

WARHAMMER FANTASY ROLEPLAY

**ENEMY
IN
SHADOWS**

**GAMESMASTER'S
AIDS**

REVISED EDITION

CHAPTER 1

FIRST THINGS FIRST

Introduction to the Gamesmaster's Aids

BACKGROUND

This document contains aids for gamesmasters running *Enemy in Shadows*, the first part of Cubicle 7's reissue of the Enemy Within campaign for *Warhammer Fantasy Roleplay's* fourth edition. This document is unofficial and not endorsed by Cubicle 7.

The content is adapted from material I wrote for the original Enemy Within campaign for *WFRP's* first edition. Most is from *The Enemy Within: a Companion*, but some is drawn from posts on my blog, *Awesome Lies*. See the following link for more information.

www.awesomeliesblog.wordpress.com

CONTENTS

The *Gamesmaster's Aids* are divided into the following chapters:

Short and Sweet, a brief synopsis of *Enemy in Shadows*, to orientate the GM.

Go with the Flow, a flowchart of the events in Bögenhafen, showing the GM how clues and events link together.

March of Time, analysis of the chronology of the adventure, to help the GM manage the timing.

Twists in the Tale, a selection of ideas for modifying the adventure, akin to *Enemy in Shadows'* grognard boxes.

Paper Trail, alternative and additional handouts.

Word on the Street, handouts containing rumours from the adventure.

ART

Artwork is by Albrecht Dürer.

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CHAPTER 2

SHORT AND SWEET

A Synopsis of Enemy in Shadows

The following is a brief summary of *Enemy in Shadows*' plot. It is divided into two sections, **The Double** and **Shadows over Bögenhafen**. It does not go into details. The purpose is to provide the GM with a short overview of the main plot.

SYNOPSIS

THE DOUBLE

The adventurers travel to Altdorf with the intention of joining an expedition to the Grey Mountains by Crown Prince Hergard von Tasseninck. *En route* to Altdorf they find the corpse of Kastor Lieberung, who was travelling to Bögenhafen to collect an inheritance. Curiously Kastor Lieberung bears a remarkable resemblance to one of the adventurers.



When the PCs arrive in Altdorf, they discover the von Tasseninck expedition has already departed, and so head for Bögenhafen in pursuit of the inheritance.

However, there is more to Kastor Lieberung and the inheritance than meets the eye. Lieberung is a member of a Chaos cult called the Purple Hand. He is being pursued by a bounty hunter called Adolphus Kuftsos who has invented the inheritance as a ruse to lure his target into a trap.

On their journey to Bögenhafen, the adventurers pass through a series of encounters which culminate in the bounty hunter's attempted assassination of Lieberung's double.

SHADOWS OVER BOGENHAFEN

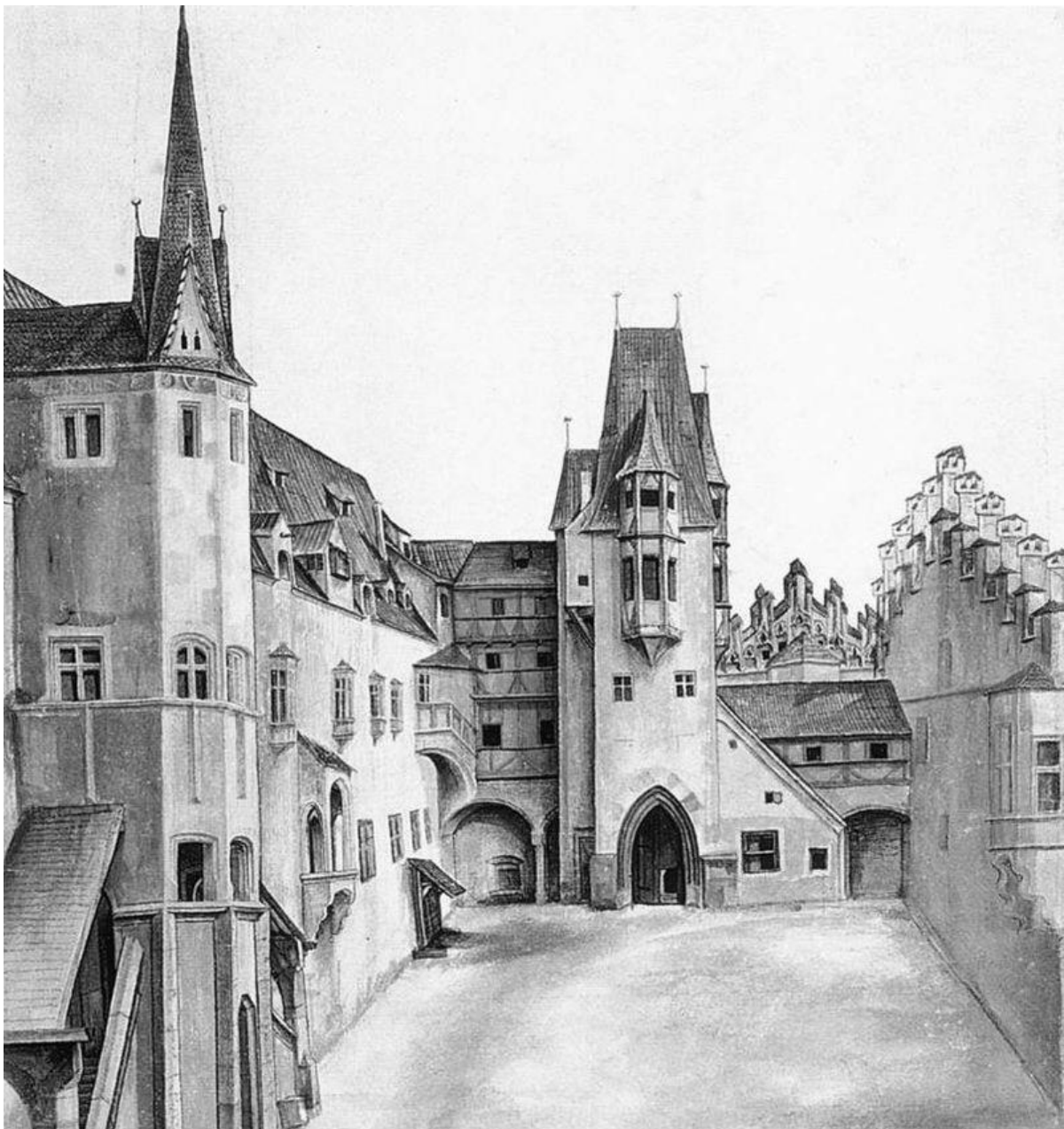
Johannes Teugen has made a pact with a demon named Gideon for seven years of success in exchange for his soul. As the end of the seven years approaches, Gideon has offered Teugen a way out of his bargain. If he can find seven victims to take his place, his soul will be saved.

Teugen has therefore established a secret society called the Ordo Septenarius. He has told the seven members of its Inner Council that by participating in a magic ritual they can bring commercial success to the town. This is, of

course, a deceit. He intends to sacrifice the seven victims to save his soul.

However, Teugen has himself been deceived. The ritual will not bring him salvation, but will open a Chaos gate in Bögenhafen.

After a chance encounter with a runaway goblin at the local fair (the Schaffenfest), the adventurers discover the temple Teugen has prepared for the ritual. Further investigations gradually reveal the threat hanging over Bögenhafen. Eventually the adventurers find the site of the rearranged ritual and have the opportunity to prevent its completion.



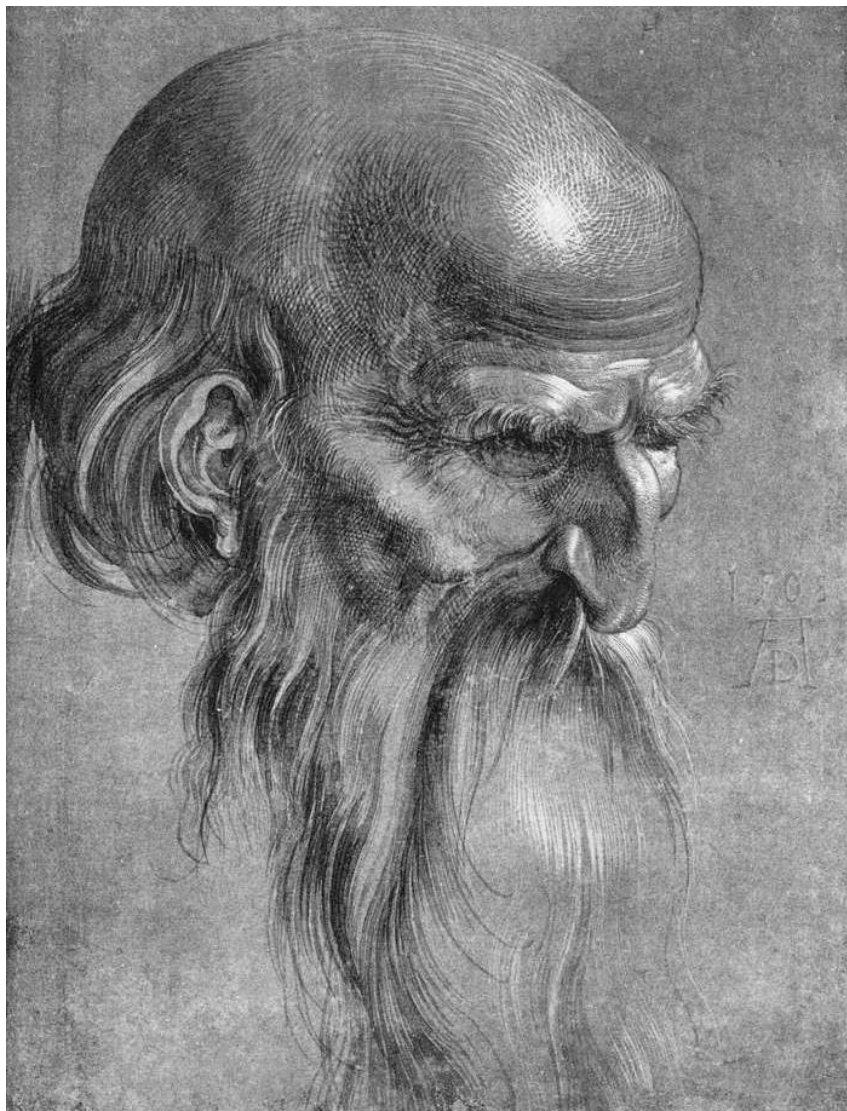
CHAPTER 3

GO WITH THE FLOW

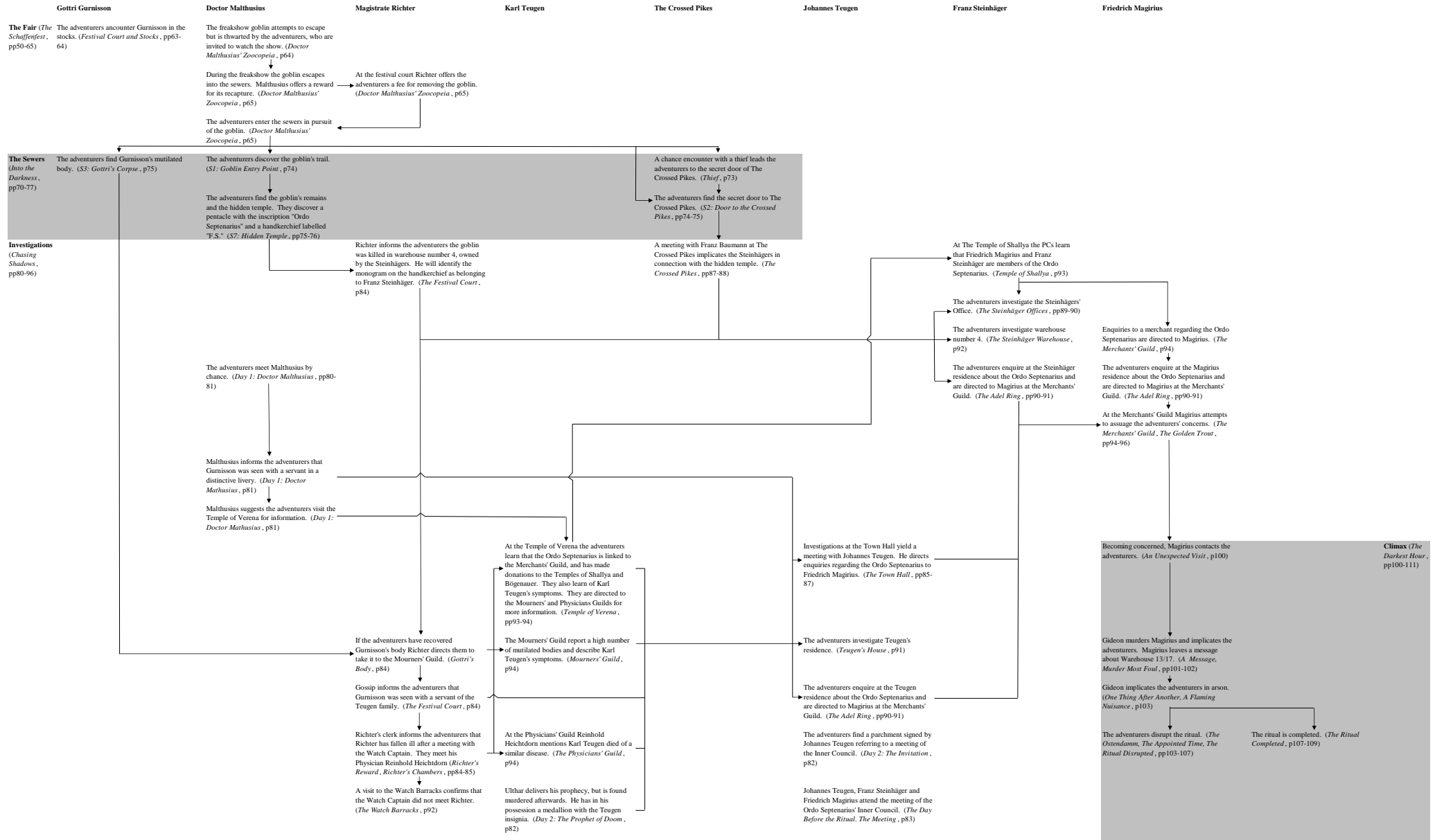
A flowchart of events in Bögenhafen

The first part of the adventure (*Enemy in Shadows*, chapters 1 to 5) covers the the journey to Bögenhafen and the plot relating to Kastor Lieberung (see **The Double** in chapter 2 of this document). It is a linear series of encounters. The second part of the adventure (*Enemy in Shadows*, chapters 6 to 9) concerns Johannes

Teugen's activities in Bögenhafen (see **Shadows over Bögenhafen** in chapter 2 of this document). The events in this section have more complex interactions. The flowchart below summarises the connections between events.



Narrative Flow Chart of Shadows Over Bøgenhafen



CHAPTER 4

MARCH OF TIME

The chronology of the adventure

Enemy in Shadows does not contain a great deal of chronological information for the GM. This can create some problems for the GM to manage the timing of events, especially since some of the handouts refer to specific dates in the Imperial calendar. The information in this chapter is intended to address this.

It highlights that the journey to Bögenhafen by barge takes far longer than might normally be expected. This problem can most simply be resolved by assuming that the barge travels at slower speeds. This is reflected in the alternative Chronological Scheme B.

TRAVELLING TIMES AND DISTANCES

Chronological Scheme A, below, summarises the distances and travelling times for the main journeys in *Enemy in Shadows*. It assumes the adventure starts on 24 Jahrdrung in accordance with the timeline below, and otherwise follows the text of *Enemy in Shadows*. Travelling speeds are based on those in the *WFRP4* rulebook (p262). The hours of daylight are estimated according to the season and real-world daylight patterns.



Chronological Scheme A

From	To	Mode of Transport	Speed (mph)	Terrain/Current Effect	Average Daily Travelling Time (hours)	Average Daily Daylight Time (hours)	Average Daily Travelling Distance (miles)	Total Travelling Time (days)	Total Travelling Distance (miles)
Coach and Horses inn	Seven Spokes inn	Coach	6.0	0%	10.8	11.6	65.0	1.0	65.0
Seven Spokes inn	Altdorf	Coach	6.0	0%	6.7	11.7	40.0	1.0	40.0
Altdorf	Weissbruck	Barge	8.0	0%	4.4	11.8	35.0	2.0	70.0
Weissbruck	Bögenhafen	Barge	8.0	0%	4.2	11.9	33.3	3.0	100.0

Chronological Scheme B

To	Mode of Transport	Speed (mph)	Terrain/Current Effect	Average Daily Travelling Time (hours)	Average Daily Daylight Time (hours)	Average Daily Travelling Distance (miles)	Total Travelling Time (days)	Total Travelling Distance (miles)
Seven Spokes inn	Coach	6.0	0%	10.8	11.6	65.0	1.0	65.0
Altdorf	Coach	6.0	0%	6.7	11.7	40.0	1.0	40.0
Weissbruck	Barge	3.5	0%	10.0	11.8	35.0	2.0	70.0
Bögenhafen	Barge	3.3	0%	10.0	11.9	33.3	3.0	100.0

TIMELINE

The table below summarises the sequence of events in *Enemy in Shadows* and their timing. The page references are to *Enemy in Shadows*.

Note that the adventure should start on 24 Jahrdrung to be consistent with the dates in the handouts in *Enemy in Shadows*.

Day	Date	Event	Page
1	24 Jahrdrung	<i>Chapter 1: Wanted Bold Adventurers</i> The adventurers arrive at the Coach and Horses inn. They encounter the gambler Philippe Descartes.	pp11-17
2	25 Jahrdrung	<i>Chapter 1: Wanted Bold Adventurers, Chapter 2: Mistaken Identity</i> The adventurers travel by coach towards Altdorf, but are ambushed by mutants. They find the body of Kastor Lieberung, a member of the Purple Hand cult travelling to Bögenhafen to collect an inheritance. They stay the night at the Seven Spokes inn. Ernst Heidleman, a member of the Red Crown cult, travels on the same coach.	pp17-20, 24-29
3	26 Jahrdrung	<i>Chapter 3: Heart of The Empire</i> The PCs and Ernst Heidleman arrive in Altdorf. They discover the von Tasseninck expedition has already left for the Grey Mountains. They are contacted by the Purple Hand. They meet a double of the Emperor, receive a prophecy and meet the boatman Josef Quartjin. They encounter some young nobles and the protagonist Max Ernst. They see the bounty hunter Adolphus Kuftos kill two Purple Hand cultists.	pp32-40
4-6	27-29 Jahrdrung	<i>Chapter 4: On to Bögenhafen</i> The adventurers travel to Weissbruck. In Weissbruck they are attacked by Adolphus Kuftos.	pp43-48
7-10	30-33 Jahrdrung	<i>Chapter 4: On to Bögenhafen</i> They travel to Bögenhafen.	p49

Day	Date	Event	Page
11	Mitterfrühl	<p><i>Chapter 5: The False Inheritance, Chapter 6: The Schaffenfest, Chapter 7: Into the Darkness</i></p> <p>First day of the Schaffenfest. The PCs discover the inheritance is a hoax. At the Schaffenfest a goblin escapes from Doctor Malthusius' freakshow. At the behest of Doctor Malthusius and Magistrate Richter the adventurers pursue the escaped goblin into the sewers and discover the hidden temple.</p>	pp52-65, 70-77
12	1 Pflugzeit	<p><i>Chapter 8: Chasing Shadows</i></p> <p>Second day of the Schaffenfest. First day of the adventurers' investigations. Magistrate Richter informs them the goblin died in a Steinhäger warehouse. Magistrate Richter visits Johannes Teugen. Gideon, masquerading as Captain of the Watch, infects Richter with purple brain fever.</p> <p>Malthusius meets the adventurers again and informs them the goblin was killed at a Steinhäger warehouse.</p>	pp80-
13	2 Pflugzeit	<p><i>Chapter 8: Chasing Shadows</i></p> <p>Final day of the Schaffenfest. Second day of the party's investigations. The adventurers encounter Ulthar the Unstable and find a parchment about a meeting of the Ordo Septenarius' Inner Council. They are watched by Gideon and attacked by thugs hired by Johannes Teugen.</p>	pp88-96
14	3 Pflugzeit	<p><i>Chapter 8: Chasing Shadows</i></p> <p>Third day of the PCs' investigations. The Ordo Septenarius' Inner Council meets to rearrange the ritual.</p>	pp88-96
15	4 Pflugzeit	<p><i>Chapter 9: The Darkest Hour</i></p> <p>The adventurers are again attacked by thugs. Concerned about the nature of the ritual, Friedrich Magirius contacts the PCs. Gideon murders Magirius and frames the adventurers for the crime. With Magirius' information the PCs locate the new site of the ritual and disrupt it.</p>	pp100- 111

CHAPTER 5

TWISTS IN THE TALE

Alternative ideas for the scenario

This chapter contains a number of ideas for varying *Enemy in Shadows*. They are similar to the grognard boxes in the adventure text. However, they are intended to be as useful for new players as for old hands.

There are nine separate ideas under different headings. The GM can use as few or as many as he or she likes. The ideas are designed to be used individually, though there are some interactions among them if they are all used.

Each idea is broken down into an **Events** section, which describes the changes, and a **Rationale** section, which provides the thinking behind the changes.

BREAKING THE LAW

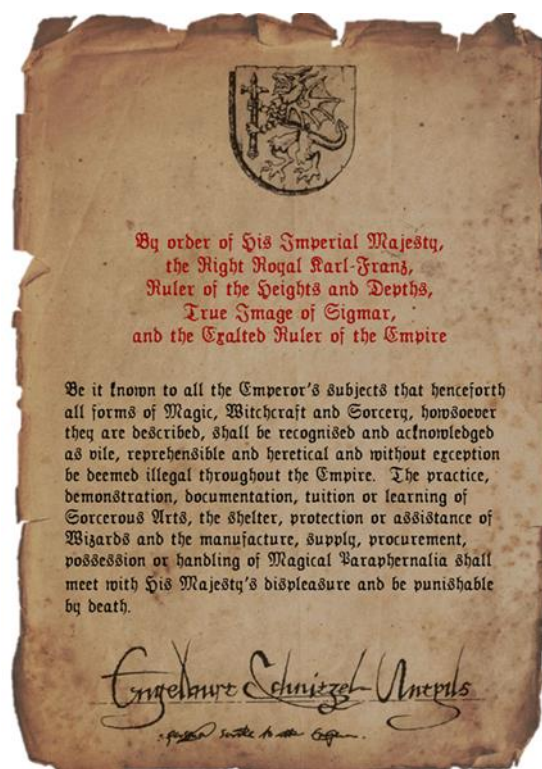
The Emperor bans all forms of wizardry

Events. Shortly before the start of the campaign the Emperor issues a decree banning magic throughout the Empire (Handout S1 in chapter 6, below). Any PC wizard begins the campaign on the run, heading to Altdorf to meet with his or her mentor and a fellow apprentice, with a view then to gaining passage to the safety of Marienburg. All three are travelling independently to lessen the chance that they are discovered.

In Altdorf, the agreed rendezvous goes awry and the PC discovers only the charred corpses of the mentor and fellow apprentice. Both have been caught and burnt at the stake by the witch hunter Fabergas Heinzdork. The PC has good reasons to flee Altdorf and head for Bögenhafen.

Later in the campaign the PC discovers that the ban on magic is, to the Emperor's apparent anger, not being enforced in Middenheim, which has become a refuge for wizards across the northern Empire.

Rationale. The idea behind this change was simply to experiment with an even lower magic setting. It potentially creates some difficulties for the player and GM. There is a risk the PC wizard may wish to head to Marienburg, in spite of hooks leading elsewhere. The complexion of the Scroll Tax in Middenheim is somewhat changed. The PC wizard will need to find a new mentor. But none of these issues is insurmountable.





O BROTHER, WHERE ART THOU?

Rolf Hurtsis is a lost relative of a PC

Events. One of the PCs is travelling to Altdorf to search for a missing brother, Rolf, who recently disappeared.

The brother takes the role of Rolf Hurtsis in *Enemy in Shadows* (pp24&29), and the PC discovers the real reason for his disappearance.

Rationale. The idea here was to make the Rolf Hurtsis event more shocking and provide an additional motive for a PC to make the journey to Altdorf.

THE GO-BETWEEN

Ernst Heidlemann is the courier for Johannes Teugen's scroll

Events. The PCs do not meet Ernst Heidlemann (*Enemy in Shadows*, pp22-23) travelling to Altdorf. Instead he is a passenger on *The Berebeli* to Bögenhafen. Etelka Herzen has charged him with conveying to Johannes Teugen the scroll he needs for his ritual.

Rationale. The rationale behind this change is to reduce the element of coincidence and to tie the Red Crown narrative more closely to the PCs'. It creates the possibility of the PCs discovering about both Johannes Teugen and the Red Crown earlier in the campaign, which

can create some interesting (and possibly difficult) twists.

THE BITTER END

Josef Quartjin and his crew die dramatically and the PCs take The Berebeli

Events. Josef Quartjin is severely wounded and dies dramatically in Adolphus Kuftsos' attack on *The Berebeli*. Wolmar and Gilda, the remaining crew of *The Berebeli* (*Enemy in Shadows*, p40), take over the boat. (In this version they lack a daughter.)

Rationale. This serves two purposes. First, it provides an emotional climax to this stage of the adventure. Second, it paves the way for the PCs to acquire *The Berebeli* (see **The Future's Dark**, below).

THE FUTURE'S DARK

The fortune teller is kidnapped by Gideon

Events. Another passenger on board *The Berebeli* is a fortune teller travelling to the Schaffenfest. This could be Mystic Megret (*Enemy in Shadows*, p68), a young runaway with a gift for prophecy or some other mystic. During the journey to Bögenhafen the fortune teller delivers to the PCs a prophecy containing the information in *Enemy in Shadows*, p58.

When in Bögenhafen the fortune teller sees the demon Gideon in human form, but recognises him and his real nature from the previous prophetic vision. Gideon is aware that she has seen through him and arranges for thugs to kidnap her from *The Berebeli* and to use her as the sacrificial victim in the ritual. During the kidnap Wolmar and Gilda, the remaining crew of *The Berebeli*, are killed.

Rationale. These changes have a number of objectives. First, the prophecy creates a sense of foreboding about Bögenhafen and provides some clues. Second, the kidnap creates another dramatic element to the ritual. Finally, the PCs end as *de facto* owners of *The Berebeli*, and so can proceed directly into the river travel of *Death on the Reik*.

OLD BOYS' NETWORK

A former student at Nuln tells stories of Teugen's university days

Events. The PCs come across a former student at Nuln University, who is aware of several rumours that Johannes Teugen was engaged in dark magic during his student years.

Rationale. The aim of this is to provide another clue to Teugen's plan.

IN THE SOUP

A soup-kitchen worker hints at Gideon's true nature

Events. A worker at the Ordo Septenarius' soup kitchen tells a tale of how Gideon walked into an empty room and an entirely different man walked out of the only exit.

Rationale. The aim is provide a clue that Gideon may not be what he seems.



A MAN OF LETTERS

Teugen's letters reveal his plot

Events. The PCs discover incriminating correspondence from Johannes Teugen to Etelka Herzen. Handouts S2 and S3 in chapter 6, below, are examples of such evidence. The first letter (Handout S2) is assumed to be the immediate precursor to Herzen's letter in Handout 10 of *Enemy in Shadows*. The second letter (Handout S3) is Teugen's response to Herzen's letter.

There are a number of ways the adventurers might find these documents:

- Copies of the letters could be found among Teugen's papers, if the PCs search his home or offices.
- Magirius might have come across the letters shortly before his death, and the PCs could find them at his home.
- The PCs might intercept a courier sent to deliver the letters.
- The PCs might even come across an incomplete draft. A partial draft of Teugen's second letter is replicated in Handout S4 in chapter 6, below.

Rationale. The PCs have very few opportunities during the course of the adventure to uncover the layers of deception behind the Ordo Septenarius' ritual. The letters attempt to rectify this.

Teugen Residence
Adel Ring
Bögenhafen

Dear Etelda

I have made a breakthrough in my researches. As I ~~expected~~, my bargain can be settled by sacrificing seven souls in place of my own. The ritual is complex and ~~beyond~~ anything I have attempted so far, but my skills ~~are progressing~~ at such a rate that I do not fear the ~~challenges~~.

The ritual resembles the one performed by the High Master ~~on~~ that infamous Hecanmoot. I believe you still possess the scroll he used that night. Might I implore you to furnish me with that very scroll? I believe it is essential for proper performance of the conjuration.

I eagerly await your reply.

Johannes

Adel Ring
Bögenhafen

Dear Etelda

I received the scroll and letter safely from your courier. Please accept my most sincere gratitude for your assistance.

My preparations are now almost complete. I have persuaded the seven heads of other prominent merchant families to participate in the ritual. They are, of course, unaware of its true purpose. I have convinced them that the magic will bring us all success in our commercial endeavours. Yet their venality will be their downfall!

When all is complete, mine will be a double triumph. Not only will their souls pay my debt to Gideon, but I shall also see my competitors' enterprises in commerce fall to ruin!

The hour approaches. I can scarcely contain my excitement. I will write again to tell you of the ritual's outcome.

Johannes

A GOOD READ

Evidence is discovered in the library of the Temple of Verena

Events. As part of their enquiries the PCs might choose to conduct research in Bögenhafen's libraries (see *Enemy in Shadows*, p94). Handouts S5-S11 in chapter 6, below, provide examples of what the PCs might discover there while investigating various subjects.

Subject	Handout
Haagen	S5
Ruggbroder	S6
Steinhäger	S7
Teugen	S8
Moon	S9
Karl Teugen	S10
Ordo Septenarius	S11



CHAPTER 6

PAPER TRAIL

Alternative and additional handouts

This chapter contains of all documentary handouts in *Enemy in Shadows*, plus some additions. The additional handouts are numbered S1-S12. Handouts S1 to S11 are described in chapter 5 of this document. Handout S12 is a calendar that can be given to the players.

The handouts can be edited in the .docx version of this document. The following fonts are required.

Handout	Fonts
1	Barlos-Random, Caslon Antique
3	Requiem for A, AquilineTwo, Olho de Boi
4	HumboldtFraktur, P22 DaVinci
6	GF Gesetz
7	P22 Cezanne Pro
8 & 9	Santos Dumont
10	Pushkin
S1	GF Gesetz
S2, S3 & S4	Santos Dumont
S5, S6, S7 & S8	Caslon Antique
S9	ArostotelianNBP
S10	Disgusting Behavior
S11 & S12	Caslon Antique

Wanted!

Bold Adventurers

His Excellency the Crown Prince Hergard von Tasseninck of the Grand Principality of Ostland hereby gives Notice that He is currently Resident in Altdorf and wishes to engage the Services of a party of Skilled Adventurers. Employment is to begin as soon as possible, for an indefinite Period.

Would-be Applicants are forewarned that They shall be required to undertake a most perilous Mission into unexplored Regions of the Grey Mountains. The Matter is of utmost Delicacy and absolute Discretion is required.

Remuneration is negotiable, depending on Experience, but a Minimum of 8 Schillings per Person per Day is assured, in Addition to a generous Bonus on Completion of the mission. No Laggards, Cowards or Dwarfs need apply.

Signed



Personal Scribe to Crown Prince Hergard



Messrs. Lock, Stöck, & Barl
Civil Lawyers, Commissioners for Oaths, etc.
Garten Weg
Bögenhafen

Dear Herr Lieberung,

After many lengthy Researches, We have come to believe that You are the only living Relative of one Baronet Lieberung, late of the town of Ubersreik. This being the Case, and any other, heretofore unknown and pertinent Factors notwithstanding, I am herewith charged to inform You that You are the sole Beneficiary of the Baronet's last Will and Testament (hereinafter referred to as the Party of the first Part).

I, the undersigned, acting in my Capacity as legal Executor of the aforementioned document of the Party of the first Part, do therefore urge You to make your way with all convenient Speed to my Offices at the Address superscribed in this Letter. Thereupon, and upon your production of a signed and twofold witnessed Affidavit confirming your identity as Kistor Aloysius Lieberung, We shall be pleased to place into your Hands the Title deeds to Lieberung Manor and all attached Lands and Estates, and the bequeathed Sum of twenty thousand Gold Crowns, Imperial.

I remain your most humble and respectful Servant,

Dietrich Barl, A.C., LL.B. Att.

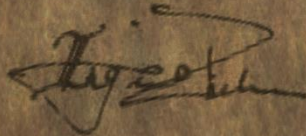
Signed this tenth day of Nachaxon

In the two thousandth, five hundred and twelfth year of The Empire.

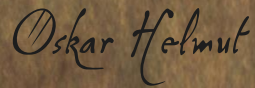
HANDOUT 4

Affidavit of Identity

We, the undersigned, do solemnly swear and affirm that the bearer of this document is
Kastor Aloysius Lieberung.



Ingrid Zicherman
Priestess of Sigmar
Nuln



Oskar Helmut
Guild Master
Guild of Merchants
Nuln

Witness by
Reiner Barthold
Worshipful Company of Advocates
Nuln

HANDOUT 6

The Council and Burghers of Bögenhafen

Announce that the Grand Opening of the annual

Schaffenfest

Will be held on the town meadow this
Mitterfrühl Day

The fair will last for three days throughout the hours of daylight

By gracious permission of His Grace
Graf Wilhelm von Saponatheim
And His Royal Highness
Grand Duke Leopold of Middenland
II

Great Joust

Will be held between the Knights and Squires of either household
All this in addition to the usual attractions of our famous
Livestock Market and the Reikland's greatest
Travelling Fair



Printed by Schulz and Friedman, Bögenhafen

HANDOUT 7

See overleaf.

For the personal attention of Herr Dolphus Kestros

The Nine Stars Coaching Inn

The Middenheim Road

Af Otory

My Dear Herr Kestros,

You may recall a certain conversation we had last Brauzest in the public bar of the Hook and Hatchet in Nuln. At that time you mentioned your interest in the activities of a certain society whose name I shall not mention here. In particular, you were very anxious to trace the whereabouts of a certain officer, known only as the *Magister Impedimentae*.

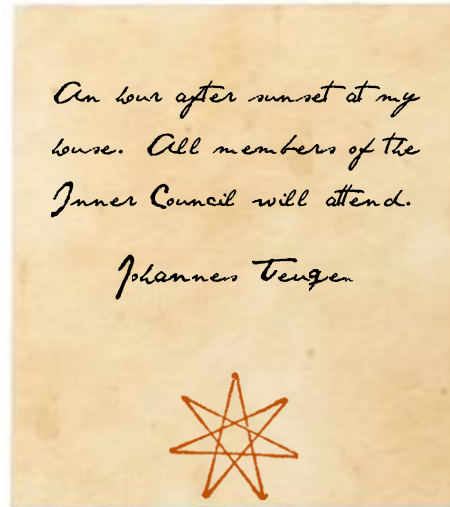
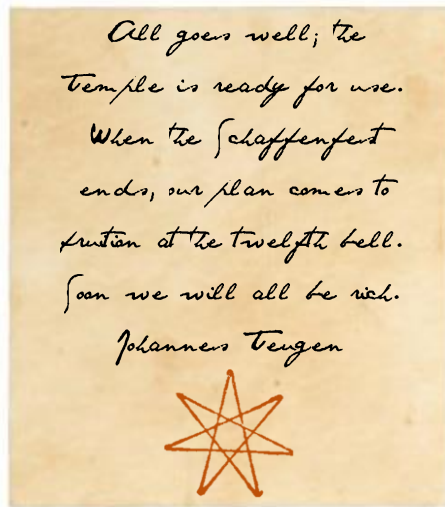
I am now able to confirm each and every one of your suspicions. After your departure I made some discreet enquiries and managed to ascertain that the person you seek uses the name *Kastor Lieberung*. In accordance with your plan, Herr Lieberung will be travelling towards Af Otory along the Middenheim road at some time towards the end of the month of Jahrsprung.

I have also had the good fortune to secure a likeness of Herr Lieberung, which I enclose with this letter.

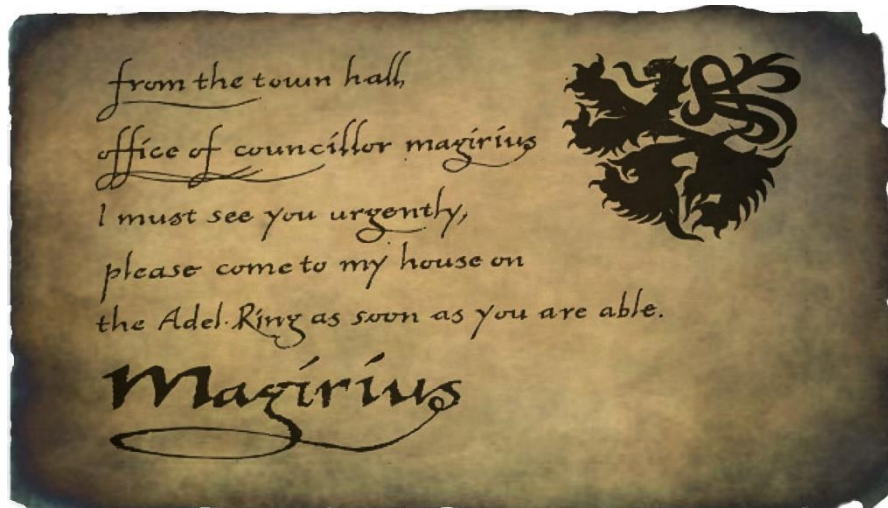
I remain, sir, your most obedient servant.

Q. F.

HANDOUTS 8 AND 9



HANDOUT II



Black Peak,
Grissenwald,
Near Nuln

My dear Friend,

Here is the scroll you require for the ritual you mentioned in your last letter. Do not forget that the Temple for such an undertaking must be sanctified with fresh blood.

As ever, I am filled with awe at the heights (or do I mean depths) to which your learning now reaches. It seems like only yesterday that we two dilettantes begged tutelage of the High Master, and now you stand on the threshold of the abyss itself. If you manage to find the time amid your researches, do write with details of how the ritual progressed. Perhaps one day I, too, might follow in your illustrious foot-steps.

Your friend,

Etelka Herzen



By order of His Imperial Majesty,
the Right Royal Karl-Franz,
Ruler of the Heights and Depths,
True Image of Sigmar,
and the Exalted Ruler of the Empire

Be it known to all the Emperor's subjects that henceforth all forms of Magic, Witchcraft and Sorcery, howsoever they are described, shall be recognised and acknowledged as vile, reprehensible and heretical and without exception be deemed illegal throughout the Empire. The practice, demonstration, documentation, tuition or learning of Sorcerous Arts, the shelter, protection or assistance of Wizards and the manufacture, supply, procurement, possession or handling of Magical Paraphernalia shall meet with His Majesty's displeasure and be punishable by death.

Engelbert Schnitzel-Unters

... signed ...

Tengen Residence

Adel Ring

Bogenhafen

Dear Etelka

I have made a breakthrough in my researches. As I suspected, my bargain can be settled by sacrificing seven souls in place of my own. The ritual is complex and beyond anything I have attempted so far, but my skills are progressing at such a rate that I do not fear the challenge.

The ritual resembles the one performed by the High Master on that infamous Heerenmaest. I believe you still possess the scroll he used that night. Might I inquire when you to furnish me with that very scroll? I believe it is essential for proper performance of the conjuration.

I eagerly await your reply.

Johannes

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Dear Etelka

I received the scroll and letter safely from your courier. Please accept my most sincere gratitude for your assistance.

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When all is complete, mine will be a double triumph. Not only will their souls pay my debt to Gideon, but I shall also see my competitors' enterprises in commerce fall to ruin!

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When all is complete, mine will be a double triumph.

Not only will their souls pay my debt to Gideon,

SUPPLEMENTARY HANDOUT S5

The Haagen family are Wastelanders, with several trading contacts in Marienburg. They are Bogenhafen's main dealers in luxury goods. Jochen Haagen is head of the family. Since the bulk of their trade is by river, the Haagens are closely allied to the Stevedores' Guild, and they maintain their own small fleet of sailing barges. They own a wharf, five adjoining warehouses, and a suite of offices on the Bergstrasse.

SUPPLEMENTARY HANDOUT S6

The Ruggbroder family deal mainly in grain and other farm produce, bringing it into Bogenhafen in exchange for cloth and metal goods produced in the town itself. Heironymus Ruggbroder is the family head, who maintains a firm hold on the reins of the business despite being well into his seventies. They used to have a virtual monopoly on trade with Helmgart and Bretonnia, but are now in competition with the Teugens in that direction.

They own several warehouses along the Ostendamm, but do not actively involve themselves in river shipping, using the barges and crews of their suppliers or small independent operators instead. House Ruggbroder has close connections with the Teamsters' Guild, as it is Bogenhafen's largest employer of carters and muleteers. It is the smallest of the four great merchant families, and it has the closest connections with the lesser traders of the town.

SUPPLEMENTARY HANDOUT S7

The Steinhäger family has a number of Dwarf and mining contacts. It concentrates mainly on the distribution of goods from Altdorf, Nuln, and Marienburg to the communities along the edges of the Grey Mountains, in exchange for furs, metals, and other produce. Franz Steinhäger is head of the family, and is assisted by his brother Heinrich. They own a wharf and several warehouses, and they maintain offices near those of the Teugen family, behind the Merchants' Guild.

SUPPLEMENTARY HANDOUT S8

The Teugen family is one of the oldest families in Bögenhafen. It is effectively the nobility of the town. It has never actually held any titles, but the family is on friendly terms with many of the noble houses of the Reikland. They own wharves on both banks of the river, as well as many of the warehouses along the Ostendamm and the Westendamm, and a suite of offices in a small square behind the Merchants' Guild.

The family had been suffering a sharp decline in its fortunes over the last 20 years or so, but this was drastically reversed by the arrival of Johannes Teugen from the university of Nuln.

Johannes returned to Bogenhafen following the death of his older brother, Karl. He has remained in town as the head of the family, and has overseen his house's dramatic return to its former glory.

The Teugen family conducts trade by road and river to all parts of the Empire. Johannes' contacts in Nuln give him access to timber and other produce from Stirland and Averland. He has also opened up trade in brandy and metals through Helmgart and the Axebite Pass to Bretonnia. Moreover, he has also been steadily eroding the Haagen family's trade with Marienburg.

SUPPLEMENTARY HANDOUT S9

LO! WHEN THE BELOVED OF MORR
DO TH GROW AND ITS SKVLE
GRYNS UNNATURALLY, THE TIME OF
CHANGE HAS COME! THE GREAT
MUTATOR SHALL THEN TAKE HIS PLEASURE
AND MORTALS WILL FEED HIS HUNGER.

Extract from *The True Prophecies and Prognostications of Seer Unserfrau*

SUPPLEMENTARY HANDOUT S10

Kar/Teugen is suffering from a strange illness, the physicians have failed to help him and soon he will DIE. I tell them that DAEMONS walk and he has been taken, but they do not listen!

Karl Teugen died today, his face was purple and his eyes bulged from his head. His tongue hung from his face like a great, bloated snake. The Mark of the Ruinous Powers is upon him and upon all of Bogenhafen!

Extracts from an anonymous journal

SUPPLEMENTARY HANDOUT S11

ordo, -inis *m.* series, order, rank

septenarius *adj.* containing seven, consisting of seven

Extracts from Ludwig & Kurz's *Classical Lexicon*

CALENDAR

<i>hexenstag - New Years Day (HEX-ens-tag)</i>				<i>5. Sommerzeit (ZOMMER-tszeit)</i>				<i>Mittherbst autumn Equinox (MITT-herb-st)</i>			
<i>1. Nachhexen (Nach-HEX-en)</i>				Wellentag - 6 14 22 30				Wellentag - 3 11 19 27			
Aubentag 2 10 18 26				Aubentag - 7 15 23 31				Aubentag - 4 12 20 28			
Markttag 3 11 19 27				Markttag - 8 16 24 32				Markttag - 5 13 21 29			
Bäckertag 4 12 20 28				Bäckertag 1 9 17 25 33				Bäckertag - 6 14 22 30			
Bezahltag 5 13 21 29				Bezahltag 2 10 18 26				Bezahltag - 7 15 23 31			
Konistag 6 14 22 30				Konistag 3 11 19 27				Konistag - 8 16 24 32			
Angestag 7 15 23 31				Angestag 4 12 20 28				Angestag 1 9 17 25 33			
Festag 8 16 24 32				Festag 5 13 21 29				Festag 2 10 18 26			
* = 1st Day of SPRING				<i>Sonnstill Summer Solstice (ZONN-shtill)</i>							
<i>2. Jahrdrung (YAAR-drung)</i>				<i>6. Vorgehme (FORR-g'hime)</i>				<i>10. Kalbezeit (KAL-t'tszeit)</i>			
Wellentag - 9 17 25 33				Wellentag - 5 13 21 29				Wellentag - 2 10 *18 26			
Aubentag 2 10 18 26 1				Aubentag - 6 14 22 30				Aubentag - 3 11 19 27			
Markttag 3 11 19 27				Markttag - 7 15 23 31				Markttag - 4 12 20 28			
Bäckertag 4 12 20 28				Bäckertag - 8 16 24 32				Bäckertag - 5 13 21 29			
Bezahltag 5 13 21 29				Bezahltag 1 9 17 25 33				Bezahltag - 6 14 22 30			
Konistag 6 14 22 30				Konistag 2 10 18 26				Konistag - 7 15 23 31			
Angestag 7 15 23 31				Angestag 3 11 19 27				Angestag - 8 16 24 32			
Festag 8 16 24 32				Festag 4 12 20 28				Festag 1 9 17 25 33			
				<i>Geheimnistag Day of Mystery (g'HIME-niss-tag)</i>				* = 1st Day of WINTER			
<i>Mittterfrühl Spring Equinox (MITT-er-frööl)</i>				<i>7. Nachgehme (NACH-g'hime)</i>				<i>11. Ulriczeit (UL-ric-tszeit)</i>			
<i>3. Pflugzeit (pFLOOG-tszeit)</i>				Wellentag - 4 12 20 28				Wellentag 1 9 17 25 33			
Wellentag - 8 16 24 32				Aubentag - 5 13 21 29				Aubentag 2 10 18 26			
Aubentag 1 9 17 25 33				Markttag - 6 14 22 30				Markttag 3 11 19 27			
Markttag 2 10 18 26				Bäckertag - 7 15 23 31				Bäckertag 4 12 20 28			
Bäckertag 3 11 19 27				Bezahltag - 8 16 24 32				Bezahltag 5 13 21 29			
Bezahltag 4 12 20 28				Konistag 1 9 *17 25				Konistag 6 14 22 30			
Konistag 5 13 21 29				Angestag 2 10 18 26				Angestag 7 15 23 31			
Angestag 6 14 22 30				Festag 3 11 19 27				Festag 8 16 24 32			
Festag 7 15 23 31				* = 1st Day of AUTUMN				<i>Mondstille Winter Solstice (MONT-shtill-er)</i>			
<i>4. Sigmazzeit (ZIGG-mar-tszeit)</i>				<i>8. Erntezeit (ERN-t'tszeit)</i>				<i>12. Vorhexen (FORR-hex-en)</i>			
Wellentag - 7 15 23 31				Wellentag - 4 12 20 28				Wellentag - 8 16 24 32			
Aubentag - 8 16 24 32				Aubentag - 5 13 21 29				Aubentag 1 9 17 25 33			
Markttag 1 9 17 25 33				Markttag - 6 14 22 30				Markttag 2 10 18 26			
Bäckertag 2 10 *18 26				Bäckertag - 7 15 23 31				Bäckertag 3 11 19 27			
Bezahltag 3 11 19 27				Bezahltag - 8 16 24 32				Bezahltag 4 12 20 28			
Konistag 4 12 20 28				Konistag 1 9 17 25 33				Konistag 5 13 21 29			
Angestag 5 13 21 29				Angestag 2 10 18 26				Angestag 6 14 22 30			
Festag 6 14 22 30				Festag 3 11 19 27				Festag 7 15 23 31			
* = 1st Day of SUMMER											

In the Imperial calendar, there are four hundred days in the year, divided into 12 months and six intercalary days. The week is eight days long.

There are two lunar cycles. The larger moon, Mannslieb, waxes and wanes according to a predictable 25-day cycle. The smaller moon, Morrslieb, is unpredictable, save on the nights of Hexensnacht ("Witching Night") and Geheimnisnacht ("Night of Mystery"), when both moons are full. These occasions are greatly feared, and even the most hardened cynics stay out of the moons' eerie light.

The adventure begins on the evening of Festag, 24 Jahrdrung.

CHAPTER 7

WORD ON THE STREET

Handouts of rumours and news

Short briefings of news and rumours are also provided. The briefings can be used by GMs if they wish to impart news and rumours in an abstract fashion. They can be handed to players to summarise information they have gleaned in, for example, the course of a journey. They are intended to be used in sequence.

News & Rumours

- The weather is going to take a turn for the worse, and it's going to rain tomorrow.
- The village of Blutroch has been wiped out by a mysterious disease which causes people to break out in red blotches. Make sure you stay well clear of anyone with red marks on them!
- The Emperor has a sister who is hidden in the Great Hospice north of Altdorf. She's the secret shame of the Empire!
- The road to Altdorf is troubled by bandits. Only last week a coach failed to get through. These are troubled times and it's about time that the Emperor started looking after the common folk.
- The village of Teufelfeuer was recently burned down by Fabergus Heinzdork, the witch-hunter. He had discovered that the villagers were in league with demons – something to do with them eating raw meat!
- The roads are getting worse because the Emperor is not bothering to maintain them any more – he is too busy spending money on the State Army to fix problems like the mess in Ubersreik.
- Strange lights have been seen in the sky to the east. They look like fire demons dancing among the stars.

Note. The information is drawn from *Enemy in Shadows*, p15.

News & Rumours

- Don't stray off the roads into the woods. Those that do never return; they are eaten by beastmen or something far worse.
- The Mayor of Grunburg was burnt at the stake a few months ago for being in league with Chaos spawn. He had been overheard talking to his cat and feeding it human blood in its milk. More than one witness testified that he the mayor telling his cat to "stop yowling and drink your bloody milk!"
- The roadwardens are all corrupt and can't be trusted.
- A holy White Wolf of Ulric was spotted in the Drakwald Forest not far from Delberz. Priests of Ulric are in the area looking for it.
- Altdorf Zoo's been shut for weeks. I heard Deathclaw, the Emperor's Griffon, went on a rampage. Probably because the Emperor hasn't been to see him for months.
- Colonel Sievers of the Imperial Ostlanders has returned from the Border Princes. The Greenskins must have been defeated! It's a great victory for the Emperor!
- This year's Schaffenfest is stated to be the biggest, most profitable, most entertaining (and probably most dangerous) yet!.

Note. The information is drawn from *Enemy in Shadows*, p15.

News & Rumours

- Don't buy any horses from the Schaffenfest. The Watch stopped a drover from Averland trying to sell a mare with nine eyes blistered in her mouth! She's now hanging from the East Gate.
- The Countess of Nuln's niece had a wizard murder a love-rival at a Black Powder Week party a few weeks ago. But that's typical for Nuln, I hear.
- The river Bogen is plagued by mutants. Three barges were sunk on the stretch from Castle Graenburg in the last month. The graf needs to invest more in riverwardens!
- The Duke of Midwald was found swinging from the High Oak of Bluttal, his eyes pecked free by ravens. His people hung him for having Ulrican sympathies after he returned from Altdorf with three new wolfhounds.
- The Emperor has turned his back on the Colleges of Magic, that's why he commissioned the Imperial Engineers School to build his new messenger towers. It's about time the Emperor saw sense and got rid of those witches!
- My cousin recently returned from Altdorf with black hair. But it was always blonde before that. She swears I'm lying, but I'm not!
- The mists down the Bogen are getting worse. Mark my words, that means trouble!

Note. The information is drawn from *Enemy in Shadows*, p57.

News & Rumours

- Councillor Teugen only attends guild meetings in the evenings. He's had the entire Merchants' Guild timetables reorganised to his nocturnal preferences.
- The sewers of Bogenhafen are no longer patrolled! What is the town council doing? Things live down there now!
- Father Huss, a bear of a Sigmarite from the north, passed through Bogenhafen last month and demanded entrance to the High Temple of Sigmar. Who ever heard of a northern Sigmarite? Of course, he was turned away!
- If you see a crow, you take it down and nail it to a crow post! Crows are the eyes of the Dark Gods, don't you know. But don't get them mixed up with ravens. You don't want to attract Morr's attention!
- I saw a whole regiment of those Trott mercenaries marching south towards Schrabwald. There must be trouble brewing in the Vorbergland.
- The Emperor has issued a new edict declaring that there are no Mutants in the Empire. The practice of exiling or slaughtering those unfortunate enough to carry some sort of physical deformity purely because of their appearance is henceforth illegal and punishable by death.

Note. The information is drawn from *Enemy in Shadows*, p57.