

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES III

PERILOUS ADVENTURES AND GRIM ESCAPADES
IN THE GRAND DUCHY OF UBERSREIK

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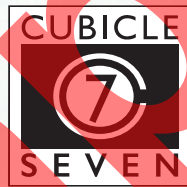
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◆ A TRAGIC TALE OF UPHEAVAL ◆



INTRODUCTION

Ubersreik has seen more than its fair share of upheaval and conflict in recent years, from secretive skullduggery in the corridors of power leading to invasion to the eventual restoration as a Freiburg in 2516.

Political events in Ubersreik have been the backdrop for many of the adventures since the launch of **WFRP 4E**, and adventuring parties may have become entangled in the ambitions of one or more of the antagonists. They could have been recruited by the Altdorf occupiers (such as Lady Emanuelle Nacht) to suppress resistance. They may have entered the employ of Jungfreud loyalists to further their goals to restore Graf Sigismund to the city. Or perhaps they've been working on behalf of the Most Respectable Association of Ubersreik to advance the cause of independence from noble rule?

What's happened in Ubersreik is part of an Empire-wide narrative that spans these adventures and the **Enemy Within** campaign — threatening the very Empire itself.

What follows is a timeline of events — both those which are public knowledge, and what happened behind the scenes. They describe the major events that happened before, during, and after the occupation by Altdorf forces at the decree of Emperor Karl Franz. This includes and summarises much of what's known from 'A Guide to Ubersreik' from the **WFRP Starter Set** as well as some of the events of the **Enemy Within** campaign.



BUT THAT DIDN'T HAPPEN IN MY GAME!

WFRP is a roleplaying game, and what happens in the world should be affected by players and their actions. There is a good chance that the history outlined below does not happen in your campaign — perhaps the Characters intervened and changed the course of events. Or maybe, as a GM, you chose to take Ubersreik in a different direction.

This is very much in the spirit of how you can best enjoy the setting. This history is a description of what *would* happen if the Characters did nothing to affect the grand sweep of events. They may have been preoccupied with more street-level issues, or perhaps they have yet to visit Ubersreik while these events unfold.

Most of the adventures in the **Starter Set** and **Ubersreik Adventures 1-3** can run during any period in the city's history, with some adjustment required for a few scenarios — these are called out in the timeline.

There are three ways you can use this history:

- **Backdrop** — your players don't get tangled in the historical events happening around them ... they've got their own things to do. The politicking and conflict provide local colour, interesting rumours and scenes to show that Ubersreik is a living city with its own story and nothing more.
- **Inspiration** — your players aren't directly involved in the events detailed, but it's impossible to avoid the consequences of the invasion, occupation and parleying for a new status quo. In this case, the party enjoy scenarios arising from the events that follow but don't affect the larger-scale changes.
- **Campaign** — the momentous years between 2509-2516 are full of powerful forces keen to recruit itinerant parties to advance their cause. In this context, your players are part of the action — taking an active role, fighting for one (or more than one) side, and jumping right into the conflict themselves. They're making history. In this case, the following events will change based on their actions ... for better or ill.

BEFORE THE EMPEROR'S EDICT (2509-2511 IC)

The seeds of Ubersreik's fate in 2512 IC were sown years before the invasion, in the dark and clandestine corridors of power in Altdorf and amongst the squabbling ranks of the nobles of the Reikland.

PUBLIC KNOWLEDGE

Pfalzgraf Sigismund von Jungfreud ruled Ubersreik with a firm hand for years after his father died. Through his leadership, he brought prosperity to the city and surrounding lands. Other nobles looked on with jealousy, though none would have threatened the Jungfreud hold on Ubersreik.

The Jungfreuds were wealthy from trade and from the bountiful mines in their home territory of the Duchy of Black Rock. There was the inevitable antagonism with neighbouring rivals — although this was restricted to arguments at the Reikland Diet and with peers rather than open conflict or force of arms. The most notable rivalry was a feud with the powerful Wallensteins of Auerswald to the north over issues of tax, trade, and territory. Yet it was nothing more notable than dynastic rivalry, as can be found anywhere in the Empire. The Wallensteins are connected via marriage ties to the Holzkrug family — and Graf Liepmund Holzkrug is Lord High Ambassador to the Imperial Court. The Holzkrugs were historical rivals to the Emperor's Holswig-Schliestein noble line.

Graf Sigismund was actively recruiting additional troops for the Ubersreik State Army. People speculated that there were greenskins amassing in the mountains or Parravon was planning to invade. Outside the Duchy of Ubersreik, the most pervasive rumour was that the Graf was preparing to march over the border to the Duchy of Wallenstein to take the Hahnbrand Silver Mine from Auerswald's control.

BEHIND THE SCENES

In the years preceding the invasion, Yann Zuntermein spent many years leading a double life, as a spy in the Reikland's Black Chamber and as Magistra Magistri of the Altdorf cell of the Purple Hand, one of Tzeentch's most insidious cults in the Empire. He ascended through the ranks to head the 'Spionwerber', the Black Chamber's recruitment arm. Zuntermein used his position to advance

various Purple Hand schemes and put his agents in places of power. His ambition was to subtly destroy the Empire from within, setting noble against noble, Sigmar against Ulric, and foment chaos in the land.

The Purple Hand's greatest accomplishment was to have one of its members appointed as physician to Emperor Karl Franz. This agent infected the Emperor with Purple Brain Pox, then used a particularly harsh regime of treatments to leave him pliable and open to influence. As such, Imperial advisors were forced to use a body double to replace the real Karl Franz in public. As a result, a series of bizarre edicts, quite out of character with the usually statesmanlike ruler, was issued.

Dwarf emissaries from Karaz Angaraz and human prospectors had seen signs of increasing orc and goblin activity in the mountains. Graf Sigismund determined to raise an army and met with Duke Zenechar Trott of Tahme to negotiate to hire his mercenaries. Sigismund was also eager to show his rival, the Duke of Wallenstein, that Ubersreik could defend itself.

Zuntermein worked closely with Graf Liepmund Holzkrug, who leads the Black Chamber. The Purple Hand knew Holzkrug resented the Emperor and sought a clandestine means to unseat the Holswig-Schliestein dynasty from power. Zuntermein proposed to concoct evidence that the Jungfreuds were planning to invade Wallenstein. They could then feed it to the Grey Guardian Immanuel-Ferrand, who was both a member of the Black Chamber and uncle of Emperor Karl Franz. Zuntermein duly charged his agents to find and twist plausible evidence of Jungfreud's ambitions and spread rumours in the southern Reikland and Altdorf of the supposed threat from Ubersreik to other states within the province.

Holzkrug gave the doctored evidence to Immanuel-Ferrand, who was always looking for reasons to centralise control of the Reikland (and Empire) to Altdorf. The evidence gave him what he needed, and he informed General von Dabernick of the Altdorf State Army of the threat, then commanded him to march south.

Holzkrug duplicitously advised Immanuel-Ferrand against this course of action, but the Grey Guardian ignored him and approached Karl Franz to ask permission to issue an edict declaring Sigismund von Jungfreud a traitor who must be deposed.