

THE ENEMY WITHIN CAMPAIGN
VOLUME 2

DeathTM On The Reik



By Phil Gallagher, Jim Bambra and Graeme Davis

WARHAMMER
FANTASY
ROLE-PLAY

DEATH ON THE REIK.

A most spirited adventure,
being a tale of a Noble-born family beguilde
& brought low by the Evil & Manipulative ways of CHAOS.
And of the Brave band of Heroes who hunted them down in
their dreadfull Lair and brought them to the justice of Sigmar.

Containing various surprising incidents concerning WARPSTONE
and its bonds to MORRSLIEB & the verminous race of SKAVEN.

For fcholars, here are many descriptions of the rivers &
waterways of THE EMPIRE, and of the many craft that plie
the RIVER REIK for trade & less honest reafons. Also of the
feverall ingenyous Signalling Devices newly created at the
command of His Most Holy Maieftie EMPEROR KARL FRANZ.

*Written by Phil Gallagher, Jim Bamba & Graeme Davis
With many illustrative cuts by Martin McKenna*



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This work has previously appeared under the titles 'Death on the Reik' (boxed set, 1987, ISBN 1-869893-10-7; hardback book, 1989, ISBN 1-869893-59-X) and 'Warhammer Adventure' (compilation volume, 1991, ISBN 1-872372-22-8). Some small remnants from these earlier editions remain within the text: the book now called 'The Enemy Within campaign vol.1: Shadows over Bögenhafen' is referred to as 'The Enemy Within', 'The Enemy Within campaign sourcebook', 'Shadows over Bögenhafen', or sometimes just 'Mistaken Identity', the name of the first adventure from it. Similarly, the appendix 'River Life of the Empire' is sometimes described in the text as a booklet, because that's what it was in the original edition. We beg your tolerance and indulgence for these stylistic quirks, and can assure you that all the page-references to other books are accurate.

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Welcome to **Death On The Reik**, the second book in the re-released **The Enemy Within** campaign. As you can see, the scope and range of this adventure is far wider than the previous volume, and takes the campaign to new heights. **Death On The Reik** can be played on its own, but will be much more satisfying if you have a copy of **The Enemy Within volume 1: Shadows Over Bögenhafen** to hand and if you have previously played through it.

If you have played through the first volume then this adventure starts after the characters leave Bögenhafen, giving them the freedom to go where they like. Early in the adventure they gain possession of a riverboat, which not only increases their freedom of movement but also gives them the opportunity to do some trading in the Reik's numerous riverside settlements. The appendix to this volume, **River Life Of The Empire**, provides enough new rules and encounters to keep any river-bourne group of adventurers occupied for quite a while.

But this adventure is about more than just messing around on the river. It involves the characters in a search for a piece of warpstone: a search which brings them into conflict with the Skaven and the cultists of the Red Crown. Nor is the Red Crown the only Chaos cult with whom the adventurers have to deal, for the Purple Hand have not been idle since Kastor Lieberung failed to make contact in Altdorf (see *Mistaken Identity* in **The Enemy Within vol. 1** for more information). The Purple Hand are seeking the person they believe to be Lieberung and will stop at nothing until they track him down and bring him to their own peculiar brand of justice.

The seeds of this adventure were planted long ago and involve a nobleman whose researches led him down the path of Chaos and cursed his family for all eternity ...

Dagmar von Wittgenstein

It was about 120 years ago that Dagmar von Wittgenstein, a prominent member of the Wittgenstein family, and a dilettante wizard and astronomer, built himself a small observatory on the banks of the river Reik, not far from the town of Grünburg. Although his family's position was ensured by the Imperial Charter they had received from Empress Margaritha in 1979 (awarded in recognition of certain, unspecified "services to national security"), Dagmar deemed it wise that no rumour of his less-than-pure researches should come to light. Accordingly, his observatory was well furnished with magical guards, and its location kept secret, even from the rest of his family.

Some years passed. Then, while engaged on some particularly esoteric researches, Dagmar stumbled across an ancient tome of astronomical records in which the following passage (dated 2302) particularly attracted his attention:

This year, on the night of the ill-omened Hexenstag, Mörrslieb did shine with a greene and unnatural lighte and its shape was as if it bore a grinning countenance of most horryble appearance. The heavens were filled with a greate numbere of shootinge stars and some of these did seem to fall upon the earth which groaned under their assault. Again, during the night of Gebeimmistag Mörrslieb was dominant in the sky, and the firmament was criss-crossed with a tracery of shootinge and fallinge stars. Being forewarned by the earlier events of Hexenstag, I was able to tracke the course of a particularly large shootinge star, which did seem to issue from Mörrslieb itself. Accordinge to my calculations, the star must have fallen to earth in the uplande area of Talabechlande near the headwaters of the river Narne.



Ordinarily, Dagmar would have regarded this as no more than an astronomical curiosity. By a strange coincidence, however, only the day before he had managed to complete the translation of an ancient scroll written in the arcane language of demons, which now seemed like a prophecy of the events recorded by the ancient astronomer:

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 Mórr shall clear his throat and spit upon the lands of The Empire. And where his spittle doth land, there shall the weak fear to tread, but the possessor of the spittle shall wield great power.

Putting two and two together, Dagmar realised that the meteorite mentioned in the astronomical records must actually be a piece of the moon known as M'orrslieb. Checking his histories, Dagmar learned that the hills around the headwaters of the Narn river had come to be known as the Barren Hills sometime around 2302 - which coincided both with the date of the meteorite's fall and with the defeat of the Incursions of Chaos: a time when The Empire "relaxed its guard" as prophesied by the scroll. The meteorite must indeed possess great power. Wasting no time, he made his excuses to the family and set off to Kemperbad where he raised a small expedition of adventurers to journey into the Barren Hills. According to legend, the expedition never returned. In fact, once the party had successfully located the meteorite, Dagmar slew the adventurers, and made his way home by a roundabout route, with the chunk of warpstone safely cached in a lead-lined casket.

Unfortunately, Dagmar did not live long enough to reap the fruits of his labours. One of his cousins, Hermann, who was perhaps of a somewhat unstable, mental nature, on finding Dagmar strangely reluctant to satisfy his curiosity as to the contents of a certain casket, attacked and strangled him at lunch in the great hall of the family castle, while the rest of the family watched in stunned silence, the Festag roast forgotten. Needless to say, the matter was quickly hushed up; Hermann was confined to an outer tower of the castle and quietly erased from memory, as too was the strange casket and its deadly contents. That is until Lady Margritte, Dagmar's great, great, grand-daughter, found his books and the hidden location of the stone...

So, although hidden, the stone has not been forgotten and the Gods of Chaos have many ways of influencing events. Recently the stone has come to the attention of both the Red Crown cultists and the Skaven. Both groups are seeking the stone for their own despicable ends, and both groups are equally ruthless.

the adventure

But for now our heroes are leaving the once peaceful town of Bögenhafen and all these events lie in the future. All the adventurers currently have to go on is a letter from Black Peaks, Grissenwald near Nuln. This letter links a certain Etelka Herzen with Johannes Teugen, the prime mover of the sinister events in Bögenhafen. Moreover, the adventurers have goals of their own: the Wizard's Apprentice needs to return to her mentor at Delberz and the Halfling, Harbull Furfoot has been promised training as a Pharmacist by Elvyra Kleinstun in Weissbruck.

Faced with these choices, the adventurers can go to a number of places before they slip into the main flow of the adventure, which only commences when they are requested to aid a group of dwarven engineers engaged in building a signalling tower on top of Dagmar von Wittgenstein's old observatory. While they are able to help the Dwarfs, the adventurers are unable to delve to the bottom of the puzzle.

Later, at Grissenwald they discover that Etelka Herzen has left to undertake a journey into the Barren Hills to find an item of great importance to her cult, the Red Crown.

Following her into the Barren Hills, the adventurers meet up with the Druidic Priest, Corrobreth who guides them to the crater made by the warpstone. Here they first encounter the Skaven and then discover the key to Dagmar's observatory. Returning thither the adventurers are finally able to penetrate its inner sanctum and discover the clue which leads them to the adventure's climax in the dread Castle Wittgenstein. Here, all manner of foul occurrences take place, but fortunately, the adventurers can enlist the aid a group of outlaws to help them enter the castle and put an end to the horrors which plague this once prosperous barony. But the Skaven have not been idle and they escape with the warpstone and in the process destroy the castle. The evil of Castle Wittgenstein is ended and the surviving adventurers have time to relax before being drawn to Middenheim and the next episode in the campaign - **Power Behind The Throne**.

Using This Booklet

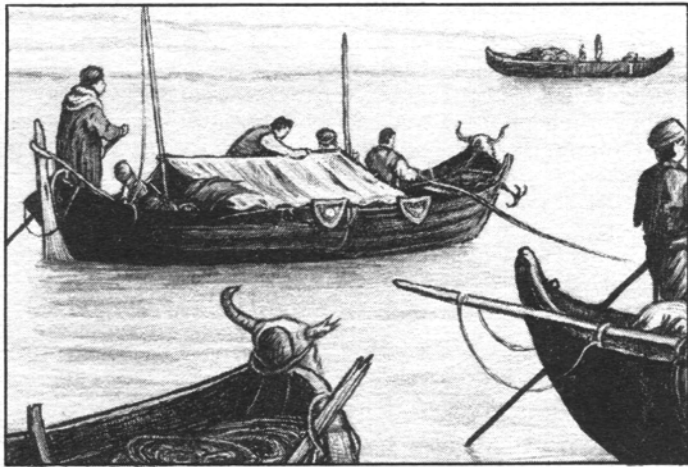
Information on the major locations in the Reikland are listed under their geographical names. All the information on an area is grouped together under one heading so it will be necessary to flick back and forth through the booklet as the adventurers travel from one place to another.

ABBREVIATIONS

A	=	Number of attacks with melee weapon or unarmed combat
AP	=	Armour Points
BS	=	Ballistic Skill
Cl	=	Cool
D	=	Damage
Dex	=	Dexterity
EP(s)	=	Experience Point(s)
ES	=	Effective Strength of missile weapons
GC	=	Gold Crown
CR	=	Complexity Rating of lock
Fel	=	Fellowship
GM	=	Gamesmaster
I	=	Initiative
Int	=	Intelligence
Ld	=	Leadership
M	=	Movement
MP	=	Magic Points
NPC	=	Non Player Character
P	=	Parry
PC	=	Player Character
R	=	Ranges of missile weapons
Rld	=	Reload rate of missile weapons
S	=	Strength
T	=	Toughness
TEW	=	The Enemy Within Campaign Sourcepack
W	=	Wound Points
WFRP	=	Warhammer Fantasy Roleplay rulebook
WP	=	Will Power
WS	=	Weapon Skill

Note: where applicable, weapons listed under an NPC's possessions are followed by details of modifiers to *Initiative*, *Weapon Skill*, *Damage*, and *Parry*. Note that *Hand Weapons* (one-handed axes, swords, clubs, maces, and hammers) have no modifiers.

An asterisk (*) after a characteristic in the profile of an NPC means that the effects of a skill such as *Very Strong* have been included in the characteristic score.



pac-ing the adventure

Unlike the earlier adventures in *The Enemy Within* campaign, *Death on the Reik* allows the player characters a great deal of freedom of movement. You must be prepared for the adventurers to take off in all sorts of unexpected directions, for unless you anticipate this, you may find your gaming sessions being cut short as the adventurers make for an area about which you are completely ignorant. Fortunately, there are number of ways in which you can minimise this risk.

First, try to get to get the players to tell you their plans for the next session just as you finish play. That way, you can prepare accordingly. Secondly, try to understand each player's ambition for his or her character. Thus, if you know that one of them would really like a career as, say, an Initiate, you can allow them to pick up a rumour that Initiates are being recruited in a town where you do want the party to go. Of course, when the adventurers get there, you can always arrange it so that they are too late, if, for example, you don't want any Initiates in your group! Thirdly, and this is the other side of the "lure" technique, you should be prepared to let slip some highly unpleasant rumour about a place which you would rather the PCs did not visit - a mysterious, deadly disease, for example, or a large group of rampaging mutants and beastmen. Finally, you should always prepare (in advance) a number of encounters that can take place wherever the characters go. The separate rules supplement on river encounters is full of ideas for this sort of thing. If you always have one or two of these up your sleeve, it is fairly easy to create the impression that you have the entire area planned out!

As far as towns and cities go, do not worry about needing lots of detailed maps and/or profiles for all the inhabitants. The important thing is to describe the general appearance of the town - seedy, well-kept, smelly, or whatever, and to run things according to the players' requirements. It should be no difficulty, for example, to lead them to an inn where accommodation is available. Similarly, if all they want to do is buy equipment, and the adventure does not call for any specific encounters, it is probably best to let things happen fairly simply, using the rules in the *Consumer Guide* (WFRP, p292) to determine the PCs' success. If the adventurers insist on some activity that is likely to have them fall foul of the local watch, do not be afraid to have them arrested and flung into jail. Once they have realised the extent of their foolishness, you can always allow them to bribe their way out of trouble. If they learn of someone being hanged for a less trivial offence, it should make them think twice about undertaking such a course of action in the future.

Need a minor NPC? There is a sheet of standard types printed on p118 of this book, and if used in conjunction with those from *The Enemy Within vol.1: Shadows over Bögenhafen*, you should have the bare bones for just about any encounter in which you may have to improvise.

Recruitment and Replacement

Some characters may die during the course of the campaign; this is a fact of life. At a number of points in this adventure, there are fully detailed NPCs who can be used, if you wish, to replenish the party's numbers. This should be handled with great care, however, so as to maintain the balance of the party. It is important to have a mixture of Warriors (for when there's a fight), Academics (to cast spells and heal the wounded), Rangers (whose skills are invaluable in the wilderness), and Rogues (who are equally useful in towns and cities). If you feel confident about handling PC replacements, you may prefer to use one or other of the optional encounters from *River Life of The Empire* (the other booklet in this box), to introduce a new PC. The important thing is not to unbalance the party, either by using a character with comparatively few skills and/or advances as a replacement, or by allowing a player to take over the character of a Pirate Chief with a band of loyal cut-throats. If there are no dead characters, you may decide to allow the adventurers to recruit NPC companions from the people they meet on the river. This is not recommended if you already have six or more players. If you do wish to pursue this option, you must remember to play the NPCs as real people. Their loyalty to the adventurers will depend on how they are treated; they will resent being used as cannon fodder or being given all the unpleasant or dangerous jobs, and may desert or betray the adventurers if they become disaffected or if another NPC makes them an attractive offer. The notes given for the *Loyalty* test (WFRP, p70) will give you some guidance here, but you should feel free to amend or ignore results if you feel that a particular situation warrants it. Again, you should remember that powerful NPCs (most advanced career characters) will not want to join the party as a mere hireling - some may want to take over as leader, but that's another matter!

optional encounters

The separate booklet (*River Life of The Empire*) has numerous encounters and events of varying complexity for you to use as you see fit while the characters travel around. The main thread of this adventure pack will not be picked up until the adventurers head for Etelka Herzea's hide-out near Grissenwald. If you have not played *Shadows Over Bögenhafen*, apart from missing a highly enjoyable, investigative adventure, you will need to provide the PCs with a motive for travelling to here. For example, they might find a scrap of parchment on the corpse of a Bounty Hunter, which describes Grissenwald's location, and urges the deceased to track down a "foul sorcerer" there, for "the future of The Empire depends on it". Needless to say, such a note will provide no clues as to the identity of the sender or the bearer. Alternatively, while staying at any Reikland inn, they might be approached by a mysterious "servant of Sigmar" (a frightened cleric, who suspects that a Chaos Cult is involved) to find out just what is going on beneath Grissenwald's Black Peaks. The fee for such a straightforward investigative mission is likely to be around 100 GCs, payable on completion. When the adventurers return to collect the gold, they will learn that the stranger was brutally murdered just a few days after they left him.

Trading

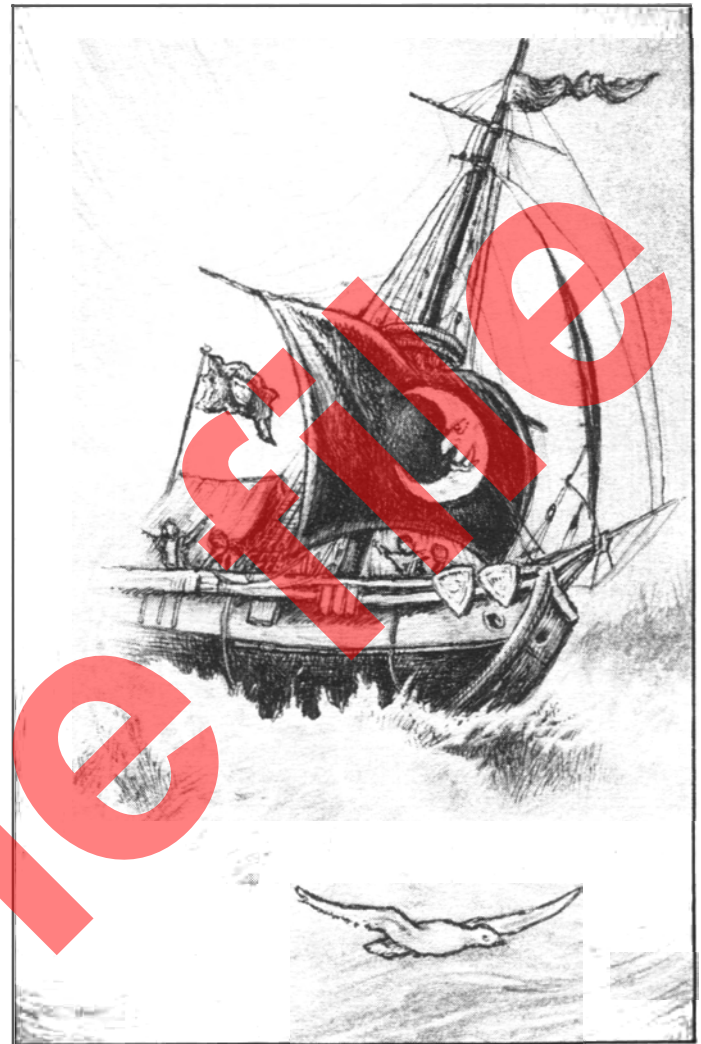
Early on in the adventure, the PCs will acquire their own river boat. With no pressure of time on them, there is no reason why they should not use the opportunity to make a little cash in petty trading. The rules for how to handle this aspect of the game are provided in the *River Life* booklet. You may wish to approach this from one of two ways: either you don't like the idea, in which case there is no need to use the rules unless one of the players insists on trying to find a cargo, or else you can use any suitable NPC to suggest the idea to them. Use of the trading rules will help to flesh out those moments when there are no planned encounters and the adventurers still have some way to travel to the next one.

The River Life encounters (especially if used in conjunction with the Trading Rules), should also provide a suitable context for allowing the PCs to make career changes to such careers as *Boatman*, *Pedlar*, *Smuggler*, and *Trader*. You can easily introduce an NPC to act as an instructor, or, if you prefer such an approach, you may decide that any character who consciously undertakes to transport contraband goods for profit is a *de facto* smuggler, and can adopt the appropriate advance scheme by expending 100 experience points.

enter the hordes of chaos

If you have not played *Shadows Over Bögenhafen*, or if your players successfully completed that adventure, you may skip this section.

It is, however, not beyond the bounds of possibility that the adventurers failed to stop the ritual in Bögenhafen, and the whole town was destroyed by the opening of a minor Chaos gate. Obviously, the adventurers will not be able to return to Bögenhafen, and they may well be in need of new recruits (see above), but otherwise this fact should not affect the course of this adventure. The most significant amendment that you will have to make, is to increase the amount of military traffic which will be mobilised to counter the threat. Every road and river which leads towards the Chaos gate will carry an unusually high proportion of heavily armoured troops. Details of the most noteworthy types can be found in *The Enemy Within* campaign sourcepack (pp27-30). Assuming that they are on a route between a major town or city and the site of the gate, the characters should pass a convoy of infantry or cavalry hurrying in that direction at least once each day. Wizards in Imperial service and Clerics of the major religions should also be among those encountered. Similarly, the ordinary inhabitants of many of the nearby villages are likely to flee in the opposite direction, and accommodation may become harder to



find, and proportionately more expensive. On the other hand, as word of the catastrophe spreads, any NPC encountered will be able to talk of little else, and provided that the adventurers do not reveal their part in the affair, any news that they can bring is likely to gain them access to most places.

starting the adventure

After leaving Bögenhafen, irrespective of whether the town remained intact or not, the adventurers are free to travel wherever they wish (see *Map 1*). The most probable destinations they will choose are Weissbruck (to seek training with the Charlatan/Pharmacist encountered at the Schaffenfest in *Shadows Over Bögenhafen*), Delberz (to seek training with Heironymus Blitzen - the Master of Wanda, the pregenerated PC Wizard's Apprentice), or Grissenwald (to find Etelka Herzen who supplied Johannes Teugen with the scroll for the ritual described in *Shadows Over Bögenhafen*).

The order in which the PCs follow up these three leads is not important, although they should be encouraged to spend their Experience Points on advances, skills, and/or career changes as soon as possible. If the players have forgotten any of these leads, feel free to jog their memory. For example, "Well you arrive in Weissbruck where the Pharmacist you met at the Schaffenfest lives."

Details of what happens at each of the places can be found later in this booklet.

the-cult-of-the-purple-hand

The Purple Hand is a secret Chaos cult dedicated to the worship of Tzeentch and the overthrow of The Empire. They have agents in positions of authority throughout The Empire, including high-ranking members of the cults of Sigmar and Ulric. These cultists intend to reawaken the Sigmarian Heresy (see **The Enemy Within**, p20), creating a religious schism which will help destabilise The Empire. The first fruits of their activity will begin to appear in this adventure (see *Rumours and Imperial Events*, p9).

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the plot thickens

The leaders of the cult know that Lieberung received notification of a large inheritance. He has not contacted any member of the cult since he set out to visit a firm of lawyers in Bögenhafen, who were supposed to be the will's executors. Two minor cultists were ordered to contact him as he passed through Altdorf en route to Bögenhafen, but were found dead a few days later. By the time this adventure takes place, the cult's leaders in Nuln are becoming suspicious; they fear that Lieberung intends to take the money and run, rather than handing it over to the cult as he was ordered.

However, there are a couple of things that the Purple Hand does not know.

First, the inheritance was a hoax. The firm of lawyers does not exist, and the letter which Lieberung received was part of a complex plan by a Bounty Hunter (who is now dead) to lure Lieberung into a trap.

Secondly, Lieberung himself is dead - killed in a chance mutant attack on the Middenheim-Altdorf coach - and one of the PCs is Lieberung's physical double (see *Mistaken Identity* in **The Enemy Within** campaign pack).

The cult's prime concern is to contact Lieberung (or rather, the PC who resembles him) and to recover the inheritance for their own foul purposes. Agents throughout the Reikland are being mobilised accordingly...

If Lieberung's double has been killed by this stage, the cult will still be looking for the adventurers, in the mistaken belief that they are agents of a rival cult who have somehow done away with Lieberung and stolen the inheritance. Some of the events described below will have to be changed slightly to accommodate this. Where the text calls for cultists to pick on one particular character, use your knowledge of your players to decide who will be the target, or simply roll dice to decide.

the events

The following events map out the cult's response to Lieberung's disappearance. Knowing that Lieberung was headed for Bögenhafen and was supposed to return from there to Nuln with

the money, the cult's agents are looking for him at all settlements along this route. The events listed below should be used in the order given, to add mystery and suspense to the adventure.

It is important that the adventurers are not aware of why the cult is seeking them, and any cult member caught by the adventurers will *never* reveal details of the cult. All agents carry a suicide pill (a capsule of quick-acting poison), which they will not hesitate to use rather than betray their cult.

Ev1. Just Passing Through

This event should ideally take place in Weissbruck, but any settlement close to Bögenhafen will do.

When the adventurers first arrive in the town, they are approached by a couple of cultists disguised as pedlars. These two try to exchange secret signs with the character who resembles Lieberung, while trying to appear simply to be selling pots and pans. If Lieberung's double is dead, the pedlars will try to use secret signs to find out which cult the adventurers belong to.

While one of the pedlars carries on a normal sales pitch, the other scratches the right-hand side of his nose with the little finger of his left hand while inserting the thumb of his right hand into his right ear, palm to the front and the fingers fully extended. If any of the PCs repeat this sign, both cultists will wink knowingly, and the one who did not make the sign will hold out his right hand, as if to shake hands. Unknown to the PCs, the cultist's palm is coated with purple ink, and shaking hands with him will transfer some of the ink to the adventurer's hand. This accomplished, the cultists will quickly disappear, either into the crowd, or down a maze of alleys - whichever is more suited to the situation. The "purple palm" is a sign used by the cult to convey a warning; the cultists are trying to tell the adventurers to hand over the money or be prepared to face the consequences.

