

**WARHAMMER**  
**FANTASY**  
ROLE-PLAY

**POWER**  
**BEHIND THE THRONE**  
**COMPANION**

THE ESSENTIAL COMPANION  
FOR CAMPAIGNING IN MIDDENHEIM



# POWER BEHIND THE THRONE

## COMPANION CONTENTS



|  |  |  |
|--|--|--|
| <b>PREFACE: A BIT OF HISTORY</b> .....3  | <b>CHAPTER 4:</b>                        | <b>CHAPTER 7: THE CHANGELING</b> 85      |
| Twelve Months.....4                      | <b>THE CULT OF ULRIC</b> ..... 41        | Formless Horror .....85                  |
| A Tribute to Carl Sargent, 1952-2018...5 | Lesser Temples .....44                   | Background .....86                       |
|  | The Womb of the Wolf.....44              |  |
|  | The Place of Shining Rock.....44         |  |
|  | The Shrine of the Wolf.....44            |  |
| <b>CHAPTER 1:</b>                        | Other Sacred Sites.....45                | <b>CHAPTER 8: THE RITUAL</b> .....86     |
| <b>THE GRAF'S GARDEN PARTY</b> .....7    | Ar-Ulric.....45                          | Claw Mark.....87                         |
| The Royal Gardens .....7                 | Celibacy.....45                          | Upstairs, Downstairs.....87              |
| Getting In.....7                         | Followers of Ulric.....45                | The House.....87                         |
| In Attendance.....8                      | The Priests of the Howling Wolf....45    | Into the Sewers.....90                   |
| Events.....9                             | The Knights of the White Wolf.....46     | Tavelli Escaped.....90                   |
| Resolution .....20                       | The Teutogen Guard.....47                | Tavelli Killed .....90;                  |
| Rewards.....20                           | Lay Personnel .....48                    | What Now?.....91                         |
|  | The Sigmarite Heresy .....48             | Dark, Damp, and Deadly Locations 92      |
| <b>CHAPTER 2:</b>                        | The Sons of Ulric.....49                 | Captured!.....95                         |
| <b>CAMEO ADVENTURES</b> .....21          | Omens and Portents.....49                | Conclusion .....95                       |
| The Wine of Madness .....21              | Ulrican Miracles.....50                  | NPCs and Monsters.....96                 |
| The Jade Sceptre in Middenheim ....21    | Wolf's Bite.....50                       | Peter Tavelli, Yellow Fang Cultist ...96 |
| Ending the Adventure.....25              | Howl of Battle.....50                    | Guards and Cultists.....97               |
| Watch the Birdie.....25                  | Crush the Weak.....50                    | The Jailer.....97                        |
| Rushing to Help.....25                   | Frostbite.....50                         | Skreth, Insane Grey Seer.....97          |
| Further Possibilities.....26             | Heart of the Wolf.....50                 |  |
| Nice Teddy.....26                        | Hoarfrost Thews.....50                   | <b>CHAPTER 9:</b>                        |
| Attacking.....27                         | Ice Storm.....50                         | <b>FLYING DEATH SKULLS</b> .....98       |
| Resolution .....28                       |  | The Story.....98                         |
| Down Among the Dead Men .....28          |  | Past and Present .....98                 |
| Spotted!.....28                          |  | Running the Adventure.....99             |
| Conclusion .....29                       | <b>CHAPTER 5: SOME VERY</b>              | The Crash .....99                        |
| Devouring the World .....30              | <b>IMPORTANT PEOPLE</b> .....52          | A Choice .....100                        |
| Unbidden Gifts .....30                   | Sascha Rothbert — The Fixer.....53       | Grubentreich .....100                    |
| Golthog, Ogre Mercenary .....31          | Hausmeister Breugal .....56              | The Village of Pritzstock .....102       |
| Golthog as a Player Character.....31     | Nastassia – The Spy .....60              | Arriving in Pritzstock.....102           |
| Baumann's Blitztruppen.....31            | Alfric Half-Nose — The Blackmailer...63  | Recent Events.....103                    |
|  | Thognar – The Clerk .....66              | The Skull Hunt.....104                   |
| <b>CHAPTER 3: THE JADE SCEPTRE:</b>      | High Priestess Edel Mueller.....68       | The Sightings.....105                    |
| <b>A GAMEMASTER'S GUIDE</b> .....32      | High Matriarch Isolde Begegnen.....71    | Controlling the Skulls .....106          |
| Slaanesh, the Dark Prince .....32        | Brunhilde Klaglich .....74               | The Flying Death Skulls.....107          |
| Organisation.....33                      |  | Tracking a Skull.....108                 |
| Symbol.....33                            | <b>CHAPTER 6: FAMILIAR FACES</b> .....78 | The Gravelord Responds .....108          |
| Methods .....33                          | Lady Isolde von .....78                  | Vengeance Completed.....109              |
| Jade Sceptre Cultists.....34             | Strudeldorf .....78                      | The Trap .....109                        |
| Junior Cultists.....34                   | Phillipe Descartes.....79                | The Wizard in The Woods.....110          |
| The Enemy of my Enemy.....34             | Gunnar and Hultz, Coachmen.....80        | Concluding the Adventure .....113        |
| Senior Cultists.....35                   | The Red Crown .....80                    | NPCs and Monsters.....114                |
| Cult Wizards.....35                      | Ernst Heidleman.....81                   |  |
| The Lore of Slaanesh.....36              | Doctor Schmidt.....81                    | <b>PREGENERATED CHARACTERS</b> ...120    |
| Petty Spells of Slaanesh.....36          | Etelka Herzen .....81                    | Erina Eberhauer .....120                 |
| Arcane Spells of Slaanesh.....36         | Quintus Fassbinder .....83               | Golthog .....123                         |
|  | The Runaway Lovers .....84               |  |



# PREFACE: A BIT OF HISTORY



Welcome to **The Power Behind the Throne Companion**, the third in a series of companion volumes for **The Enemy Within Director's Cut**. This book accompanies the third part of the campaign, **Power Behind the Throne**. Here is a brief summary of what you will find in these pages.

**Guest Commentaries:** Derrick Norton, the developer of **Power Behind the Throne** and the linked adventure 'The Grapes of Wrath', writes about his contribution to this beloved adventure.

**Deleted Scenes:** The Graf's garden party, an important but underserved scene in the original, is presented here in detail, offering the Characters many chances to make the acquaintance of some key NPCs in Middenheim's high society. Middenheim-based cameo adventures from several WFRP First Edition sources offer the Players some interesting side-quests and distractions.

Golthog the Ogre, an NPC who did not make it into the Director's Cut of **Power Behind the Throne**, is presented in a Fourth Edition version, consistent with the rules for Ogre Characters that will be published in **Archives of the Empire II**.

**Behind the Scenes:** The Slaaneshi cult of the Jade Sceptre and the Middenheim-based cult of Ulric are examined in detail.

**Supporting Cast:** Several optional major NPCs, such as Breugal the Palace Chamberlain, are described, all of who can complicate the Characters' lives even further. In addition, a few faces from past adventures might pop up in **Power Behind the Throne** to help, annoy, or intrigue the Characters.

**Bonus Shorts:** Two adventures from *White Dwarf* are updated to **WFRP Fourth Edition**, one of them extensively overhauled to form part of the ongoing 'Gravelord' optional sub-plot that was first introduced in **Death on the Reik Companion**.

## CREDITS

● **Compilation:** Graeme Davis

● **Design and Writing:** Dave Allen, Jim Bamba, Paul Cockburn, Graeme Davis, Phil Gallagher, Andy Law, Sean Masterson, Pádraig Murphy, Derrick Norton, Anthony Ragan, Carl Sargent, Philip Wells, Simon Wiseman

● **Illustration:** Alberto Bontempi, Dániel Kovács, Álvaro Jiménez Hernández, Ralph Horsley, Josef Kucera, Sam Manley, Vincenzo Daniele di Parma, JG O'Donoghue, Scott Purdy, Tom Ventre, Ruxandra Onita, Pedro Sena, Elisa Serio

● **Cover:** Jonathan O'Donoghue ● **Cartography:** Fabio Porfidia, Dániel Kovács

● **Layout:** Rachael Macken ● **Editor:** Christopher Walz ● **Proofreader:** Tim Gray

● **Production Team:** Dave Allen, Anthony Burke, Emmet Byrne, Walt Ciechanowski, Elaine Connolly, Federica Costantini, Zak Dale-Clutterbuck, Donna King, Dániel Kovács, Tim Korklewski, TS Luikart, Rachael Macken, Sam Manley, Rory McCormack, Dominic McDowall, Pádraig Murphy, Kieran Murphy, Eileen Murphy, Ceire O'Donoghue, Jonathan O'Donoghue, Síne Quinn, Christopher Walz

● **Thanks:** Clive Oldfield, Dan Abnett, Daniel Lovat Clark, Dave Allen, Dylan Owen, James Wallis, John Foody, Mat Ward, Robert Schwalb

● **Publisher:** Dominic McDowall

*In Memory of Carl Sargent*

Special thanks to the Games Workshop Team

**Published by:** Cubicle 7 Entertainment Ltd, Unit 6, Block 3, City North Business Campus, Co. Meath, Ireland. Printed in China.

**Last Edited:** March 2021

# Twelve Months

By Derrick Norton

Derrick Norton's name may not be familiar to many readers, but as the developer of *Power Behind the Throne* he played a major role in making it what it is. He looks back on that process, and on the oft-reprinted adventure 'Grapes of Wrath', which appears in this volume under its original title, but with a different villain.

My first project with Games Workshop was the 'Grapes of Wrath' adventure, which at the time enjoyed the working title of 'Flying Death Skulls'. My work on *Power Behind the Throne* was an order of magnitude more challenging, given the size and complexity of the original draft. I started reading and came to understand the themes of the adventure as roleplay, influence, and high politics. It is a great credit to Carl Sargent to have created this, on such a scale, when WFRP was far more Old World than open world.

The original manuscript resolved the adventure when the PCs had accumulated enough 'influence points' to secure an audience with the Graf and abolish the taxes causing all the trouble. I wasn't convinced the climax of the adventure should be something like 'Huzzah! We have repealed regressive tax legislation – the City is saved!' Reforming tax law might be grim, but it is not perilous. I felt there had to be a thrilling final confrontation, so I wrote one: 'The Traitor Unmasked' – and gave the adventure its current ending.



# A Tribute to Carl Sargent, 1952-2018

By Graeme Davis

A former Cambridge academic in the fields of psychology and parapsychology, Carl wrote extensively for WFRP and for several other games in the late 1980s and early 1990s before seeming to disappear from the face of the earth. There was great speculation among the gaming community.

After 1996, Carl he took his career in another direction. He continued to write, but for markets outside the games industry.

News of his death was greeted by a flood of tributes, many of which can be found online. All of them single out *Power Behind the Throne* as his masterwork, standing out over the rest of his considerable body of work. Carl is missed by all who knew him, and I hope that this new version of *Power Behind the Throne* does justice to his original vision.





# INTRODUCTION



**Power Behind the Throne** was originally published in 1988, and quickly established itself as a memorable and impressive achievement in roleplaying. Since then the adventure has been released with each edition of Warhammer Fantasy Roleplay.

It is a testament to the enduring appeal of the adventure's freeform, sandbox structure that thirty-three years after it launched, new players continue to enjoy the many delights and intrigues of Middenheim's carnival. The contributions of Carl Sargent, Derek Norton and others continue to delight old hands and fresh faces alike.

## ADVENTURE HOOKS



These boxes highlight adventure seeds that you might like to pursue in your campaign, or which could form the basis for separate adventures entirely.



## 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!



No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2021 Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.



## CHAPTER 1



## THE GRAF'S GARDEN PARTY



In **Power Behind the Throne**, the Graf's Garden Party is only covered briefly. Taking place in the Royal Gardens from 2:00 to 8:00 p.m. on Marktag, it offers the Characters a golden opportunity to get to know many of the key figures at court who can help them resolve the plot of the adventure.

## THE ROYAL GARDENS

Sometimes confused with the nearby Konigsgarten, the Royal Gardens are in fact located within the palace complex. A broad and grassy inner courtyard with a formal shrubbery, a topiary garden, and a hedge maze in the form of a wolf's head, the whole area is crisscrossed by shining walks of marble chippings and dotted with statues.

### GETTING IN

It is almost impossible to get into the garden party without a written invitation. These take the form of small scrolls sealed with the Graf's personal seal and addressed by name to the holder. There are several ways the Characters can get their hands on an invitation, both legitimate and otherwise. There are also a few plans that might suffice to get them inside. A few of the more obvious approaches are covered below: if the Characters try anything else, be prepared to improvise.

### Who You Know

The Characters have already been in Middenheim for several days, and the Carnival has been under way for two. There have been some opportunities to meet some of the major NPCs and make a good enough impression to earn an invitation. Most of these are covered in **Chapter 5: The Powers that Be of Power Behind the Throne**.

### A Reasonable Facsimile

If the Characters can get their hands on a genuine invitation (by stealing it from an NPC, for example), they can get reasonably convincing copies made in their own names if they know a good forger or have the requisite skills themselves. This involves an Opposed Test between the forger's Skill and the Perception of an average palace guard (Perception 52).

### Do You Know Who I Am?

Bluffing one's way in takes considerable nerve and ability, but it is not impossible. Posing as a visiting dignitary from out of town with their entourage, the Characters may be able to bluff and bluster their way in without an invitation, even if their names (or those of their assumed personas) are not 'on the list'. This only works if at least one of the Characters can successfully pose as a figure of Gold Status.

