

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES



◆ THE GUILTY PARTY ◆

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◆ THE GUILTY PARTY ◆



The Guilty Party is an adventure designed to help GMs who have guided their players through a few of the adventures set in and around Ubersreik, but now wish to commence the **Enemy Within** Campaign, beginning with **Enemy in Shadows**.

The adventure is intended to be played with characters who have a little experience, and it is assumed that they will have made something of a name for themselves in and around Ubersreik before they begin this adventure.

ADVENTURE SUMMARY

Gunther Abend is feted for the service he provides at Bridge House (**A Guide to Ubersreik**, page 15), but is facing setbacks. He is from Altdorf, and has been welcoming to Imperial troops. This hospitality amounts to little more than professional courtesy but local malcontents claim that Gunther has facilitated an invasion.

Against this backdrop, mishaps have befallen coaches travelling to and from Bridge House. Broken axles, lamed horses, and banditry are risks any serious coaching operation accounts for. Nevertheless, the inn is gaining a reputation as a dangerous destination.

Much of this is due to the machinations of Elicha Hochs, a representative of Four Seasons coaching house. Her employers wish to purchase Bridge House. They have set Elicha the mission of softening Gunther up. A subtle operator, Elicha is careful to work through catspaws. Most of those acting on her behalf never even meet her. She has been careful to ensure that Four Seasons Coaches also fall afoul of mishaps, though they are far less frequent.

However, the two rival coaching houses that also make use of facilities at Bridge House, Imperial Expressways and Cannon Ball Express, suspect foul play. Elicha is feeling the pressure. She has recently been rattled by the loss of an Imperial Expressways coach. Whilst Elicha is not above hiring thugs to beat up coachmen and waylay travellers, the wholesale loss of a coach threatens to attract more attention than she can bear.

But it also presents an interesting opportunity, so she has hatched a plan. She knows whatever happened to the lost coach cannot be traced back to her. Therefore, if one of her rivals were to accuse Four Seasons of sabotaging the Imperial Expressways coach and it was proved to be untrue, it would end up discrediting her accuser instead. This accusation would exonerate Elicha — even of the incidents for which she is actually responsible.

Andreas Wagenknecht was once an investigator for the Cult of Verena, but left their employment to work for the Cannon Ball Express coaching house. The reason for Andreas's exit from the Verenan cult is the fact that he engineered a gross miscarriage of justice — setting up the execution of a romantic rival for a crime they did not commit. Elicha Hochs is one of only a few people who know this fact. She has Andreas securely in her pocket as a result.

Over time Andreas has become one of Elicha's primary assets. He continues to masquerade as a Verenan Investigator, so few people know that he actually works for Cannon Ball Express. As a result, his employers are confident in his abilities as an agent, even though he shares information he gathers with Elicha. Whilst Cannon Ball Express would no doubt find his mixed loyalties reason to fire him, Andreas would find that preferable to being exposed by Elicha.

Now Elicha has set Andreas a mission. He is to attempt to discredit her, but in such a blundering fashion that it dishonours Cannon Ball Express, and creates more problems for Gunther. Andreas cannot do this on his own, so part of his mission is to recruit a group of adventurous patsies to his (apparent) cause.

GETTING STARTED

In order to prepare for this adventure, the GM will need to consider two things: the situation the characters are in in Ubersreik, and the beginning of the Enemy Within campaign as described in **Enemy in Shadows**.

THE ROLE OF THE CHARACTERS

This adventure takes the Characters from Ubersreik to the settlement of Bruckthin, just short of Altdorf. The adventure is intended to place them in a suitable situation from which to commence the **Enemy Within** campaign, beginning with **Enemy in Shadows**. As such

this adventure has a rather strange conclusion with the Characters at a loss for things to do, out of pocket, and resenting people they have interacted with. This is in the hope that they are eager for the opportunities of adventure and reward offered in the early stages of **Enemy in Shadows**.

PREVIOUS ADVENTURES IN UBERSREIK

It may be that Characters have had a number of adventures in Ubersreik by the time they undertake this adventure, and they may have significant contacts within the city as they commence the scenario.

This can present a couple of problems for the GM to consider.

The first problem may derive from the fact that the PCs have friends in high places. Adventures such as *Lord of Ubersreik (Rough Nights & Hard Days, page 68)* or *Heart of Glass* provide opportunities for Characters to earn the respect of powerful patrons. This could cause issues for later adventures that follow a rags to riches narrative arc.

In this adventure the Characters become associates of people who have the potential of ruining any good reputations they have built in Ubersreik. The GM can make it clear to the characters as the adventure progresses that they have aroused suspicion in the eyes of many Ubersreikers. This would have the advantage of persuading them that they need to find their fortunes elsewhere, and that returning to Ubersreik would not be a good idea.

A second problem may be that the GM has employed Elicha Hochs in previous adventures. She is introduced in *A Guide to Ubersreik (page 15)* as a possible plot hook. Elicha may even have hired the Characters to help her with her campaign of sabotage. Previous interactions between the characters and Elicha might result in circumstances that complicate this adventure.

Characters have previously worked for Elicha. If the Characters have already worked for Elicha and have a good relationship with her it will be necessary for her to break trust with them before beginning this adventure. The simplest way would be to have Elicha commission the Characters for a dangerous mission, such as to perform a highway robbery, and then refuse to pay them on a dubious pretext. After this, most Characters would jump at the opportunity to seek revenge.

Characters were approached by Elicha but refused to help. If she has tried and failed to commission the Characters in the past, Elicha will be only too delighted to exploit any mistrust the Characters may harbour towards her. By having Andreas hire the Characters to expose her and then ultimately have them fail to do so convincingly, she will undermine their credibility and call into question any testimony they may give regarding her previous wrongdoings as well.

Elicha has been killed or otherwise compromised. In this case, Four Seasons responds by dispatching Hugo Dimpledimple to Ubersreik. Hugo is a Halfling agent who is even cannier than Elicha. In public Hugo is all guileless charm, keen to make up for his predecessor's terrible behaviour, but behind the scenes he has plans of his own. One of Hugo's first moves will be to commission Andreas to hire the Characters in order to level accusations against Hugo that can be easily disproved. Replace any mention of Elicha in the text with Hugo instead.

