor by the High Priest of Ulric and the foundations of The Empire were laid. Forests were cleared and towns were built. Yet just fifty years after his coronation Sigmar abdicated and declared he must return Ghal-maraz to its dwarven makers. He set out for the dwarf citadel of Caraz-a-Carak, permitting no-one to accompany him beyond Black Fire Pass, and passed out of the history of men. Yet many believe that Sigmar will return in The Empire's hour of greatest need, and his return will be foretold by the passing of a twin-tailed comet.

**Growth.** Sigmar left no successor, and so the provincial rulers of The Empire established a system where they would elect each Emperor from their own number. Under this system The Empire grew and prospered. The cult of the deified Sigmar was established after a vision of Sigmar surrounded by the gods.

**Decline.** After almost 1,000 years, The Empire began to decline. It was weakened by corrupt and incompetent rulers and by the outbreak of the Black Plague in 1111. In 1152 it descended into civil war after the Electoral Council failed to appoint a new Emperor. This began the Age of Wars, an era of conflict and instability began that lasted centuries. By 1547 The Empire had become so fractured that there were no fewer than three rulers claiming to be Emperor. Elections ended altogether in 1979 when the Empress Margritta became the last ruler to be appointed by the Electoral Council.

**Rebirth.** By 2302 The Empire had disintegrated, and its fractured remnants came under attack from the forces of Chaos during its last Incursion. Yet faced with the prospect of destruction, the provinces united under the leadership of Magnus the Pious. Magnus formed an alliance with the Tsar of Kislev and their combined forces drove back the invading armies. In 2304 Magnus was crowned Emperor and set about restoring The Empire's former glories.

Today, in 2512, The Empire is ruled by the Emperor Karl-Franz. He is a young man, who acceded to the throne just ten years ago. There are great hopes that his leadership will usher in a new Golden Age for The Empire.

# Players' Introduction

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## GEOGRAPHY

**Forests.** The Empire is a huge nation, dominated by its vast forests. These are well known as dark, dangerous places. They include the Reikwald, Drakwald, Forest of Shadows and Great Forest.

**Roads.** Travel is a risky business even for those who stick to the roads. It would be even more dangerous were it not for the well-defended coaching inns which secure the roads at regular intervals. Regular patrols of roadwardens do their best to protect travellers from bandits and the like, but their resources are stretched. Consequently, justice is often dispensed summarily and on the spot.

**Rivers.** Through the heart of The Empire winds the vast River Reik. It is the longest river in the Old World and winds for 750 miles from its source in the Black Mountains to the sea at Marienburg. It is a vital artery and at least as important as The Empire's roads for transport and commerce. Other major rivers are the Talabec, Stir and Aver, which flow into the Reik.

**Cities.** The Empire's cities are built in a variety of architectural styles, but half-timber construction is most common. Roofs may be thatch, slate or tiles. Largest among The Empire's cities is Altdorf, the nation's capital, which sits on islands at the confluence of the rivers Reik and Talabec. It is home to the Imperial Palace and the Cathedral of Sigmar. The Empire's other largest cities are Middenheim, the centre of the cult of Ulric; Nuln, a renowned university city; and Talabheim, in the heart of the Great Forest.

**Neighbours.** The Wasteland lies immediately to the west of The Empire and is home to the Old World's greatest port, Marienburg, at the mouth of the River Reik. It was formerly part of The Empire, but seceded in 2429. Further west is Bretonnia, a large and prosperous country, ruled by King Charles de la Tete d'Or III. To the east lies Kislev, ruled by Tsar Radii Bokha. It is a poor country with a harsh climate that lies on the dangerous frontier with the Chaos wastes.

## SOCIETY

**Non-humans.** Dwarfs are the most numerous non-humans in the Empire. They are for the most part fully integrated into human communities and are full citizens. Wood elves are rarer and mostly live in their own communities, such as Laurelorn or Athel-Loren, hidden deep in the forests. Elves are generally distrusted in rural areas, but accepted in more sophisticated urban areas. Halflings exist throughout The Empire, but are most numerous in the Moot, a province that was granted autonomy over 1,500 years ago.



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## COMMUNICATION

Communication in The Empire is generally slow. Messages are usually delivered by hand or sometimes taken by carrier pigeon. To increase the speed of official communications the Emperor Karl-Franz has started the construction of a network of semaphore machines on hilltops radiating from Altdorf. Each machine comprises two huge wooden flags that can be manoeuvred by gears and pulleys to pass signals to the next machine in the chain.

## LAW & ORDER

The Empire does not have a single unified legal code. Its law is a combination of Imperial edicts, provincial decrees, guild law, religious law, military law and centuries of customs and precedents. The enforcement of laws is even more variable. Law enforcers – including town and city Watches, roadwardens, riverwardens and witch-hunters – often dispense justice on the spot, especially for the most heinous crimes such as horse stealing or murder. Social status is also a significant factor in whether a case comes to trial. Wealthy merchants and nobles are rarely put on trial. The very poor tend not to reach court either, but can languish in prison for years. When trials do take place, they can be lengthy and costly proceedings. Individuals need to be very careful when dealing with the law.

## MILITARY

There are many different kinds of soldier found within The Empire. The major cities of all maintain their own standing armies. They are supplemented with levies and mercenaries. Religious orders also maintain their own orders of knights, known as Templars. Examples include the Order of the Fiery Heart and Order of the White Wolf, which serve the cults of Sigmar and Ulric respectively.

## MONEY



1 gold crown = 20 silver shillings  
1 silver shilling = 12 brass pennies

Amounts of money are typically written as follows:

6d = six pence

3/- = three shillings

3/6 = three shillings and six pence

5GC 3/6 = five gold crowns, three shillings  
and six pence



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## RELIGION

**Sigmar Heldenhammer** (“**Hammer of the Goblins**”) is the patron deity of The Empire, popular in most parts of the country, especially the south. The leader of his cult is the Grand Theogonist Yorri XV in Altdorf. The cult of Sigmar is the most powerful in The Empire and casts three votes in the Council of Succession. His symbols are his war hammer, a twin-tailed comet and an octagon formed by two superimposed squares.

**Ulric** is the god of war, wolves and winter. His is the second most powerful cult in The Empire, with one Electoral vote assigned to its High Priest, Ar-Ulric. It is more popular in the north of the Empire and its cult centre is Middenheim, where its High Priest resides. Ulric's symbol is the wolf.

Many worshippers of Ulric consider the deification of Sigmar heretical. As a result there exists significant rivalry between the two cults. This is currently kept on a formal level, but has in the past extended to open hostility.

**Manann** is the god of the sea. His worship is pre-eminent in Marienburg. His symbols are waves or a five-pointed crown.

**Morr** is the god of death, dreams and illusions. His most popular symbols are the raven and the portal.

**Shallya** is the goddess of healing and mercy. She is symbolised by a dove or a heart with a drop of blood.

**Taal** is the god of nature, beasts, wild places and weather. He is depicted as a man in furs wearing the skull of a stag as a helmet.

**Myrmidia** is the goddess of war, represented by a spear and a shield.

**Ranald** is the god of thieves, tricksters and gamblers. His symbol is crossed fingers.

**Verena** is the goddess of learning and justice. The owl, scales and a downward-pointing sword are her symbols.

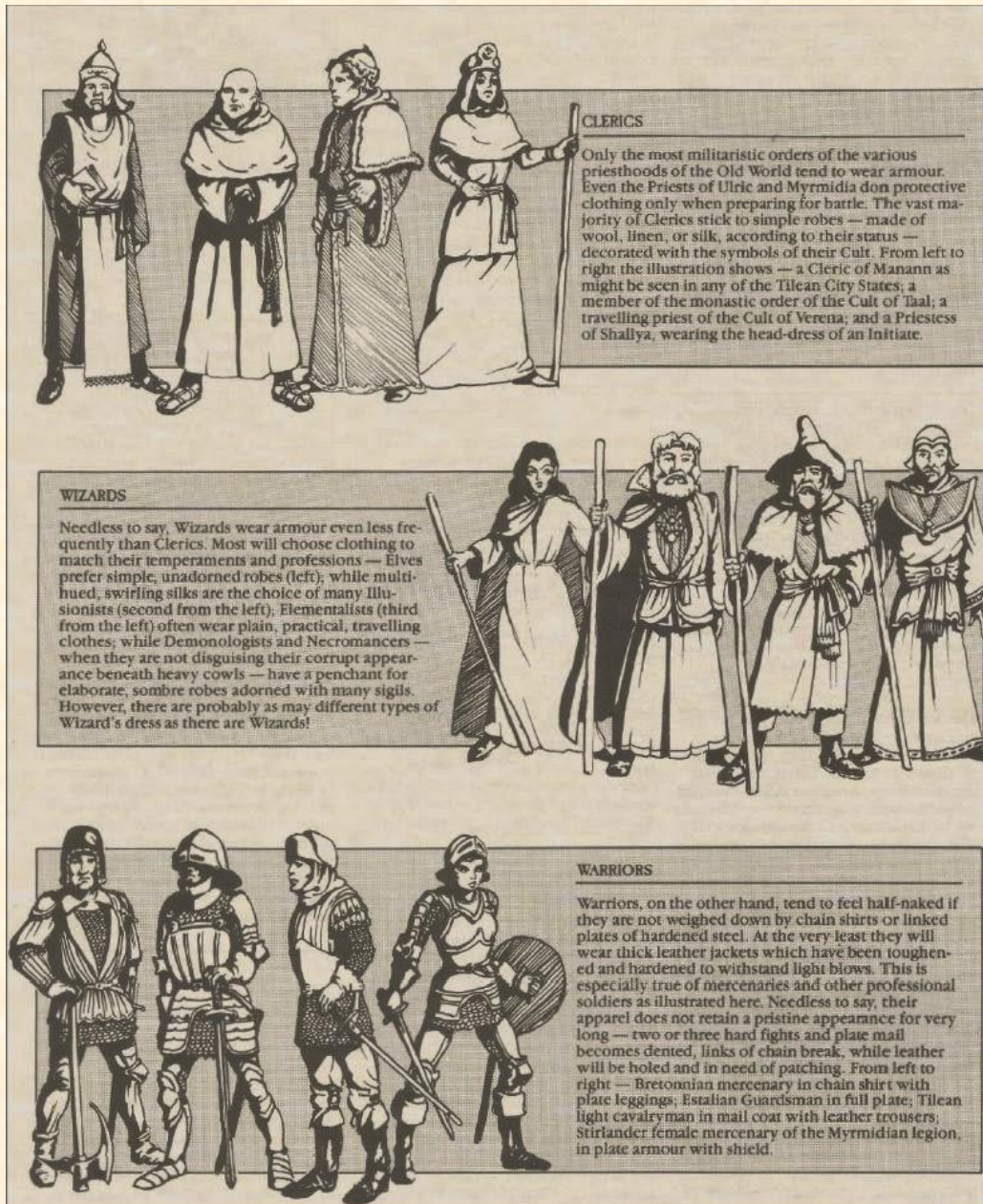
**The Old Faith** is the religion practised by druids and druidic priests. It is an ancient abstract religion concerned with the energies that flow in the natural world. Some of its adherents refer to a goddess called The Mother or Rhya. The Old Faith's holy sites are sacred groves and stone circles.

**Proscribed cults.** The worship of Khaine, god of murder, Stromfels, god of reefs, currents, wreckers and pirates, and the gods of Chaos is proscribed throughout The Empire.



# Players' Introduction

## TYPICAL DRESS





# Players' Introduction

## TYPICAL DRESS



### TOWN DRESS (Lower and Middle Class)

Normal male town dress consists of a shirt, a brightly coloured doublet and breeches, and a pair of light leather boots or shoes. The doublet is secured by a cloth sash or leather belt, from which hangs a dagger or small sword and a cloth or leather purse. Shirts may have baggy sleeves and large collars, sometimes trimmed with lace or embroidered. Doublets may be decorated with embroidery or fancy piercing. Hats are of felt or cloth. Female town dress consists of a heavy, flaring skirt, with several layers of underskirts and a laced bodice over a linen blouse. A shawl or jacket is worn out of doors. Some women affect male styles of dress for practical purposes if their career and lifestyle demand it.

### RANGERS

The three basic necessities of outdoor dress are a broad-brimmed hat to provide protection from sun and rain, a long, waterproof coat, and a stout pair of boots. Hats may be of leather or felt, while coats are of leather or heavy, waterproof cloth. Leather is the most popular material, as it tends to be more waterproof than other materials, if more expensive. Boots are of heavy leather. Colours are normally dull, since the Ranger has no need or desire for the bright fashions of townfolk, and a trimming of fur and/or feathers is usually the only decoration. Female rangers often choose male garb rather than the cumbersome multi-layered skirts worn by most countrywomen.



### TOWN DRESS (Upper Class)

Upper-class town dress is similar to that of the lower classes, but better made and of more expensive materials, with constant minor variations according to the whim of fashion. Shirts, blouses and hats are of silk or satin, and doublets are of fine calfskin or velvet. Shoes of soft leather or velvet are more common than boots. Clothes are decorated with gold or silver thread and fine lace trimming, and often worked with pearls and small jewels. Buckles, buttons and other decorations are of silver, gold, or gilt, often bejewelled. Upper-class women rarely adopt male styles of dress; their lifestyle seldom demands practical clothing and social pressures discourage it.

# Players' Introduction

## CALENDAR

<i>hexenstag - New Years Day (HEX-ens-tag)</i>					<i>5. Sommerzeit (ZOMMER-tsight)</i>					<i>Mittherbst autumn Equinox (MITT-herb-st)</i>								
<i>1. Nachexen (Nach-HEX-en)</i>					Wellentag	-	6	14	22	30								
Aubentag	2	10	18	26	Aubentag	-	7	15	23	31								
Marktag	3	11	19	27	Marktag	-	8	16	24	32								
Backertag	4	12	20	28	Backertag	1	9	17	25	33								
Bezahltag	5	13	21	29	Bezahltag	2	10	18	26									
Konistag	6	14	22	30	Konistag	3	11	19	27									
Angestag	7	15	23	31	Angestag	4	12	20	28									
Festag	8	16	24	32	Festag	5	13	21	29									
* = 1st Day of SPRING					<i>Sonnstill Summer Solstice (ZONN-shtill)</i>													
<i>2. Jahrdrung (YAAR-drung)</i>					<i>6. Vorgeheim (FORR-g'hime)</i>					<i>10. kalbezert (KAL-t-tsight)</i>								
Wellentag		9	17	25	33	Wellentag	-	5	13	21	29	Wellentag	-	2	10	*18	26	
Aubentag	2	10	18	26	1	Aubentag	-	6	14	22	30	Aubentag	-	3	11	19	27	
Marktag	3	11	19	27		Marktag	-	7	15	23	31	Marktag	-	4	12	20	28	
Backertag	4	12	20	28		Backertag	-	8	16	24	32	Backertag	-	5	13	21	29	
Bezahltag	5	13	21	29		Bezahltag	1	9	17	25	33	Bezahltag	-	6	14	22	30	
Konistag	6	14	22	30		Konistag	2	10	18	26		Konistag	-	7	15	23	31	
Angestag	7	15	23	31		Angestag	3	11	19	27		Angestag	-	8	16	24	32	
Festag	8	16	24	32		Festag	4	12	20	28		Festag	1	9	17	25	33	
<i>Mitterfrühl Spring Equinox (MITT-er-fröol)</i>					<i>Geheimnstag Day of Mystery (g'HIME-niss-tag)</i>					<i>* = 1st Day of WINTER</i>								
<i>3. pflugzeit (pFLOOG-tsight)</i>					<i>7. Nachgeheim (NACH-g'hime)</i>					<i>11. Ulriczeit (UL-ric-tsight)</i>								
Wellentag	-	8	16	24	32	Wellentag	-	4	12	20	28	Wellentag	1	9	17	25	33	
Aubentag	1	9	17	25	33	Aubentag	-	5	13	21	29	Aubentag	2	10	18	26		
Marktag	2	10	18	26		Marktag	-	6	14	22	30	Marktag	3	11	19	27		
Backertag	3	11	19	27		Backertag	-	7	15	23	31	Backertag	4	12	20	28		
Bezahltag	4	12	20	28		Bezahltag	-	8	16	24	32	Bezahltag	5	13	21	29		
Konistag	5	13	21	29		Konistag	1	9	*17	25		Konistag	6	14	22	30		
Angestag	6	14	22	30		Angestag	2	10	18	26		Angestag	7	15	23	31		
Festag	7	15	23	31		Festag	3	11	19	27		Festag	8	16	24	32		
<i>4. Sigmarzeit (ZIGG-mar-tsight)</i>					<i>* = 1st Day of AUTUMN</i>					<i>12. Vorhexen (FORR-hex-en)</i>								
Wellentag	-	7	15	23	31	<i>8. Erntezert (ERN-t-tsight)</i>					Wellentag	-	8	16	24	32		
Aubentag	-	8	16	24	32	Wellentag	-	4	12	20	28	Aubentag	1	9	17	25	33	
Marktag	1	9	17	25	33	Aubentag	-	5	13	21	29	Marktag	2	10	18	26		
Backertag	2	10	*18	26		Marktag	-	6	14	22	30	Backertag	3	11	19	27		
Bezahltag	3	11	19	27		Backertag	-	7	15	23	31	Bezahltag	4	12	20	28		
Konistag	4	12	20	28		Bezahltag	-	8	16	24	32	Konistag	5	13	21	29		
Angestag	5	13	21	29		Konistag	1	9	17	25	33	Angestag	6	14	22	30		
Festag	6	14	22	30		Angestag	2	10	18	26		Festag	7	15	23	31		
* = 1st Day of SUMMER					Festag					3	11	19	27					

In the Imperial calendar, there are four hundred days in the year, divided into 12 months and six intercalary days. The week is eight days long.

There are two lunar cycles. The larger moon, Mannslieb, waxes and wanes according to a predictable 25-day cycle. The smaller moon, Morrslieb, is unpredictable, save on the nights of Hexensnacht ("Witching Night") and Geheimnischnacht ("Night of Mystery"), when both moons are full. These occasions are greatly feared, and even the most hardened cynics stay out of the moons' eerie light.

The adventure begins on the evening of Festag, 24 Jahrdrung, 2512.

