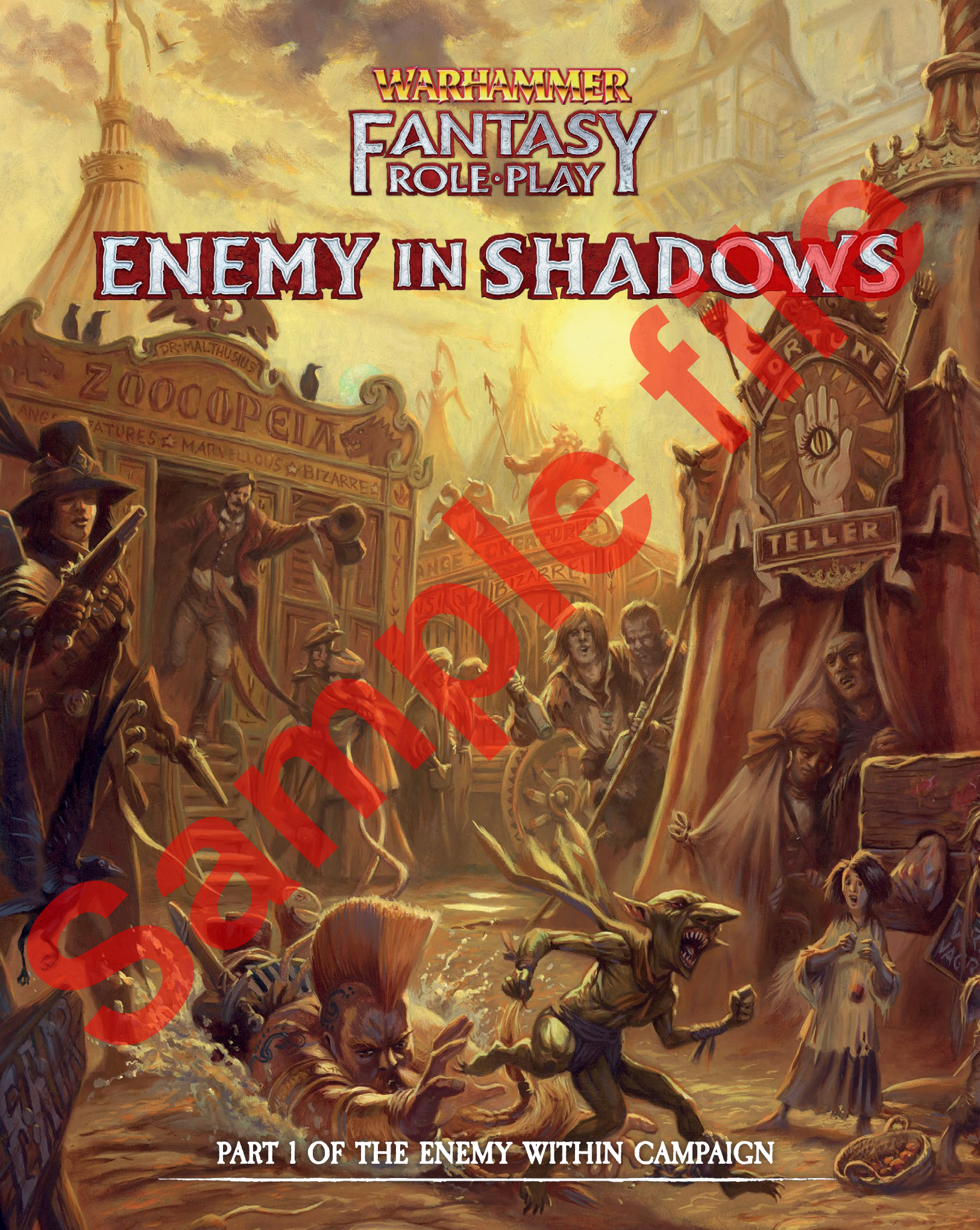


WARHAMMER  
FANTASY  
ROLE-PLAY

ENEMY IN SHADOWS



PART 1 OF THE ENEMY WITHIN CAMPAIGN

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# FOREWORD



The first instalment of the **Enemy Within** campaign, **The Enemy Within**, was published in December 1986, one month after the 1st edition of the Warhammer Fantasy Roleplay rulebook. Everyone in the Games Workshop Design Studio, which occupied two floors of a small office building in Nottingham's city centre, was proud of the rulebook, but everyone knew that the game's success would depend on strong adventures.

Jim Bamba and Phil Gallagher (along with Graeme Morris, who went on to pursue a career in archaeology) had been responsible for many well-regarded roleplaying modules before joining Games Workshop, some of which could be described as object lessons in how to set up a campaign. So, as soon as the rulebook was off to the printers, Jim and Phil set to work planning a campaign for WFRP. Meanwhile, I carried on developing my own adventure, *Shadows Over Bögenhafen*, following a verbal brief from GW boss Bryan Ansell to create a bloodless, investigative adventure for Warhammer. Jim and Phil wrote it into the campaign as the second instalment, and it was published in early 1987.

Both *The Enemy Within* and *Shadows Over Bögenhafen* were first published in module format, with a card wrapper around a booklet and a sheaf of maps and handouts, shrink-wrapped together. *Warhammer Campaign*, published in 1988, combined *The Enemy Within* and *Shadows Over Bögenhafen* in a hardback

book format. The following year *Death on the Reik*, originally published as a boxed set in 1987, was also reprinted as a hardback. All three instalments were combined in a single volume, *Warhammer Adventure*, in 1989. In 1995 Hogshead Publishing reprinted *The Enemy Within* and *Shadows Over Bögenhafen* as a single softback: *The Enemy Within Campaign Volume 1: Shadows Over Bögenhafen*.

A second edition of **WFRP** appeared in 2005 and a third in 2009. The third edition even published a campaign titled *The Enemy Within*, which explored the same themes as the original through all-new adventures. But the original **Enemy Within** campaign continued to hold a special place in fans' hearts. Fans still discuss the campaign online, pointing out problems and suggesting fixes. Thirty years of play by gamers all over the world has provided a level of playtesting that most game designers can only imagine, finding and addressing many problems that slipped by us in the first version.

That is why I am so happy that Cubicle 7 asked me to create this Director's Cut of the **Enemy Within** campaign. And, of course, Cubicle 7's new rule-set resolves many of the mechanical quirks from **WFRP's** earlier editions, while keeping the setting and atmosphere that made gamers love **WFRP1**, warts and all.

— Graeme Davis, 2019

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# INTRODUCTION



**Enemy in Shadows** presents the first two adventures of the **Enemy Within** campaign, *The Enemy Within* and *Shadows Over Bøgenhafen*, in a revised and expanded form for the 4th edition of the Warhammer Fantasy Roleplay rules. This book contains everything you need to play the adventure, except for the **WFRP** rulebook.

If you are looking for more options, side-quests, pre-generated Characters, and much more, the **Enemy in Shadows Companion**, the sister volume to this book, includes a wealth of supplemental material you can use to make this chapter of the **Enemy Within** campaign even more entertaining.

## THE STORY

On the surface, the Empire is all but invincible. It is the greatest of the Old World's realms, both in extent and in military might.

Founded two and a half millennia ago, it has withstood countless assaults by Greenskins, Skaven, Chaos, and its many neighbours. Beneath the banner of the twin-tailed comet, emblem of its founder-god Sigmar Heldenhammer, the State Armies of the Empire take to the field behind their mighty Griffon-riding Emperor, confident of victory.

However, scratch the surface and peer just beneath, and things take on a different aspect. There are worrying rumours concerning the Emperor's health, and he hasn't been near his Griffon for months. Deep in the remote forests of this vast realm, Beastmen and worse still lurk, even though the forces of Chaos were expelled from the land two centuries ago. The taint of Chaos touches everywhere, inflicting strange mutations that force good folk to hide from their neighbours or face the flames of the witch hunters. Strange and secretive cults worship blasphemous gods with titles like 'the Changer of the Ways', 'the Prince of Pleasure' and 'the Father of Decay'.

Beyond the Empire's borders, past the icy fringes of Kislev and Norsca, the swelling forces of Chaos inhabit the twisted and unnatural Northern Chaos Wastes. Leaders rise and fall, amassing armies to raid and plunder, only to have them disperse again.

It has been two centuries since any Champion of Chaos has arisen with the strength to unite the Enemy Without. But rumour suggests a new Chosen of the Ruinous Powers walks the north, and is binding the warlike tribes together. So, the rulers of the Old World do not relax their vigilance. They keep their eyes steadily on this terrible external threat. And, in doing so, they overlook the Enemy Within.



## THE PURPLE HAND

There are many Chaos cults active within the Empire at any given time. Most are short-lived, foolish groups of madmen and malcontents. Seduced by the false promises of the Ruinous Powers, they give themselves away too quickly and perish in the witch hunters' flames. The good people of the Empire gather to witness their trials, hurl dung and insults, and return home once the cleansing fire has done its work feeling secure in the knowledge that the authorities are protecting them. But not all the damned followers of Chaos are so obvious, or so careless.

## OPTIONS: GROGNARD BOXES

*Grognard*, n. From French *grognard*, 'grumbler.' An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon I's army, whose long and faithful service won them the right to complain, even in front of the Emperor. More recently, an experienced (and often opinionated) player of wargames or roleplaying games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. While this Director's Cut includes some changes, they are not enough by themselves to offer a completely new experience to someone who has played the campaign before. That is where Grognard Boxes like this one come in. At key points in the story, Grognard Boxes present new ideas and different events to make the **Enemy Within** just as fresh and challenging for seasoned fans as it was when it first appeared in 1987. They can be identified by the old soldier of Reikland in a circular icon attached to the box (just like the distinguished chap at the bottom-left of this page). Of course, you are also welcome to use these options with a first-time group if you think they sound better!



The Order of the Purple Hand is one of many Chaos cults that exist in the shadows of the Empire, but few are more widespread and dangerous. These worshippers of Tzeentch plan to bring the Empire to its knees by infiltrating positions of power and then manipulating affairs to their own ends. The Purple Hand has successfully placed members in the cults of Sigmar and Ulric, and is working to spread religious dissent, based on the so-called Sigmarian Heresy.

By setting the cults of Sigmar and Ulric, the Empire's two most powerful, at each other's throats, the Purple Hand plans to create a tinderbox where the slightest spark could plunge the Empire into civil war. This would lead to a weakening of the Old World's strongest bulwark against the forces of Chaos, paving the way for an incursion from the Chaos Wastes to the north.

However, that day is still a long way off, and at present the Chaos cult is just one of several that are striving to bring the Ruinous Powers into the heart of the Old World in various ways. And, luckily for the Old World, thwarting each other as often as not.

## KASTOR LIEBERUNG

Kastor Lieberung was a member of the Purple Hand for most of his evil and corrupt life. By merit of his abilities, he quickly rose to a moderately powerful position within the Nuln cell of the Chaos cult.

As magister impedimentae, his primary duty was to acquire whatever the cult required, by any means necessary. Among other efforts, he was responsible for organising a campaign of kidnappings to satisfy the cult's constant need for sacrificial victims.

While attempting to snatch a merchant, one cultist, Sister Beatha, was caught. She confessed all under torture, but fortunately for Lieberung she knew her superior only by his title. Kastor fled Nuln for Middenheim, fearing for his safety. In Middenheim he joined another cell and continued to further the Purple Hand's ambitions in that city.

Nuln authorities were unable to establish the identity of the magister impedimentae, and eventually dropped their investigation in frustration. But there were some who were reluctant to let the matter rest, and soon a new investigation began. A generous bounty was placed on the head of the mysterious magister impedimentae, and many bounty hunters hoped to claim it for themselves. Of these, some probed too deeply into the cult's activities and disappeared. Others tired of chasing a shadow and gave up, pursuing easier prey instead.

One bounty hunter, Adolphus Kuftsos (see page 50), succeeded in infiltrating the lower levels of the Purple Hand. When Adolphus learned the magister impedimentae had left Nuln for Middenheim after the botched kidnapping, the hunt was on.

## THE SIGMARIAN HERESY

Believers of the Sigmarian Heresy claim that Sigmar Heldenhammer, the founder of the Empire and its patron god, never ascended to godhood. Instead, the heresy claims the Cult of Sigmar is an entirely human fabrication, populated with deluded fools with no link to the divine. They propose Sigmarrite miracles are conjured by individual belief, not divine intervention. If true, this would mean the miracles of Sigmar are actually magical, not divine – a proposition utterly abhorrent to the Cult of Sigmar, an institution known for its witch hunters, not its witches.

Citing old lectures presented by Loremaster Teclis, the High Elven founder of the Colleges of Magic in the Empire, the theological and magical arguments behind this heresy are complex and abstruse, too subtle for any but scholars to understand. But their import, understood very clearly, if incorrectly, is that Sigmar is not a god.

To out-manoeuvre his quarry, Adolphus first stopped in Altdorf, and contacted Professor Quintus Fassbinder at Altdorf University. Professor Fassbinder had sanction from the previous Emperor, Luitpold III, to study and catalogue the manifold Chaos Cults and their members. His research had brought the Purple Hand to his attention. He was able to tell the bounty hunter a great deal about the role of magister impedimentae, including some leads to track down the fugitive. Among them was a name: Kastor Lieberung.

Adolphus's plan was to flush the magister out with the promise of a lucrative inheritance, including a small estate and a minor title. A letter was sent to Kastor's last known address in Nuln, directing him into a trap in the market town of Bögenhafen.

