

meeting goes off without a hitch, the various Knightly escorts will maintain a perimeter around the grounds of the lodge as well as the old keep itself.

Baron Heinrich also informs the PCs that a pavilion has been set up on the outside for their private use until the time for the meeting has arrived. The PCs are expected to be in the Great Hall of the hunting lodge 15 minutes before the meeting begins to take their seats. Should the PCs ask who is expected to be in attendance, Baron Heinrich tells them:

- *Emperor Karl-Franz I*
- *Graf Boris Todbringer*
- *Grand Countess Emmanuelle von Liebewitz*
- *Grand Duchess Elise Krieglitz-Untermensch*
- *Count Valmir von Raukov*
- *Count Helmut Feuerbach (or Grand Duke Gustav von Krieglitz, if the PCs failed to mention his death).*
- *Crown Prince Wolfgang Holswig-Abenauer in an observer role.*
- *Count Siegfried von Walfen in an observer role.*
- *Baron Heinrich Todbringer in an observer role.*

With that, Baron Heinrich excuses himself since he still has a number of things to do before the negotiations begin. He then escorts the PCs out of the lodge and points to the direction of their pavilion.

There is always a chance the PCs will opt to walk about the area, looking for some mischief in which to involve themselves. The Knights guarding the perimeter are unlikely to want to engage in conversation. They take their task seriously and certainly do not welcome the company of those “playing” at being a knight. Should the PCs persist, they may well be on the receiving end of insults from those outside the Order of Knights to which they belong (“The standards the Knights Panther once held surely have slipped”) as well as from other Knights Panther (“They must be connected to escape guard duty.”)

By late afternoon, the PCs will spot the Crown Prince and the assistant of his secretary strolling near the Keep with Herr Fechner following sheepishly. The two seem to enjoy one another’s company. Even if the PCs observe the situation from hiding, the PC with the highest **Fel** characteristic (no matter the gender) must make an **Observe** test (+10 for *Sixth Sense*, +10 for *Excellent Vision*) to catch Greta Cranach’s looking at him/her. Though brief, Greta locks the PC’s eyes and gives him/her a quick smile. The smile looks less friendly than eager. The moment is over suddenly and the oblivious Crown Prince continues his animated conversation with the raven-haired beauty.

That night, the PC who caught Greta’s glance has a restless sleep. All they can dream about is standing naked before the appraising and intense emerald eyes of the Crown Prince’s companion. So unsettling is the PC’s sleep that he/she must test against their CI. Failure means the PC will suffer from a –10 to their CI characteristic whenever they are within 20 feet of Greta. A failure of greater than 30 means the PC also picks up an Insanity Point.

### **The Final Enemy Within**

A Knights Panther approaches the PCs’ pavilion an hour before noon. He informs the PCs it is time for them to make their way to the lodge. The Knight was sent by order of Baron Heinrich.

The PCs are admitted to the lodge without any difficulty this time. The Great Hall is 60 feet long, 35 feet wide, and 20 feet in height. Large double doors mark the main entrance, and there is a single door at the other end leading to the bedchambers and private quarters. Large, high windows on one side allow the light from the outside in. A long table has been set up at centre of the Great Hall. There are six chairs at the table, one at each end and four on one side. A number of chairs have been set up in a row for the observers to watch the proceedings. There are enough chairs for the PCs as well as another nine individuals.

As the assemblage gathers, Baron Heinrich assists with introductions and shows people where to sit. Other than the three observers mentioned above, these are:

- *Freiherr Alfred Neunath von Nuln* (Lord Historian of the Collegium Historica in Nuln)
- *Baron Victor von Eigenhof of Wissenland* (aide and current favourite of Countess von Liebewitz)
- *Baron Stefan von Raukov of Ostland* (younger brother of Count von Raukov)
- *Martin Fechner of the Reikland* (Crown Prince's secretary)
- *Greta Cranach of the Reikland* (green-eyes, raven hair beauty and Martin's aide)
- *Baron Mayer Feuerbach of Talabecland* (older brother of Count Feuerbach)
- *Freiherr Nikolaus von Teich-Adler of Talabheim* (First Secretary of the Geheimekonseil; see **WS #16**, page 27)

From left to right, Baron Heinrich seats the Historian von Nuln, First Secretary von Teich-Adler, Count von Walfen, himself, the PCs, the Crown Prince, Fraulein Cranach, Herr Fechner, and the three other Barons. The provincial leaders are the next to enter the Great Hall. Baron Heinrich seats the Ostland and Talabecland Counts on opposite ends of the table. Across the other four seats sit Grand Countess Emmanuelle, Emperor Karl-Franz, Graf Boris, and Grand Duchess Elise. The Emperor's Champion, Ludwig Schwarzhelm, position himself behind the Emperor.

As the group sits, Count Feuerbach looks at the observers and then raises his objection to the presence of the PCs. Graf Todbringer counters the PCs have earned their place at the conference and it is by the Emperor's, his, and the Grand Countess' leave that they are here.

Though still fairly weak as he continues to recover his health, the Emperor opens by stating the meeting has been called to negotiate a truce to end the war in the east. He places his Runefang (**Realms of Sorcery**, pages 162-164) on the table top, followed by the Graf and Grand Countess. The Emperor announces the swords represent their respective offices and the lawfulness of the proceedings. The Graf of Middenheim takes over at this point and asks the two Counts each present their respective list of grievances, starting with Count von Raukov.

At this moment, Greta Cranach begins to moan and groan with pleasure from her seat. Martin Fechner tries to quiet her. She lets out one last scream of ecstasy and then her body bursts open, spraying blood and splattering gore, as a Greater Daemon of Slaanesh emerges from her ruin. All, including the PCs, are momentarily stunned as the Keeper of Secrets calls forth a Daemonette from Martin Fechner's screaming body, killing the Secretary in the same fashion as Greta died. Seeing what the woman who seduced him on many occasions recently became, the Crown Prince's mind shatters.



The PCs must successfully pass a **Terror** test to react to the presence of the Greater Daemon. The Emperor's Champion is the first to react, grabbing the Emperor and carrying him to safety. The Barons of Talabecland and Ostland recover quickly to attack the Daemons, buying the PCs time if they all failed their respective tests. Baron Todbringer and Baron von Eigenhof use the delay to reach Graf Boris and Grand Countess

Emmanuelle, respectively to usher the two out, as does Freiherr Nikolaus von Teich-Adler in racing towards Grand Duchess Elise. Baron Heinrich calls out to the PCs ordering them to hold off the Daemons until the nobility are cleared, giving the PCs a +10 to their next test; while Heinrich himself and von Walfen make sure that all Electors are safely led out of the hall.

The two Barons facing the Daemons do not last long. They are both brutally cut down in whatever gruesome manner the GM decides in the first round. Their deaths give the PCs an additional +10 to their **Terror** tests (cumulative with Baron Todbringer's shout). In their excitement, the Daemons turn towards the PCs, looking to dispatch them before chasing down the nobility fleeing out of the double doors.

In the excitement of the fighting, the three Electors left their Runefangs on the table.

These Dwarf-made swords are runic weapons and, even though the Rule of Jealousy (**Realms of Sorcery**, pages 103, and **Dwarfs: Stone and Steel**, page 57) negates their special ability, they count as magical weapons. The PCs may need to avail themselves of these weapons in order to succeed against the Slaaneshi Daemons.

The Daemons fight for 10 rounds before requiring an *Instability* test (**WFRP**, page 215). The two Knights at the double doors arrive to fight (assuming they pass their own **Terror** test, their **CI** attribute is 57) in 5 rounds and others not until the tenth round. Should the PCs fall to the Daemonic attack, many knights and sergeants die before instability claims the two Daemons.

**Lushtongue, Daemonette**

Daemonettes (Q'tlahs'itsu'aksho) are the most common of Slaanesh's daemonic followers. Like Slaanesh, they are perversely and unnaturally beautiful and cause loathing rather than admiration, except among the most depraved. Daemonettes are nearly as tall as a man, and are generally white skinned (sometimes they can take on a pastel colour like a Keeper of Secrets), with deep green saucer-like eyes. Daemonette figures and faces are similar to beautiful human women, but they have only one breast, usually on the left. They often have long flowing white or yellow hair, and decorate their bodies with tattoos in a variety of pastel shades. The arms of Daemonettes end in chitinous crab-like pinchers. In addition, they have two-toed clawed feet and a razor edged tail. Daemonettes sometimes wear elaborate chain mail armour.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

**Psychological Traits:** Daemonettes are immune to all *psychological* effects, except those caused by any god, Greater Daemon, or Daemonic Prince.

**Magic:** A Daemonette of Slaanesh can know up to 6 Level 1 spells. In Lushtongue's case, it only has Acquiescence and Steal Mind.

**Special Rules:** A Daemonette has two *claw* attacks and one *tail* attack. They have 1 Armour Point on all locations. A devout worshipper of Slaanesh may summon D6 Daemonettes riding Mounts of Slaanesh by using a *Summon Lesser Daemons* spell, but at a cost of only 1 Magic Points. If any Daemonettes survive their mission, they will demand that the summoner sacrifices one of his company to Slaanesh before they will depart peacefully. Lesser Daemons cause *Fear* to creatures under 10 feet tall and are subject to *Instability*.

**Chaos Attributes:** A Daemonette may be granted up to 6 Chaos Attributes. Lushtongue was the Chaos gift of Irrational *Hatred* of Elves.



**Riploose Sinewthrob** (true name: **Eu'dair'kwanio**)- Keeper of Secrets

Keepers of Secrets are the huge and powerful Greater Daemons of Slaanesh, resembling Minotaurs in their general physique, but with two pairs of muscular arms. The upper pair ends in immense, crab-like pinchers and the lower pair in powerful humanoid hands that can either hold a weapon or pummel an opponent. Their chests also show their half-male/half-female nature, having one breast, usually on the left. Keepers of Secrets dress in a baroque costume of chain mail and leather and their skin colour varies widely: always a pastel shade of red, orange, electric blue or vivid green.

Though violence is only a small part of Slaanesh's nature, Keepers of Secrets are perfectly equipped to destroy the Lord of Pleasures' enemies. These beings take a sadistic and erotic pleasure in killing and torture, and exist for the enjoyment of carnage. It is also said that Keepers of Secrets (Q'tlahsi'issho'akshami) have earned their name since they know the secret yearnings and desires of any living being, past and present. They may trade their knowledge for services which will further the will of Slaanesh

Keepers of Secrets are sometimes summoned by Daemonologists in order to gain information about an individual that the Keeper knows. A Keeper of Secrets will always demand some task in return, which range from seducing a person into a chaos cult to corrupting a whole city government. The task is dependent upon the importance of the question asked. The Keeper of Secrets also requires the summoner to perform the required task by a certain date. After that date, if the task has not been performed, there is a 10% chance each day that the Keeper will return to wreak some unnatural revenge on the Daemonologist..

Keepers of Secrets have a 50% chance of being equipped with Daemon Armour (see **WFRP** p.230), and usually have a magic weapon of some sort. Riploose has neither in this scenario.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	47	100	7*	89	89	89	89	89	18

**Psychological Traits:** Keepers of Secrets are immune to all *psychological* effects, except those caused by any god.

**Magic:** Keepers of Secrets know 6 spells of various levels. Riploose Sinewthrob knows the following spells (**Realms of Sorcery**, pages 232-235):

1<sup>st</sup>: Acquiescence, Dark Hand of Destruction

2<sup>nd</sup>: Doombolt, Pavane of Slaanesh

3<sup>rd</sup>: Beam of Slaanesh, Soul Drain

**Special Rules:** The Keeper of Secrets has 4 *claw* attacks or 4 weapon attacks, 1 *bite* or *gore* and 1 *stomp*. Greater Daemons, such as Keeper of Secrets, cause *Fear* in all living creatures and *Terror* to creatures under 10 feet tall. They are subject to *Instability* and are immune to normal weapons.

**Chaos Attributes:** A Keeper of Secrets may be granted up to 6 Chaos Attributes. Riploose Sinewthrob has the following attributes:

1. Poisonous Bite (treat as spider venom, **WFRP**, page 82)
2. Mark of Slaanesh on forehead.
3. Scorpion's Tail (A+1\*)

## Epilogue

The inside of the Great Hall is washed in the blood and body parts of the dead. The shattered Crown Prince, covered in the blood and gore of those who died around him, rocks and mutters with vacant eyes amid the carnage. The only future for him lies with the Shallyan Asylum near the village of Frederheim.

The fallen PCs are brought forth from the Great Hall. Priests of Sigmar (including senior cleric Adolphus Polewanacracer) and Taal (Timm Berr) are summoned from nearby Schoppendorf to administer to the wounded, including the PCs. The elderly Priest of Mórr, Brother Jarmusch, attends any who died, preparing them for a voyage to Altdorf where they will be given a state funeral and buried in the Temple of Mórr.

The interrupted meeting to negotiate the truce reconvenes at the Imperial Palace in Altdorf on 33 Vorgeheim. Surviving PCs (including the wounded) are allowed to attend the five-hour session where a truce is eventually reached ending hostilities in the east. A final, political settlement is delayed until a more formal meeting can be arranged with all Electors, provincial rulers, high-ranking nobles and diplomats in attendance. Such a meeting will take place in about eight weeks time, on Mittherbst Autumn Equinox.

In the meantime, the PCs are allowed to stay as honoured guests at Middenheim House. To clear the way for them, Graf Boris and his entourage move to apartments within the Palace. Baron Heinrich also departs for a time, but leaves a guard detachment to protect the PCs.

Moreover, the Emperor officially rescinds the 2512 Edict on Mutants.

The PCs are summoned to the Grand Conference in the Volkshalle before it officially opens. They are introduced to the assembly as “Heroes of the Empire” for their valour and efforts on behalf of the Empire. Each is

presented with medals to wear about their neck denoting their new status. If the PCs have performed well throughout this scenario, they are each asked to kneel before the Emperor so he can knight them. They are then asked to rise and given lands in eastern or southern Ostermark to go with their titles. The fact that marauding Orcs or worse currently plagues these lands is a small matter for individuals with the PCs’ accomplishments and talents. The PCs are also presented with a document which traces their lineage to a noble house that was thought to have become extinct in the distance past. Much of this is actually made up since those in power do not want it known that commoners – such as the PCs are likely to be – may have the talent and ability to rise above their social station.

In the event the PCs have not played particularly well, like botching the Emperor’s rescue or allowing the Slaaneshi Daemons to wreck death on those outside the hunting lodge (unless they all fell in battle), then their reward should be less substantial and given to them in private. A grateful Emperor could give them anywhere from 200-700 GCs each with a pardon for any act of dubious legal standing committed when the PCs were in His service or when they were “working” for the Temple of Mórr.

Should the PCs really play poorly – for example, failing to deliver the letters summoning the Counts of Ostland and Talabecland or fleeing en masse from the Slaaneshi Daemons – then the PCs award would be no more than 100 GCs each, free passage to Marienburg on a fast ship, and a stern warning they will be imprisoned if they ever return to the Empire.

Once the PCs have been given their just rewards and excused, the Grand Conference commences. Debates are fierce; as provinces that gained ground during the war are struggling to exchange that for more land or – in the case of the minor provinces – independence and an Electoral vote, while losers of the war are trying their best to control the long-term damage. In the end,, the following things are agreed:

- In **Ostland**, Count Valmir von Raukov is confirmed as the new Grand Prince and Elector. The province concedes its northwestern corner lost during the war to Nordland, including the port of Norden. However, it also gains the baronies north of the Talabec, including Castle Schloss, from Talabecland.
- Following its successful campaign into Ostland, **Nordland** is not only enlarged on this front, but also obtains independence from Middenheim and bestowed with Electoral status. With Baron Nikse assassinated and his sons fallen in battle, Marschall Theoderic Gausser is appointed new Grand Baron and Elector of Nordland.
- **Talabecland** must accept a concession of its baronies north of the Talabec including Castle Schloss to Ostland, implying that the River Talabec now divides the two provinces. Also, it loses the overlordship of Ostermark. Following his successful defence in the south, Count Helmut Feuerbach is confirmed as Regent on behalf of the former Grand Duke Gustav's young sons. Furthermore, Talabheim is subordinated to Talabecland.
- Grand Duchess Elise Krieglitz-Untermensch is recognised as ruler of **Talabheim**, but loses her Electoral vote and is formally subordinated to Talabecland. Talabheim retains its status of freistadt, however. Ostermark is declared independent of Talabecland and bestowed with Electoral status.
- **Hochland** is declared independent of Talabheim and bestowed with Electoral status. Baroness Tussen-Hochen of Hochland has been lost during the plague and ensuing chaos in Bergsburg. Count Aldebrand Ludenhof is confirmed as the new Grand Baron and Elector of Hochland.

The Provincial rulers are expected to return to Altdorf on 25 Pflugzeit 2515 to ratify the agreement and verify that its terms were carried out.

In addition, the following events take place soon after the Civil War ends:

- The Middenland Lector, Manfred von Hindenstern, is elected as new Grand Theogonist and takes the name Volkmar. At the same conclave, the Eimar Concord draft is amended and sent to Middenheim and Talabheim.
- The Fræi-Ulrik of Nuln, Emil Valgeir, was elected to become the new Ar-Ulric.

## Experience Points

25-40	Roleplay (per session)	10	Find the hidden letter informing Wolfgang of Chedwic Wanner's arrival
<b>Return of the Knights Panther</b>			
	<u>Smoke on the Water</u>	5	Noting the design/image of the seal
10	Paying off the Kislevite pirates.	10	Preventing the meeting between Leberecht Eucken and Wolfgang Blitzen.
5	Chasing off the Kislevite pirates and sowing the seeds of future problems for Ulf.	10	Preventing Leberecht Eucken from leaving Bergsburg
5	Avoid fighting Wilhelm Grudenburg and his men.	10	Following Wolfgang to his morning meeting with Bernd Küster at the Mauerweg
15	Interfering with the attack of the Cult of the Howling One on the homestead of the Schäffer family.	15	Preventing Bernd from assassinating the young Ulrican priest, Justus von Heyse.
	<u>Another Brick in the Wall</u>	10	Stopping Bernd from leaving Bergsburg.
5	Dealing discreetly with Hermann Krauthammer	5	Visiting Baron Eduard von Münsterberg at the Middenheim House
	<u>Over the Hills and Through the Woods</u>		
5	Resisting temptation to show their connections to the Knights Panther at the Sudentor Gate	15	Defeating the Sons of Ulric and Cult of the Howling One north of Heedenhof
5	Inquiring about the Beilheim district at the gate	10	Interrogating Reinhardt von Kutenholz
10	Meeting Captain von Holzbeck at Mimm's Well.	15	Learning that someone in the Todbringer family is supporting the Sons
	<b>Enter the Wolf's Den</b>	10	Recovering the letter Wolfgang receives after Bernd left Bergsburg
	<u>On the Hunt</u>		
10	If the PCs avoid Wolfgang Blitzen detecting them as Knights Panther	5	Waylaying courier and taking Wolfgang's letter bound for Middenheim.
5	If PCs learn about Wolfgang from barkeep at the Wolf's Head.	5	Following Wolfgang as he heads south
10	Track Wolfgang to his residence	15	Prevent ambush of Sigmarites from occurring
5	Learn Wolfgang's daily routines	10	Disrupt ambush after attack is launched
5	Search Wolfgang's room without being detected	5	Conclude that Gebhard Bergius of Wolfenburg betrayed the Sigmarite Lector and his entourage.

<u>Onward to Middenheim</u>		10	If PCs realise that use of gunpowder is anathema to the cult of Ulric
5	Meet the contact at the Red Moon Cabaret in Middenheim.		
5	Follow Wolfgang's contact at the Sword and Axe to its dead-end.	10	If PCs succeed in getting the two young Knights of the Fiery Heart to relax and confide in them.
<b>Into the Maelstrom</b>		<u>One Way or Another</u>	
<u>On the Road to Altdorf</u>		5	For each bit of information the PCs gain from the criminal element (up to a maximum of 20 ep)
5	Avoiding the toll-house		
5	Keeping mission secret	5	Gaining information from the Gold College
5	Kill Beastmen outside the Broken Axle	5	Obtaining Karstin Largsdottir name from the Dwarfs
5	Avoiding a fight with the Sons of Ulric	10	Gaining information from Karstin
5	Learn of the horrible stench that preceded the mutant attack	5	Asking Karstin for a meeting with the Dwarf Engineers' Guildmaster.
10	Recognize that the foul stench of a mutant signalled the attack on the Shrine of the Shining Rock	<u>Death of a Grand Theogonist</u>	
10	Attack the Red Crown in defence of the Shrine.	10	Talking to Mayer Gauss before his murder.
10	Capture and interrogate Anders Köhler	15	If PCs granted an audience with the Dwarf Engineers' Guildmaster without Karstin's assistance.
5	Find the warning about the priests.	10	If PCs learn that the explosion was likely caused by eight kegs of gunpowder, with only four missing from the Guild.
<u>Altdorf Calling</u>		10	If PCs find and talk to Batrek before his death.
5	Remembering to speak the code words to Herr Erich Alder.	10	If PCs find out anything about Udo Schwimmer
10	Finding a way to reach the Oberhausen flat for a meeting.	<u>Breakdown of Order</u>	
5	Asking about Count von Walfen's own men.	10	If PCs recognise the marks and creases on Udo's torso as a mutation.
5	Asking about Ostland Lector Nikolaus Auerbach	5	If PCs notice that they are being watched after leaving the Chapel of Mórr.
5	If PCs head straight to the Temple of Mórr as instructed	5	Following Purple Hand cultist to the drop site.
10	Investigating the site of the explosion	5	Gaining information from Purple Hand cultist
5	If PCs note the messages written in blood.		



5	Learning about events before the explosion from Ostland Lector Nikolaus Auerbach	10	Obtaining magically locked and coded journal
10	Learning about the Magnærans	10	Unlocking the journal
5	Noticing the Emperor's condition at the Grand Theogonist's funeral procession.	20	Deciphering the encrypted entries
10	Learning where the "pickled herring" from Nuln was delivered.	5	Admitting Doktor Fassbinder into their townhouse
5	Reach Fokker's residence before the Templars of the Fiery Heart	15	Abducting Brother Dieter
5	Eavesdropping on the Sigmarite conspirators	10	Successfully extracting information from Dieter Kucinich.
5	Subdue the conspirators	15	Foiling attack on townhouse
10	Gaining information from the conspirators.	10	Putting the fire out before it becomes out of control
20	Stopping the crowd from burning down the Chapel of Ulric and hanging its clergy.	5	If PCs turn over Dieter Kucinich to the Priestess Inga
5	Helping put out the fire before it spreads further.	5	If PCs find the corpse in Fassbinder's office
5	Spotting Chancellor Heinz in the entourage assembling to meet the Crown Prince.	5	Meeting with Priest Philipp at the Imperial
10	Meeting with Court Lector Lothar von Metternich.	10	Arriving at Graustein Keep at the appointed time
5	If PCs set up surveillance and spot Brother Dieter visiting the Chancellery after they've met with the Court Lector	5	Arriving at Graustein Keep after dawn
10	Escaping the ambush at the warehouse	15	If PCs agree to rescue the Emperor
5	Obtaining information on the Emperor's health in a meeting with Doktor Silma Dönitz	5	If PCs learn that Simon is a member of the Graukappen
5	Send message to Chancellor from "Kastor Lieberung"	10	Descending into the sewers before dawn
10	Intercepting message from Chancellor Heinz to Brother Dieter	5	If PCs get past a Sewer Jack patrol on the way into the Palace without resorting to violence.
15	Impersonating the Chancellor to gain access to his office.	5	Successfully hiding when the Imperial Guards open the door for Eva.
5	Finding concealed wall safe	10	If the PCs are honest with Eva
		10	Avoiding detection by the guard detail in the aquifer.
		10	If PCs decide to travel in the sewers to the postern gate
		15	If PCs opt to make it through the sewers to the grates at the Reik
		20	If PCs choose the route to the Little Reik

15	Getting past a Sewer Jack or Watch patrol during the escape without violence	5	Taking precaution of wet cloth to avoid choking on smoke.
5	Fighting their way past a Sewer Jack or Watch patrol to continue their escape.	5	PCs join effort to put out fire.
20	If PCs successfully reach the rendezvous with Erich Alder.	<u>Last Man Standing</u>	
<b>War!</b>		5	PCs inform Baron Heinrich that Karl-Heinz Wasmeier is still alive.
		5	PCs inform Baron Heinrich of Captain Erwin von Mühlerberg's treachery.
		15	PCs kill Gurg and his warband.
		5	Gaining the trust of the Carroburg delegation.
<u>Restoration</u>		5	Joining the Carroburg delegation to Bröckel.
5	PCs honestly deal with the riders from Reikmarshall Helborg.	5	Discovering, but not attacking the mutants.
5	PCs rescue one of their own from the Palace dungeons.	10	Discouraging the pirate attack
5	If Shallyan Sister Eva asked about the elderly Eva Herzberg.	5	Beating off the pirate attack
<u>Purple Rain in Altdorf</u>		10	Defeating Captain Erwin von Mühlerberg
5	If PCs visit with Priestess Inga.	10	Defeating the Sons of Ulric
10	Capturing a Purple Hand cultist and successfully interrogating him.	5	Killing Baron Helmut Todbringer.
10	Capturing a Purple Hand contact and getting "Brother Karl's" description.	10	Delivering the sealed letter to Count von Raukov.
10	Learn about the Purple Hand meeting to take place.	10	Handing the sealed letter to Count Feuerbach.
5	Meet with Doktor Fassbinder.	5	Returning the horses to Willi Aufstand at the Nimble Frog.
5	PCs mention the assassin's technique to Count von Wolfen.	5	PCs avoid trouble at the Woodcutters Tankard.
10	PCs track down and kill the assassin Eugen Klopstock.	10	PCs defeat the Daemonette.
10	PCs defeat the Flamers set against them.	30	PCs defeat the Keeper of Secrets.
		+1 Fate Point	

## Aftermath

Even after the PCs have saved the Electors and Empire from the Slaaneshi daemons and disaster intended by the Purple Hand, there are still unresolved problems that may need to be brought to a more complete conclusion. This

section provides information on many of these loose ends (otherwise known as "adventure hooks") to assist an enterprising GM develop these into further adventures for their PCs.

## **Karl-Heinz Wasmeier**

If used by the GM running EaW, Karl-Heinz Wasmeier has escaped the PCs yet again. Using the fire as cover, the former Magister Magistri of the Purple Hand cult in Middenheim has fled the Imperial capital to live another day. Wasmeier used a Magic Bridge spell to reach the other side of the city wall and then made his way to Nuln.

Once safely in Nuln, Karl-Heinz adopted the new identity of Herr Doktor Kunstler. In his time there, Doktor Kunstler learned an old Purple Hand colleague, Erich Kalzbad, was now a Law Lord of Middenheim. The two corresponded until 2516, using the time to lay the groundwork for Doktor Kunstler's return to the City of the White Wolf.

The PCs should not be able to pick up the trail of Wasmeier/Kunstler very quickly. There is little evidence to indicate where "Brother Karl" stayed while in Altdorf and even less to indicate where he had gone. For all intent, the PCs could conclude that their quarry perished in the fire.

Having gone to Nuln, Doktor Fassbinder is the likeliest hook to get the PCs back into the hunt for Wasmeier, sometime in 2517. This takes some time since Fassbinder needs to develop the contacts he needs to continue his one-man crusade against the Purple Hand. By the time the PCs have arrived in Nuln, Doktor Kunstler has already departed for Middenheim and the Purple Hand has finally caught up to Fassbinder. Moreover, the upper echelon of Purple Hand in Nuln will know of the PCs by their reputation as well as Kunstler's description. The reception the PCs are likely to get in Nuln would delay any plans to follow Kunstler to Middenheim.

As detailed in the **Mark of Heresy** novel by James Wallis, Doktor Kunstler makes an appearance in Altdorf in 2522.

## **The Cult of the Purple Hand**

Though not quite destroyed, the Purple Hand in Altdorf has been dealt a devastating blow by

the PCs' activities in manner similar to their brethren in Middenheim in the aftermath of **Power behind the Throne**. In the wake of the PCs' efforts, the Graukappen has captured many of the surviving members and leaders. All captured Purple Hand cultists were thoroughly and severely interrogated before being found guilty of high treason and executed (drawn and quartered) in the Kaiserplatz to the cheers of the crowd.

The Purple Hand in Altdorf and Middenheim ceased to be a threat to the Empire's security and stability until 2519. By this time, Doktor Kunstler will be the leader of the largest Middenheim contingent and Herr Heilemann his Altdorf counterpart.

## **Cult of the Red Crown**

Despite the fact that Anders Köhler is killed either at the hands of the PCs or through the stress of rapid mutation, the cult of the Red Crown remains a threat. There are many factions with the closest one to Altdorf led by Eva Schwarzmänn and covers the territory east of the Reik between Kemperbad and Nuln. In the coming years, Eva's band will become a greater threat and expands its operations across the Reik to the area of Grünburg. Around 2518, the town council of Kemperbad increases the bounty of Eva's head to 500 GCs, dead or alive, preferably the former.

## **Cult of the Scarlet Member**

Presented with the opportunity of causing havoc, Greta Cranach made the ultimate sacrifice in a bid to destroy the rulers of the Empire. The leaders of the cult of the Scarlet Member did not sanction her actions since Greta's attempt only provided her with the gratification she craved. The cult leaders prefer to advance Slaanesh's goals through deliberate and prolonged use of debauchery rather than the unsatisfactory that comes with the all-too-quick climax from gory violence. This separation allows the Scarlet Member to continue down their path to damnation for a few more years until several high profile and depraved murders led the Graukappen to round up and execute the Slaaneshi cultists.

## Sons of Ulric

Like the Purple Hand, the Sons of Ulric have suffered a setback at the hands of the PCs from which it will take years to recover. Any survivors at the encounter at the Nimble Frog Inn in Langwiese will be able to provide descriptions of the PCs to anyone (other members, assassins) who might be in a position to strike back. Until 2519, the Sons fall from view while they rebuild their movement.

## Christa Feldmann

Even if Christa did not follow the PCs' activities closely, she will learn of their exploits from the stories circulating among high Altdorf society. Christa might even make an attempt to build on the ruins of the Purple Hand.

Balthasar Gelt will not actively look to bring on outsiders (such as the PCs) to resolve internal college matters, but the ambitious witch-hunter Gamow (who has yet to succumb to the worship of Khorne) would. Should the PCs linger in Altdorf, Gamow is likely to approach them with an opportunity to further help the Church of Sigmar crush the enemies within. He tells them he suspects the Gold College has been penetrated by a Chaos cult though he is uncertain as to which cult and who in the College is a member. This is, after all, why he is recruiting the PCs.

If the PCs pass on assisting the witch-hunter, Gamow will be able to gather enough evidence to identify and implicate Christa and her minions within the College by 2517 I.C. She flees before either he or Gelt (who independently uncovered more of the truth) could move against her. Right or wrong, Christa may take the view that the PCs' efforts against the Purple Hand were the catalyst which brought about her downfall. Her hatred of her enemies is further fuelled by the knowledge that her closest allies within the College were publicly burned in the Königplatz.

This episode is not without its own aftermath. Balthasar Gelt becomes the head of the Gold College and, in 2520, Supreme Patriarch of the

Colour Colleges (top wizard) in the Empire. Witch-hunter Gamow becomes Witch Finder General, but his hatred of wizards and their sorcerous ways turns him towards the secret worship of Khorne. Gamow is killed in the Ostland/Hochland border region in 2521 in a battle against an unknown assailant, as detailed in the **Mark of Damnation** novel by James Wallis.

## Private Wars

In addition to the situation elsewhere, regime change in the northern provinces of Middenland, Nordland, and Ostland were met by uprisings and discontent. The provincial rulers aggressively met these challenges and, in some cases, violently put these down. Graf Boris Todbringer faced the least resistance since many of the Middenland vassals wanted the von Bildhofens out of power. Middenland was pacified in 2515 and Count Valmir von Raukov put down the uprisings in Ostland in 2516.

Count Theoderic Gausser encountered the most difficulty since rumours had arisen that he put Baron Werner Nikse's heirs in a position that resulted in their deaths at the siege of Ferlangen. Nordland was largely brought under control in 2518.

## Count Helmut Feuerbach

Through means still uncertain, Count Helmut Feuerbach was elevated past several favourites of Grand Duke Gustav von Krieglitz to become Regent upon the fatal wounding of the latter in the Imperial Civil War.

Count Feuerbach married the young widow of von Krieglitz shortly after the signing of the truce ending hostilities between Ostland and Talabecland, solidifying Feuerbach's position as Regent. Even with this manoeuvring, Feuerbach had to fight several engagements against those nobles who distrusted his motives. In one ugly incident during a battle against Count Rupert von Mackensen in 2516 I.C., an assassin employed by the renegade Count beat Countess Elisabet von Krieglitz-Feuerbach and murdered the 4-year old princelings, Erich and Adolf (rumours say by strangulation). Though Count von Mackensen denied any involvement, he was publicly

executed as a traitor in the Talabecplatz in the town of Küsel.

It took Feuerbach another two years to bring the province firmly under his control. He became the Elector of the grand Duchy of Talabecland in 2518.

In 2521, Elector Feuerbach joined the ill-fated expedition of Grand Theogonist Volkmar against the rising threat of Archaon north of the River Lynsk. The battle was ferocious and bloody. Only Feuerbach and his loyal retinue returned to report the death of the Grand Theogonist and the devastating loss.

Given the relatively light wounds of Feuerbach and his men, unflattering and ill-meant rumours began circulating about the Elector. Matters became worse later in 2521 when a vanguard of Archaon's army – led by Surtha Lenk – devastated Ostland and Feuerbach only sent a small expeditionary force to assist. Moreover, Feuerbach did not help himself during the Conclave of Light when he advocated abandoning the countryside and defend only the large cities and towns when Archaon invades. When the attack did come in 2522, Feuerbach did not send any troops on the pretence he needed all his soldiers should Archaon turn south and cross the Talabec.

By late 2522, uncertainty about Feuerbach's character has made his position relative to his vassals very precarious.

### **Grand Duchess Elise Krieglitz-Untermensch**

Counseled by a shadowy adviser, Grand Duchess Elise Krieglitz-Untermensch has long prepared for the day that her cousin, Grand Duke Gustav von Krieglitz, might take the family grievance against the Church of Sigmar and the rivalry with Ostland too far. The Grand Duchess begins to spend her wealth on investing and securing the future and fortune of her family to an extent that would make the Grand Countess of Nuln take notice. In fact, the enfeeblement of both Emperor Karl-Franz and

Graf Boris Todbringer brought the two leading women in the Empire into a secret alliance.

As expected, civil war breaks out in 2514 and Grand Duchess Krieglitz-Untermensch finds herself under pressure to provide loans and soldiers to von Krieglitz' cause. In addition, the Grand Duchess has found herself in opposition to the rising power and ambition of Count Feuerbach. By war's end, the Talabheim army is in disarray and defeated alongside that of Talabecland.

Although Count Feuerbach tries to gain Talabheim with his rise to Elector of Talabecland, Grand Duchess Elise is able to limit her losses through judicious use of "loans" to fellow Electors. The Grand Duchess retains her rule over independent (freistadt) Talabheim, but loses her status as Elector. Rumours at the Imperial Court suggest the Emperor may be behind the "lessening" of retribution so that the Grand Duchess could be a counter to Feuerbach's aspirations.

By 2522, Grand Duchess Elise finds herself again in the position to financially help several Electors. She funds the rebuilding of Wolfenburg and Hergig; thus gaining much needed support in her bid to regain Elector status.

### **Marius Leitdorf**

The 79-year-old Grand Countess Ludmilla von Alptraum lived long enough to send Feldmarschall Marius Leitdorf to assist the beleaguered Ostlander forces at the Battle of Wolfenburg in 2514. The old Countess died shortly after and was succeeded by her eldest daughter, Baroness Marlene. Unfortunately, Marlene soon passes away from an unidentified infection.

With no clear heir, the von Alptraus fall out as different factions push their part of the family to succeed the late Grand Countess. Meanwhile, burghers across the province are struggling with extra taxes that finance the military expedition north and crave a return to peace and order. They make an unexpected alliance with Feldmarschall Marius Leitdorf and his armed forces, who impose peace on the province under Leitdorf's rule. With the northern provinces famished and in dire need of the bountiful crops of Averland, the other



Electors promptly accept Leitdorf's coup d'État and Karl-Franz confirms him as the new Grand Count of Averland.

Elector Leitdorf does not rule long, being killed by an Orc Warlord in battle near Black Fire Pass in 2520. His death adds the Leitdorf family into the mix of von Alptrauts competing for the position of Grand Count and Elector of Averland as described in **Sigmar's Heirs**.

## **Count Aldebrand Ludenhof and Hochland**

By the end of the war, things were taking a turn for the worse in Bergsburg. As the PCs arrived at Schoppendorf, rumours of plague in the capital of Hochland began to spread. Bergsburg is quarantined, and in the following chaos, the rule of Hildegard von Tussen-Hochen is effectively ended. Following his successful campaign to ensure electoral status for Hochland and his marriage to the heiress of Baroness Hildegard Tussen-Hochen, Count Aldebrand Ludenhof is enthroned as Grand Baron of Hochland. His bid for the throne meets little resistance, as most Hochlanders simply want to return to their peaceful lives more than anything else.

The exact fate of Bergsburg and the Tussen-Hochen dynasty will be described in the **Road to Oblivion** campaign; a series of articles and scenarios that will appear at the Bergsburg web site ([bergsburg.darcore.net](http://bergsburg.darcore.net)) in the near future. For now, it will suffice to say a new road bypassing the town was built in 2515, linking Garssen to Krudenwald. Dark rumours circulated the region, but no one would speak directly about what had befallen Bergsburg. Soon after, the former Hochland capital was removed from most Imperial maps.

## **Grand Countess Emmanuelle von Liebewitz**

The wealth and power of Nuln paid for the much of the reconstruction of the war-torn Empire from 2514 to 2518. Having clearly established herself as a political power in the southern Empire, Grand Countess Emmanuelle von Liebewitz of Nuln exercised her own form of justice and formally resumed her rule of

Wissenland in the latter part of 2514. Her errant vassal, Count Bruno Pfreifraucher, was allowed to retain his lands near Grissenwald and Kreutzhofen in southern Wissenland.

Grand Countess Emmanuelle von Liebewitz' power grows when she annexes the province of Sudenland and its rich wool trade in 2515. Rumours abound across the southern Empire that Grand Baroness Etelka Toppenheimer surrenders her Electoral status in order to avoid the fallout of a mysterious scandal involving her heir and adopted son of a distant relative, Baron Olaf Sektliche.

## **Grand Theogonist Volkmar**

The Lector of Middenland, Manfred von Hindenstern, is elected to become Grand Theogonist, taking the name of Volkmar in the 2514 Conclave of Sigmar. Under his regime, the Church of Sigmar began an intensive programme to root out Chaos cultists in the midst of Imperial society. The authority and powers of the Witch-Hunters were expanded during this time, which caused some strain in the Church's relations with other Imperial cults. Surprisingly, Volkmar reached an accord with Ar-Ulric that lessened tensions between the two cults. The fight against the enemy within compelled the two leading cults to unite against the common foe.

In early 2521, Volkmar's expeditionary force to slay Archon was decimated with only few survivors returning to tell of the Grand Theogonist's death at the hands of the Chaos Lord. Arch Lector Johann Esmer becomes the Grand Theogonist and, unlike Volkmar, opts to keep the Dwarf name he receives upon his election secret. Under Esmer's leadership, the cooperation Volkmar achieved with the Ulrican cult begins to fray. The Church of Sigmar turns from battling the enemies of the Empire to political aims. The Church finds itself divided as Luthor Hess, known as the Prophet of Sigmar, leads a fight to reform the Church from those who would witlessly weaken it.

As the Chaos Incursion of 2522 neared Middenheim, a captive Volkmar was freed from the Chaos horde and returned to fight against the fell army in the Siege of Middenheim. The return of Volkmar has caused further dissension within the Church of Sigmar.