

WARHAMMER
FANTASY
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EMPIRE IN RUINS COMPANION

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NAVIGATING AN EMPIRE IN FLAMES



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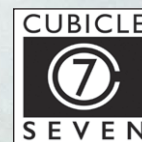
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THE EMPIRE IN RUINS COMPANION



FOR GROGNARDS

Grognard, n. From French grognard, 'grumbler'. An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon'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 and/or roleplaying games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. This new version includes some changes and, at key points in the story, boxes like this one offer new ideas and different events to make the campaign just as fresh and challenging for seasoned WFRP fans as it was when it first appeared in 1987. Those players who think their previous knowledge will give them an advantage may find the forces in the shadows and behind the screen more formidable and tricky than before.

Some of the material in this volume has also been reprinted from earlier sources, and grognard boxes are provided where appropriate with the same ends in mind. Of course, if the alternative options look better, feel free to use them instead of the originals!



CHAPTER 1



THE PLACE OF SHINING ROCK



On the road to Middenheim, about 50 miles from the city, there is a remote shrine known as the Place of Shining Rock. Unusually, it is sacred to both Ulric and Sigmar, and the two cults coexist here peacefully, as they have done for thousands of years.

The Place of Shining Rock features in **Empire in Ruins** (chapter 3), as the Characters attend a meeting between delegations from Altdorf and Middenheim. This chapter presents more detailed information on the shrine, along with some ideas that can be used to add complication to the events, or give Characters reason to return to the shrine at a later time.

These events serve to underscore the differences of opinion between the most stringent and outspoken Sigmarites and Ulricans, and can serve to underline this conflict. Conversely, the shrine is also a place of union between the two Gods. Spending time here may help to remind Characters who are strongly partisan towards one god or the other that compromise between the two faiths is an ideal worth striving towards.

REACHING THE SHRINE

The Characters will visit the shrine during the events of **Empire in Ruins**, as delegations from Altdorf and Middenheim meet in an attempt to calm rising tensions between Ulrican and Sigmarite factions. However, during **Power Behind the Throne** they will also pass the site on their way to Middenheim, and it may help to add to the sense of gravitas the site enjoys if the Characters are already familiar with it before **Empire in Ruins**.

Any time that the Characters are travelling between Middenheim and Altdorf, they will pass by the road that leads to the Place of Shining Rock. Unless they have a reason to go there, though, they will probably overlook the place — they do have an Empire to save, after all. Here are a few possible ways to weave a visit to the shrine into the plot of the adventure, especially if you would like the Characters to visit it before **Empire in Ruins**.



JUST PASSING BY

The Characters will have to travel between Altdorf and Middenheim at least once in the course of the campaign, which will take them past the side-road that leads to the shrine. If the party includes devout followers of Sigmar and/or Ulric, they may decide to visit, pay their respects, and pray — especially if one or more Characters has received Sin Points from either deity.

A RESEARCH MISSION

By now, the Characters will no doubt be aware of the broad outlines of the doctrinal differences that have led to the growing conflict between the cults of Sigmar and Ulric. They may have learned part of the story from the scholar-monk Father Marcus in ‘Vengeance of the Gravelord,’ or they may have picked up bits and pieces along the way. (**Death on the Reik Companion**, pages 114–20.)

They will probably have heard, as well, that Sigmarite and Ulrican scholars are combing through ancient records and later works of theology in the hope of finding an underlying truth upon which both sides can agree, and which can provide a basis for peace. As a shrine sacred to both gods, the Place of Shining Rock will be of great interest to these theologians.

In the course of their adventures, the Characters have become acquainted with one or more distinguished theologians. Sigmarites might be monks from Father Marcus’s monastery near Dunkelberg, or from the other renowned monastery at Priestlichheim, or scholars from the Department of Theology at the University of Altdorf (**Altdorf**, page 159). Their Ulrican counterparts will almost certainly be from Middenheim’s Collegium Theologica (**Middenheim**, page 44).

Whatever their faith and wherever they come from, these scholars will need an escort on the dangerous highway through the Drak Wald, and although they expect that their research in the shrine’s archives will go smoothly and quickly, who is to say what they will find once they get there?



THE RELIC

The Characters are approached by priests of both religions, and asked to bring one chest of Ulrican relics and one chest of Sigmarite relics to the Place of Shining Rock, along with a sufficient cash donation to permit the expansion of the existing buildings and the construction of a new reliquary chapel. The priests’ aim is to promote peace between the two faiths by raising the profile of their shared holy place, highlighting its spiritual importance, and turning this sacred site into a popular destination for pilgrims.

FOR GROGNARDS: A STOLEN SHARD

In ‘Vengeance of the Gravelord’ in the **Death on the Reik Companion** (see pages 114–20), the Characters encountered Father Marcus, a scholar-monk whom Harald Gräber, the necromancer, tried to assassinate. In the original ‘Carrion Up the Reik’, Father Marcus revealed to the Characters that he had spent some of his time as a novice serving at the shrine, and when he left he took a tiny shard of the stone with him. As time went on he felt more and more guilty about it, and resolved to make a pilgrimage to return the shard to its rightful place. However, he was prevented from doing so by pressing concerns elsewhere, and asked the Characters to return the shard for him.

If you are reading this before you have run **Power Behind the Throne**, Father Marcus could give the Characters this little quest while they are travelling together on the river. The Characters might stop off on their way to Middenheim during **Power Behind the Throne**, although they will probably not want to delay their journey. They might tell themselves that they will keep their promise to the kindly old monk on their way back to Altdorf — which, of course, would be in **Empire in Ruins**.

Of course, there is always the chance that Father Marcus survived the Gravelord’s attack on the Characters’ boat, and their paths crossed at some other point in the campaign. So long as the Characters’ immediate travel plans will take them along the Altdorf to Middenheim road, he can still ask them for the same favour. Even if Father Marcus is dead, the Characters might run into his two subordinates, Brother Martin or Brother Rolf (page 12), who tell them of the good Father’s dying wish that the shard be returned to its rightful place.

