

The background of the cover is a detailed illustration of a wooden boat with a white sail on a river. The boat is lit from within, and several figures are visible inside. The river is surrounded by a dense forest of tall, thin trees. The sky is dark with a full moon. A large red watermark 'Sample File' is overlaid diagonally across the center of the image.

WARHAMMER
FANTASY
ROLE-PLAY

DEATH ON THE REIK

PART 2 OF THE ENEMY WITHIN CAMPAIGN



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PREFACE: A BIT OF HISTORY



Before moving to Games Workshop, Jim Bambra and Phil Gallagher worked together with Graeme Morris creating a series of well-reviewed adventure modules, and contributed to roleplaying magazines. This team also created a campaign module that was regarded as a masterclass in campaign design. In many ways, **Death on the Reik** was its spiritual successor. It was the third instalment in the original *Enemy Within* campaign, and first published in 1987 as a boxed set containing the main adventure book, a 16-page supplement titled 'River Life of the Empire,' and several sheets of maps and handouts.

There were two reasons behind the move away from the module format used for *The Enemy Within* and *Shadows Over Bogenhafen*. Firstly, **Death on the Reik's** page count was too large to be practical as a module. It was also thought that a box would be more robust, leading to fewer returns on account of damage in transit. The boxes turned out to be delicate, unfortunately, and all subsequent WFRP first edition publications were books, except for the *Character Pack*.

The original *Death on the Reik* can be found in several different formats: the original boxed set from 1987, a Games Workshop hardback of 1989, in *Warhammer Adventure* from 1991 together with *The Enemy Within* and *Shadows Over Bogenhafen*, and the Hogshead Publishing softback from 1996. In addition, Cubicle 7 has published the Hogshead edition as a PDF version.

There is a lot to absorb in this adventure. As Our Heroes travel across the Reikland solving mysteries and thwarting enemies (and picking up the clues that will lead them to the next instalment, **Power Behind the Throne**), the adventurers and players find out a great deal about the Empire, its people, economy, society, and culture.

Various changes have been made in this edition based on 30 years of player and GM feedback. Some sections of text have been re-ordered to make everything easier to use, and some notes have been added to help you handle the complex middle section and ensure that the Red Crown sub-plot is not derailed if your party fails to keep up with the anticipated timeline. The trail of the Purple Hand has been made clearer. The mentor NPCs, originally added to help the campaign's pregenerated Characters advance to new Careers, have been made more flexible and more useful to player-generated Characters.

To strengthen the links to **Power Behind the Throne** and give the Characters a chance to advance a little more before facing that challenging adventure, the first part of 'Carrion up the Reik' has been added as a final chapter. It was written by James Wallis for this purpose, and published in the Hogshead edition of *Power Behind the Throne*. This covers the journey from Castle Wittgenstein to Altdorf. It provides a coda after the climactic destruction of Castle Wittgenstein, and brings the 'river section' of the campaign to an end. — Graeme Davis, 2019

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INTRODUCTION



Welcome to **Death on the Reik**, the second volume in the Director's Cut edition of the **Enemy Within** campaign. While it can be played on its own, it has been designed for use after completing **Enemy in Shadows**.

This book falls into eight chapters, with a preliminary section that summarises the various plots that the adventurers will encounter. Some of these plots come to a conclusion within the pages of this book, while others lay the foundations for adventures to come. The companion book for this adventure includes supplemental material and additional adventures which you can use to make this part of the **Enemy Within** even more entertaining.

In this adventure, the Characters learn more about the cult of the Purple Hand, the threat it poses to the Empire, and why it is so interested in them. They also encounter a rival cult, the Red Crown, which has different methods and objectives.

Warpstone plays a major role in this adventure. This is a stony substance made from the pure essence of Chaos. Derived from concentrations of dark magic, it is rumoured to originate from Morrslieb, the ill-omened second moon of the Old World. It is much sought after by followers of Chaos and, most of all, by the Skaven ratmen.

Burrowing beneath many parts of the world, Skaven are seldom seen. Many think they do not exist, and some of the Empire's rulers deliberately foster this notion to avoid widespread panic.

The Characters find that many people refuse to believe their tales of an encounter with the Skaven, and some may actively try to silence them.

The Characters pick up several clues as they travel along the Empire's great rivers. These point to Middenheim, the famous city of the White Wolf. There, they learn of a religious schism that could tear the Empire apart, of a runaway noble whose family has some very dubious connections, and of Purple Hand agents active within the fortress city. All of these plot lines lead them into the next volume, **Power Behind the Throne**.

Along the way, the adventurers will travel the great rivers that are the arteries of trade and transportation throughout the Empire. They learn about commerce, and may become wealthy as traders. They'll meet the people of the Empire in all their variety: urban and rural, common and noble, law-abiding and criminal, and all types in between. The fledgling adventurers who set out for Altdorf to seek their fortunes in **Enemy in Shadows** become seasoned and well-travelled veterans as they make their way through **Death on the Reik**.

RUNNING THE ADVENTURE

Death on the Reik allows the Players a great deal of freedom. They may take off in all sorts of unexpected directions, heading into areas for which you have no information. While some GMs enjoy this sort of challenge, there are some ways you can minimise this risk if you want to:

RIVER LIFE AND THE TRADING RULES

Readers familiar with earlier versions of **Death on the Reik** will notice (perhaps with alarm) that the 'River Life of the Empire' supplement and the trading rules are not in this book. In the words of the Classical philosopher Bibulus Maximus, 'nil perspirandum.' They have found a new home in the **Death on the Reik Companion**.

This frees space here to make the adventure better by adding more options for you, more clarifying text on events, and more guidance to see the adventurers to the end of their river-borne exploits. We've also included the first part of the old *Carrion up the Reik* as part of the changes.

The advanced rules for boat handling and trading, and the optional river encounters, make more sense in a companion volume filled with 'Director's Cut extras'. This is not to say that we have forgotten the pledge first made thirty years ago at the birth of *The Enemy Within*: that each product includes material with lasting value, and continues to be useful even after the adventure has been played. For example, despite its troubled history and strange inhabitants, the maps and basic room functions of Castle Wittgenstein provide a model for any of the Empire's small to medium castles in any home-brewed adventures you might create.





- Encourage the Players to make plans for the next session of play before the group disperses at the end of a session. This gives you some time to fill in any locations that are not described in these pages.
- Try to understand Players' ambitions for their Characters. For example, if one of the party wishes to train as an Initiate, they hear rumours that initiates are being ordained in a town that just happens to be on the campaign's intended route. If it is preferable to delay a transition, the adventurers arrive too late: the ordaining priest moved on, or there are too many applicants.
- An unpleasant rumour can discourage adventurers from visiting a place that is best left alone for now. Mysterious, deadly diseases, for example, or rampaging mutants and Beastmen are quite useful.
- If, despite all these ploys, you are (temporarily) at a loss, random encounters can fill a play session and buy you planning time to get things back on track. If used well, random encounters can also present the illusion that you know everything about every part of the Empire and you are prepared for the adventurers wherever they may go. This impression of your genius is worth cultivating.

When the action moves to a town or city, there is no need to worry about detailed maps or profiles for every inhabitant. The important thing is to describe the general appearance of the town: prosperous or seedy, clean or shabby, busy or sleepy, and so on. Accommodation can be found at an inn; goods and services in keeping with the town's size and prosperity can be purchased; and most locations can be described in a sentence or two.

THE HORDES OF CHAOS

If things went very badly in Bögenhafen, there is a chance that the whole town was destroyed by the opening of a minor Chaos gate, which is still spewing daemons and other abominations into the world. Obviously, such an outcome will have an effect on this adventure.

The most significant change will be a marked increase in military traffic on roads and the river, all of it heading for Bögenhafen. Every route that leads towards the town will be packed with heavily armoured troops, and the adventurers should pass a company of infantry or cavalry hurrying in that direction at least once each day. Wizards in Imperial service and clerics of the major religions will also be encountered heading in the same direction.

Going the other way, the adventurers will be caught up, or passed, by a stream of refugees heading away from Bögenhafen. Accommodation becomes harder to find, and more expensive. Chaos may be coming, but so are profits for those not yet affected. As word of the catastrophe spreads, any NPCs encountered will talk of little else. As long as the adventurers do not reveal their part in events, any news they bring will be highly valued by those they encounter.

Local traders are always happy to fleece unwary travellers, and the local Watch are equally happy to throw them in jail for the slightest infraction. Greedy watchmen will then charge an exorbitant fine to let them out and escort them to the town gates with strict orders never to return. Unless a particular town is a specific landmark in the adventure, it's always much like any other: adventurers aren't really welcome, but their money is.





THE STORY

This adventure has a complex set of plots that unfold at the same time. Some are new, some began in earlier adventures, some are resolved in this book, and some will cast a shadow over the adventurers' lives in the months to come.

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 power throughout the Empire, and these include high-ranking members of the cults of Sigmar and Ulric. The Purple Hand intend to reawaken the rivalry between the cults of Sigmar and Ulric, and create a religious schism to destabilise the Empire. The first fruits of their activity appear in this adventure, in the form of news from distant Middenland.

The Purple Hand has cells in all major cities, all theoretically controlled by a central leadership. However, given the vast distances between cities in the Empire, each cell normally works independently. Occasionally, though, orders do come down from above. One such order has recently been issued to all cells: Kastor Lieberung, Magister Impedimentae of the cultists in Nuln, has broken off contact with the cult, and he must be found and recovered at all costs.

THE PLOT THICKENS

The cult leaders know that Lieberung received notification of a large inheritance and set out to visit a law firm in Bögenhafen who are the executors of his new wealth. Two minor cultists were ordered to contact him as he passed through Altdorf, and they were found dead a few days later. By the time this adventure takes place, the cult's leaders in Middenheim are becoming suspicious. They fear that Lieberung intends to keep the money for himself, rather than handing it over to the cult as ordered.

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

- There was no inheritance. The law firm does not exist, and the letter that Lieberung received was part of a complex hoax by a bounty hunter (now also dead) to lure Lieberung into a trap.
- Lieberung died before he reached Bögenhafen. He was killed in a mutant attack on the Middenheim-Altdorf coach. One of the adventurers, who bears an uncanny resemblance to Lieberung, found his body and some crucial documents, then went to Bögenhafen in his place.

The cult's prime concern is to recover Lieberung and his inheritance. Cult members throughout the Reikland have been ordered to find and capture the Magister Impedimentae. Knowing that Lieberung was headed for Bögenhafen, and was

supposed to return from there with the money, Purple Hand agents are looking for him all along this route. They do not know why they are looking for him, only that they must deliver him to the cult's agents in Altdorf or Middenheim. All are loyal to the cult, and will choose death rather than surrender or capture.

If the Lieberung-double adventurer has been killed, the cult will still be looking for the adventurers in the mistaken belief that they are agents of a rival cult. The cultists will assume the adventurers have somehow done away with Lieberung and stolen the inheritance! Some of the events described below may need to be changed slightly to accommodate this course of events. Where the text calls for cultists to pick on one particular adventurer, you can choose who is targeted by the cultists, or simply roll dice to decide.

THE TRAIL FROM BÖGENHAFFEN

While they were investigating the Ordo Septenarius in Bögenhafen, the adventurers probably came across a series of letters written to the cult's chief by one Etelka Herzen, a fellow devotee of the Ruinous Powers. Although they do not find her at home, they find plenty of proof of her crimes, and her journals point them towards another mystery.

THE RED CROWN

Through Etelka Herzen, the adventurers become aware of the Red Crown, another Chaos cult that appears to be widespread within the Empire. They learn that it venerates the same foul deity as the Purple Hand: Tzeentch, the Great Mutator. The two cults are, however, bitter enemies with widely differing methods and goals.

THE METEORITE

The main plot of **Death on the Reik** concerns a meteor that fell in a remote part of the Empire more than two centuries ago. The meteorite is a chunk of the Chaos moon, Morrslieb, about the size of a cow's head. This piece of warpstone was recovered by members of a local noble family, but it has wrought disturbing changes on the family, their castle, and their peasants.

