

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES



◆ DEADLY DISPATCH ◆

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CONTENTS

Adventure Summary	3
Getting Started	3
Inclement Presents	3
The Parcel Perilous	3
Fritz the Fleet – Courier	4
What's in the Box?	5
Clearly There Has Been a Mistake	5
Along the Docks	6
Gele – River Elder	6
Handout – Gele's Note	7
The Deft Dancer	7
A Skull Most Gallant	8
Rule Leidtragende – Necromancer	9
The Jackal Urn	9
Rojas – Wight (formerly Estalian Diestro)	9
The Best Laid Nefarious Plans Go Awry	10
Jungfreud Zombies	10
Skeleton Guards	11
Vanhel's Invitation to the Dance Macabre	11
Shamblin' Streets	11
Ubersreik Map	12
Supply Interruption	13
Arise, Sir Galleran!	13
Ubersreik's Grail Chapel	13
Hugo – Antique Knight	13
Post Delivery	14
Rewards	14
NPC Stat Blocks	15



UBERSREIK ADVENTURES

♦ DEADLY DISPATCH ♦



This adventure should only take one or two sessions of play, but by the end, the Characters will know Chaos isn't the only threat to the Empire. This adventure takes place in the town of Ubersreik, but with little adaptation could be set in any of the river towns throughout the Empire. However, the adventure requires a location with relatively strong Bretonnian connections.

ADVENTURE SUMMARY

One of the Characters is approached by a courier bearing a far-travelled package, apparently addressed to them. The parcel contains a cunning puzzle box that holds occult items of a most necromantic nature... and wasn't addressed to the Character at all! The package is expected by a ruthless necromancer, who is using a riverwoman captain as a 'face' for his activities in Ubersreik. The necromancer needs the package's contents to assist in his scheme to acquire the misplaced skull of a Bretonnian Grail Knight, and will soon unleash a lethal Undead minion to retrieve his parcel if it goes missing.

The party's choice of how to deal with the package will help determine the necromancer's actions, more than likely leading to him unleashing the Undead on Ubersreik to prevent further interference in his plans. The Characters are in for a harrowing night; whether they seek to thwart the necromancer or just try to survive to see the sun rise!



GETTING STARTED

Before playing **Ubersreik Adventures: Deadly Dispatch**, read it through from start to finish at least once. It may also prove useful to read through the **Guide to Ubersreik** in the **WFRP Starter Set**, as it provides additional information about the scenario's setting. Brushing up on the effects of *Fear* can't hurt, either. (See **WFRP Rulebook 4th Edition**, page 190.) Once you feel confident with the material, you're ready to begin.

INCLEMENT PRESENTS

It's early summer as the Characters pass through Ubersreik's Artisan's Quarter not far from the Teufel River. Suddenly, the weather turns foul. The Characters find themselves at the mercy of a unexpected squall, immediately followed by a heavy driving rain. This catches them outside and unprepared for hard weather.

Folk surrounding the Characters dive for cover, swiftly moving their goods under tarps, and pedestrians rapidly clear the streets around them. As the Characters attempt to escape the lashing of the rain, a voice calls out to one of them by name, or so it seems.

THE PARCEL PERILOUS

If your Players are using the pregenerated Characters from the **Starter Kit**, the voice calls out, '*Sigloben! Mistress Sigloben?*' or perhaps '*Mistress Drakenburg?*' if the Witch Hunter is not in the party. If your players have created their own characters, the voice should call out the last name of a Human woman, otherwise you'll need to tweak the following sections, and perhaps change the Fisherwoman Gele (see page 5) to suit.

A courier bearing a large backpack with a high wooden frame and covered with a tarpaulin comes running out of the rain. He touches his forelock and offers a short bow. *'Fritz the Fleet at your service. You are Mistress Sigloben, yes? I have a package for you.'* It doesn't actually occur to Fritz to get out of the rain as he's spent so much of his life being pelted by inclement weather he barely notices. However, he agrees to move indoors into a nearby tavern if asked.

The parcel proves to be a small, heavily sealed package, bound up in multiple strings of varying thickness and set with several wax seals. The ink of the delivery address is smudged, but it does seem to, more or less, resemble the recipient's name. Fritz casually mentions to the Characters that, *'I was charged with delivery in Ubersreik, for a Human woman to be found along the Teufel. Some kindly souls pointed me in your direction.'* Fritz has the recipient sign off (or make an 'X' if they're illiterate) as having received the package in a small leather book he carries. He doesn't mention further funds, which the Characters should find odd — the majority of couriers receive at least some recompense from the receiving party for their labour.

FRITZ THE FLEET - COURIER

Fritz is a well-travelled courier with a tongue near as quick as his feet. He's a good source of non-local gossip as he is constantly on the move, ranging from as far south as Dunkelberg to the northern edges of the Vorbergland.

Characters that want to ask Fritz more can make a **Challenging (+0) Charm Test**, as it is clear Fritz intends to move on without further delay. The courier generally delights in a bit of news, but something about the package has put him off. On a success, he

remains for a while to talk, and down a mug of ale. If the party asks him further about the package, Fritz notes that the whole thing has been somewhat odd. The delivery instructions were very explicit.

'Quite precise as was, extra coin on it and all. Under no circumstances to be opened, except by recipient. Now I pride myself, I do — I've never opened any of my parcels, ever. But Hartwicus, one of the chaps I deliver for... he was mighty shook. "Sort it quick as you can, Fritz, and be done with it", he says. Not like him at all.'

If asked if there is anything else strange about the parcel, Fritz nods. He points to several of the wax seals.

'Aye. Come a long way, this one has. See here, this seal is the gold lion of Nuln, right? But this one here, the black tower on red, why that's all the way from Estalia! That package has travelled further than most folk ever will.'

Soon after, he gathers himself and makes his farewells.

'Sigmar be with you... especially you, miss', he adds to the recipient, and then he swiftly disappears into the rain.

FRITZ THE FLEET

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	36	27	38	42	43	42	31	36	41	36	15

Skills: Endurance 68, Fast, Gossip 61, Lore (Heraldry) 62, Lore (Local) 66

Traits: Weapon (Club) +7



WHAT'S IN THE BOX?

The party is brimming with curiosity to find out what the parcel contains, though the recipient may want to (wisely) move somewhere more private before opening it. Beneath the outer layers of packaging and wax seals lies a beautifully crafted, but seemingly solid, wooden box. The exterior is made of darkly stained and varnished wood, marked with strange sigils and some scratches, indicating travel damage. No Lore known to the party can identify the sigils, though if Magister Gruber (or another character that knows the Lore of Death) studies them, they look disturbingly familiar.



The box appears to have neither seams nor hinges of any kind. It is a puzzle box requiring a **Challenging (+0) Intelligence** Test to solve, though if any player can make a good argument for why any of their Character's skills would assist them in opening it, they can make the Test at an **Average (+20) Difficulty**. Success means they find a series of cleverly concealed panels that slide open, eventually unfolding to reveal the disturbing contents: a leather pouch filled with worryingly small finger bones, four tightly sealed jars filled with various substances, and an ornately carved urn. The jars are marked with sigils that look like they were drawn with blood. Similar markings cover the inner surfaces of the box as well. The jars hold crematory ash, loam, oil with a sweet aroma, and crushed flowers (perhaps roses).

A successful **Challenging (+0) Lore (Magic)** Test indicates that some sort of spell has been woven into the contents of the box and that disturbing them might have some sort of effect. The black urn is marked with the head of a jackal. To anyone with the *Second Sight* Talent, the urn nearly sears their eyes with the roiling waves of *dhar* energy that seem to pool and overflow from it. Characters have a chance of recognising the urn's distinctive style with a **Difficult (-10) Lore (Theology)**

Test. On a success, they know such things are associated with near-legendary distant Nehekhara: an ancient empire obsessed with the dead, and the first site of human civilisation. If anyone looks inside the urn, it contains a Human heart, which is still, occasionally, beating. Characters that specifically open the jar to discover this fact must succeed in a **Challenging (+0) Cool** Test or gain 1 Corruption point.

If the Characters fail to solve the puzzle, they may attempt to hack the box open and reveal its contents. The box proves highly resistant to damage, but with enough time and effort the Characters can break it. In this case, all of the jars inside are shattered and their contents hopelessly mingled, with the brittle bones being reduced to powder. However, the urn emerges, intact, from the wreckage of the box.

Removing the urn from the box breaks an enchantment, alerting the Necromancer, Rule Leidtragende (whose parcel it is). Destroying the box also breaks the enchantment wrapped within the package. In both cases, the enchantment also reveals the box's location to its original owner. Leidtragende waits till nightfall to send his deadly minion Rojas (see page 8) to the box's location to investigate what has happened to his shipment.

CLEARLY THERE HAS BEEN A MISTAKE

If your Players are using some of the pregenerated characters from the **Starter Kit**, several of them will have very different assessments of the package. Magister Gruber knows (as would any Empire-sanctioned wizard) without any Test that the contents of the box and the urn stink of necromancy, and being caught possessing either by Imperial authorities could lead to a very short trip to a pyre. Otherwise, Sigloben may well suspect that the package and its contents may have something to do with her mother. They don't, but it could take some time to determine that.

A literate Character who thinks to double-check the outer packaging to verify the addressee discovers that the water-stained blurry name, while a close match, is in fact spelled slightly differently from the recipient's actual last name. Regardless of what the recipient's name is, the name on the package will always be one or two letters off - and that will be the Riverwoman Gele's actual last name (more about her in the next section). For example, if Mistress Sigloben received the package, it was actually addressed to a 'Silgloben'.

With the information Fritz gave them, the party knows that they can search along the Teufel for the actual named recipient. If they're upstanding citizens (or still a part of the Watch) they may well want to discover whatever the package is intended for and try to stop it. If the party holds more unscrupulous sorts, they may wish to seek out the actual named recipient for 'delivery fees' or blackmail purposes. Regardless, they're probably interested in finding the actual intended recipient.

ALONG THE DOCKS

The rain doesn't let up anytime soon. That may encourage the party to postpone their search for the actual recipient for a few days, but delaying will bring trouble to their door in the form of Rojas. Whoever is in possession of the package will feel a growing sense of unease about it, and must make a **Challenging (+0) Cool** Test or suffer a string of terrifying, if vague, nightmares. Since the Characters know to look along the Teufel, it isn't hard to conclude that the actual recipient is likely to be found somewhere in the Teubrücke. It takes an **Average (+20) Charm** or **Gossip** Test to locate someone who knows the Riverwoman Gele, the 'intended' recipient, in a timely fashion. On an **Impressive** or better success, the questioner learns that Gele owns a ship called *The Deft Dancer* and that she is relatively recently widowed, having lost her beloved husband to the Reik late last year when he drowned during a fierce storm.



GELE* – RIVERWOMAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	32	30	43	42	43	38	25	30	42	12

Skills: Cool 43, Melee (Polearm) 49

Traits: Weapon (Halberd) +7

* Gele's last name is close to the recipient's, with only one or two letters changed.

Gele is a successful Riverwoman in her mid-thirties, with russet hair and guarded brown eyes. Her hands are heavily scarred from a life of fishing lines, sharp hooks, and hard labour. She and her husband, Thomel, worked their way up from greenfish deckhands to having their own ship. Thomel's death occurred in a storm on the Reik as they struggled to save the ship, and it has hit her hard. She misses him terribly and has a heavy case of survivor's guilt. In her worst times, she believes that she should've died with Thomel.

Gele can be found pacing somewhere between where her ship is docked in the southern end of the Merchant Quarter and the Sprichstumpf in the Marktplatz. She is quite anxious, as she is awaiting an important parcel.

Once located, Gele can easily be followed from a discreet distance. Surveilling her for a few hours reveals that she may be running errands for someone, as she comes and goes from her ship with parcels quite frequently.

Gele's reaction to the Party varies depending on how they approach her. If the Characters question her bluntly about the parcel, Gele responds guardedly. She may claim that there has been a mistake of some kind. It takes a successful **Intuition** Test against her **Cool** to discern that she is desperately trying to mask being both anxious and terrified. A Character that sees her fear can try to break through Gele's bluster. A successful **Hard (-20) Charm** Test opposed by Gele's **Cool** will lead to her blurting out that the package is for someone else.

'But he's dangerous,' she whispers, 'so very dangerous.'

She is too frightened of the necromancer to betray him much further, other than to state that she has to get the package back.

If the Characters give the package to her, she suddenly grabs one of their arms and whispers, *'The Grail Chapel. Warn him.'*

Then Gele flees. If the Characters fail to win her trust, she may make a scene to cause a distraction, loudly accusing the characters of theft, and then run back to her ship to tell Leidtragende about the party.

If hit up for an immediate bribe or blackmail, Gele abruptly agrees to pay whatever is asked, with minimal haggling on her part. She'll simply note she expects the intact package and all its contents at once. In this, she is being totally honest — the necromancer made it clear that she was to secure the package at whatever cost. She'll ask where the party wishes to meet, return to her ship to secure their funds, meet them to collect the package, and send the Characters on their way without any trouble on her part. (See page 12 for the eventual repercussions if the party doesn't intervene.) Depending on the party's actions, Gele may well move her ship to a different mooring.

If the Characters fail to locate Gele, and Rojas retrieved the package without being noticed, then it is likely the next they hear of the situation will be when the dead begin to pull themselves down from their Gibbets! If this occurs, the Characters will encounter a terrified and remorseful Gele running through the streets, telling anyone who will listen,

'I didn't know! I didn't know! He took it to the chapel, I don't know to what end, but you must believe me, I didn't know! Oh Thomel, please forgive me!'

If the Characters fail to locate Gele, Rojas finds them first. Rojas will try to acquire the package without alerting the party. Should he fail in this, either because he is discovered or because no opportunity presents itself, he will give the Character a single opportunity to hand it over willingly.

He will offer no explanation beyond, *'It is not yours to keep.'*

Should the Characters refuse, Rojas will wait no more than a day before attacking them outright, preferring a moment when they are isolated or otherwise vulnerable, but will not hesitate to attack them in broad daylight if he has no other choice. Rojas has no real desire to kill the Characters, and will withdraw if he gets the box. He will also withdraw if he is reduced to 4 ounds or fewer — he is, after all, a valuable asset of Leidtragende's.

If the Characters fail to locate Gele, but manage to hold on to the package, Gele will send a short note to the Characters, having learned of their identity by following Rojas.

THE DEFT DANCER

Gele's riverboat was formerly a fine one, a small merchant vessel used for both fishing and transporting cargo. These days, the ship is in want of maintenance: the once brightly painted red hull has faded and the decks are grimy. Gele released the small crew that manned the boat not long after Thomel's death. *The Deft Dancer* is a sailed vessel with a single tall mast, with both stern and prow boasting high castle towers. Below decks there is a great deal of cargo space, with three different holds for fish and trade goods.

Gele uses the stern castle tower as her cabin. The necromancer Rule Leidtragende has taken up the two forward cargo holds. One is filled with his necromantic paraphernalia: a wide assortment of bones, blood-drained organs, fluid- and powder-filled jars, blood-filled organs in various containers, and esoteric books. Most of the volumes are banned in the Empire, but none so much so as his prized fully intact copy of Vanhel's legendary masterwork on necromancy, the *Liber Mortis*. This book is difficult to put a price on, but 200GC would not be out of bounds. However, finding a buyer would be near impossible, as anyone caught with it in the Empire is subject to a summary death sentence.

The necromancer sleeps (very, very rarely) in the other hold, which otherwise is occupied by his undead minion, Rojas. Leidtragende keeps several purses with coins from various countries, collectively worth approximately 20GC. He also hides a small pouch of onyx gemstones worth an additional 20GC within a jar filled with organs in a preservation fluid.

You fools! But it is not too late
— he can still be calmed, I think.
Leave the package by The Deft
Dancer, moored at the docks,
and then flee as fast as you
might! There is still time.

A SKULL MOST GALLANT

Leidtragende ended up in Ubersreik on a casual whim that turned up a potential prize beyond his dreams. The opportunity has made him near giddy with anticipation and caused him to act recklessly. Necromancers can make great and terrible use of the remains of the mighty — there is a great deal of mystical power within them and some of the most puissant necromantic spells of legend require the bones of heroes to be successfully cast. Leidtragende has only managed one such enchantment before, upon the bones of a fallen Estalian hero – his minion Rojas.

Most of the time, the remains of great heroes are esteemed and protected, sanctified by priests in such a manner as to render them near useless to a necromancer. To his astonished delight, Leidtragende discovered something remarkable. During the Fifth Parravon War, some 38 years ago, the valorous Bretonnian Knight Sir Galleren de Grismerie was shot off his Pegasus and fell near Ubersreik. The Grail Knight's fall broke his body, but miraculously did not kill him. However, the subsequent fighting over his mangled form rendered him near unrecognisable. The dying knight was taken to an Empire internment camp, where he perished. Thus, the skull of one of the legendary Grail Knights of Bretonnia is sitting somewhere inside a small shrine within the Grail Chapel of Ubersreik. It is anonymous in death, and guarded only by a single old man.



Leidtragende could barely believe his fortune. Research and such spying as Rojas can manage has assured Leidtragende that what he has discovered is probably true, but like most (successful) necromancers, he is utterly paranoid. He suspects a trap and is rightly wary of discovery, as the known presence of a necromancer in Ubersreik would immediately cause the various factions presently jockeying for power to instantly unite, however temporarily, in destroying him. Thus, he realised that he needed time and privacy to make arrangements.

He found a likely dupe in Gele, and approached her in secret for her assistance. Leidtragende can no longer easily travel in polite society, as his 'unnatural' condition is fairly obvious in daylight or to any extended scrutiny. He therefore needed a go-between to conduct errands for him, collect the important package he was arranging from afar, and secure a safe place for him to stay. In exchange for her services and the use of her ship, the necromancer has promised to restore her husband, something he has neither the power nor any real intention to do. Only the Riverwoman's desperate sorrow and grief have convinced her to believe the necromancer's lies.

Leidtragende arranged for an apprentice of his to send along some very specific materials at his request, in a box he had prepared before travelling to Ubersreik. While Leidtragende very much desires the Nehekharan urn back, it is the finger bones and the jars' contents that he eagerly awaits. These are materials that will make his planned summoning far more easily accomplished.

RULE LEIDTRAGENDE – NECROMANCER

While Leidtragende acknowledges that he is a necromancer, he sees himself, first and foremost, as a scholar. In his distant youth he was a medical student at the University of Altdorf, and pursued many avenues of medical inquiry, seeking a specialisation that interested him, before discovering a copy of the infamous *Liber Mortis*. Soon, his interests focused on a new form of 'life extension'. Now, well over a century since he began his studies, he is plagued by others interfering with his research. He reasons that his advances into the science of longevity will one day benefit all, so surely the trivial sacrifice of a few malnourished souls is a small price to pay? After all, to advance his work, he simply must be able to study the moment when a soul leaves the flesh, and the poor and the vulnerable make ideal subjects for this avenue of research.

Leidtragende regularly stays on the move to keep ahead of 'critics' of his work. He is a slight man who speaks Reikspeil with a clipped Sylvanian accent. He wears heavy dark clothing, which particularly contrasts with his skin, as it is roughly the colour of alabaster. He lost his right eye long ago to a Witch Hunter's blade, and the empty socket has since filled with a pale nascent green glow that he masks with an eyepatch on his exceedingly rare forays in public.



RULE LEIDTRAGENDE - NECROMANCER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	37	37	54	44	30	56	63	21	15

Skills: Channelling (Necromancy) 83, Cool 73, Dodge 55, Language (Magick) 86

Traits: Dark Vision, Fear 1, Painless, Spellcaster (Necromancy), Weapon (Sword) +7

Known Spells: All Necromancy Spells from the Lore of Necromancy on page 256 of the **WFRP Rulebook 4th Edition**. Necromantic versions of **Bolt** (an arc of black energy), **Bridge** (ethereal spirits instantly form a solid span made from their flickering forms), **Distracting** (screaming spirits wheel about the necromancer) and **Drop** (targeted item briefly grows thorns made of bone). He has access to quite a few more spells and rituals amidst his books.

THE JACKAL URN

The Nehekharan urn preserves organs, after a fashion, imbuing them with dark energy. It can act as a powerful focus for spells drawing from the various Dark Magic lists. Additionally, if Leidtragende recovers the urn, he can pull the heart from within and crush it as he casts a Necromancy spell – allowing him to instantly make a successful cast with +4 SL.

ROJAS - WIGHT (FORMERLY ESTALIAN DIESTRO)

Leidtragende spent many cautious years in Estalia, learning things best left forgotten. When a famed Estalian Diestro was poisoned and left to die in an alleyway, the necromancer found a long-sought bodyguard. Rojas is undead, but mightier by far than any simple re-animated corpse. He is sentient, and though his memories of cool wine, warm nights, and beautiful women have all faded, his skill with a blade has not. Rojas has to obey Leidtragende to the best of his ability, though he has become cognisant of his situation and has slowly begun to realise he hates the necromancer. Rojas's skin is well preserved and when bound in heavy clothing during the day he passes for one of the living. However, his once melodious voice has been reduced to a heavy rasp. Also, his blood turned to dust long ago and any wound he suffers immediately reveals his true nature. At night, his eyes burn with a pale eldritch light.



ROJAS - WIGHT (FORMERLY ESTALIAN DIESTRO)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	65	55	45	45	30	40	30	25	55	20	17

Traits: Armour 2, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Stealthy, Undead, Weapon (Rapier) +8

**These traits are already accounted for in Rojas' attributes.*

THE BEST LAID NEFARIOUS PLANS GO AWRY

Leidtragende's original plan to retrieve the Grail Knight's skull was fairly straightforward. Upon receiving his package, along with the materials he needed, he intended to have Gele move *The Deft Dancer* to a mooring along the Docks not far from the Grail Chapel, as it is very close to the western bank of the Teufel. In the darkest hours of the night, he and Rojas were to slip into the chapel, then he would use a relatively simple necromantic ritual designed to help him discern the exact location of the skull amidst the many contained within the chapel. If the Grail Chapel's caretaker interfered at any point, Rojas would kill him swiftly. Once the skull was secure, they would've taken their leave, departing Ubersreik via the river the next day. Ostensibly they would be going to find and retrieve Thomel's body. In reality, the necromancer fully intended to kill Gele somewhere between Auerswald and Grünburg before heading into the Hagercrybs.

The party's interception of his package has altered his plans, possibly drastically. Leidtragende needs the box's contents in order to easily locate the Grail Knight's skull. Without them, he will be forced to take far 'cruder' actions in order to secure his prize. If the Characters returned the box intact, whether because they accepted a bribe or attempted blackmail, or Rojas secured it without its contents being damaged, Leidtragende decides to move immediately. He suspects the Characters will turn Gele in to the authorities; and does not believe anyone would have left the package unopened.



JUNGFREUD ZOMBIES

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	15	-	30	20	05	10	15	-	-	-	12

Traits: Construct, Dark Vision, Fear 2, Infected, Painless, Undead, Unstable, Weapon (Teeth) +7

The rotted corpses of former Jungfreud supporters, tearing their way free of scaffolds throughout Ubersreik to menace the living.

As soon as twilight falls, he uses the heart from the Jackal Urn to cast a potent spell using the corpses of the Jungfreud supporters, still hanging from the town gibbet after their failed rebellion some weeks past, to summon a decent sized horde of Zombies. These he unleashes on the Merchant Quarter and the Morgenseite. Leidtragende correctly reasons that a shambling mass of undead attacking the city's richest neighbourhoods will immediately draw the bulk of the authorities' attention. He and Rojas then proceed to the Grail Chapel to follow his original plan.



SKELETON GUARDS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	25	30	40	20	20	25	-	-	-	16

Traits: Armour 2, Construct, Dark Vision, Fear 2, Hardy, Painless, Undead, Weapon (Sword) +7

Leidtragende's personal guards are far more formidable than most of their kind.

If the box and its contents are lost or destroyed, Leidtragende is coldly furious and abandons any pretence of subtlety. When he is certain his package is lost, just after night falls, he uses a powerful spell from the *Liber Mortis* called *Vanhel's Invitation to the Dance Macabre*. This animates nearly every Jungfreud supporter's corpse for hundreds and hundreds of yards. Given the number of people who supported the Jungfreud insurrection and were subsequently hanged for it, this is quite a lot of raw material for the necromancer's spell. Zombies tear their way free from scaffolds about the city, but especially throughout the Docks, the Marktplatz, and the Merchant Quarter, and begin wreaking havoc at Leidtragende's behest. The necromancer then advances on the Grail Chapel with an escort of eight Skeleton Guards and Rojas.

Without the materials from his package, he cannot readily locate the Grail Knight's skull to bear away. Instead, he intends to take a dangerous gamble by summoning his new undead hero on the spot within the Grail Chapel, trusting that Sir Galleren de

VANHEL'S INVITATION TO THE DANCE MACABRE

CN: 16

Range: Self

Target: AoE (Up to Willpower Bonus x 100 yards)

Duration: Until sunrise

Found only in the pages of the terrible *Liber Mortis*, this spell is among the greatest and most terrible achievements of the necromancer Vanhel. You channel a writhing miasma of dhar, storing up a great mass of the foul magic before releasing it across the lands. The magic infests all nearby fresh corpses that have not been properly prepared and sanctified for burial. All corpses in a radius up to your Willpower Bonus x 100 yards are raised as Skeletons or Zombies, as you prefer. You may choose to have the spell affect a smaller area if you wish. For each 100 yards of radius, rounded up, gain one point of Corruption.

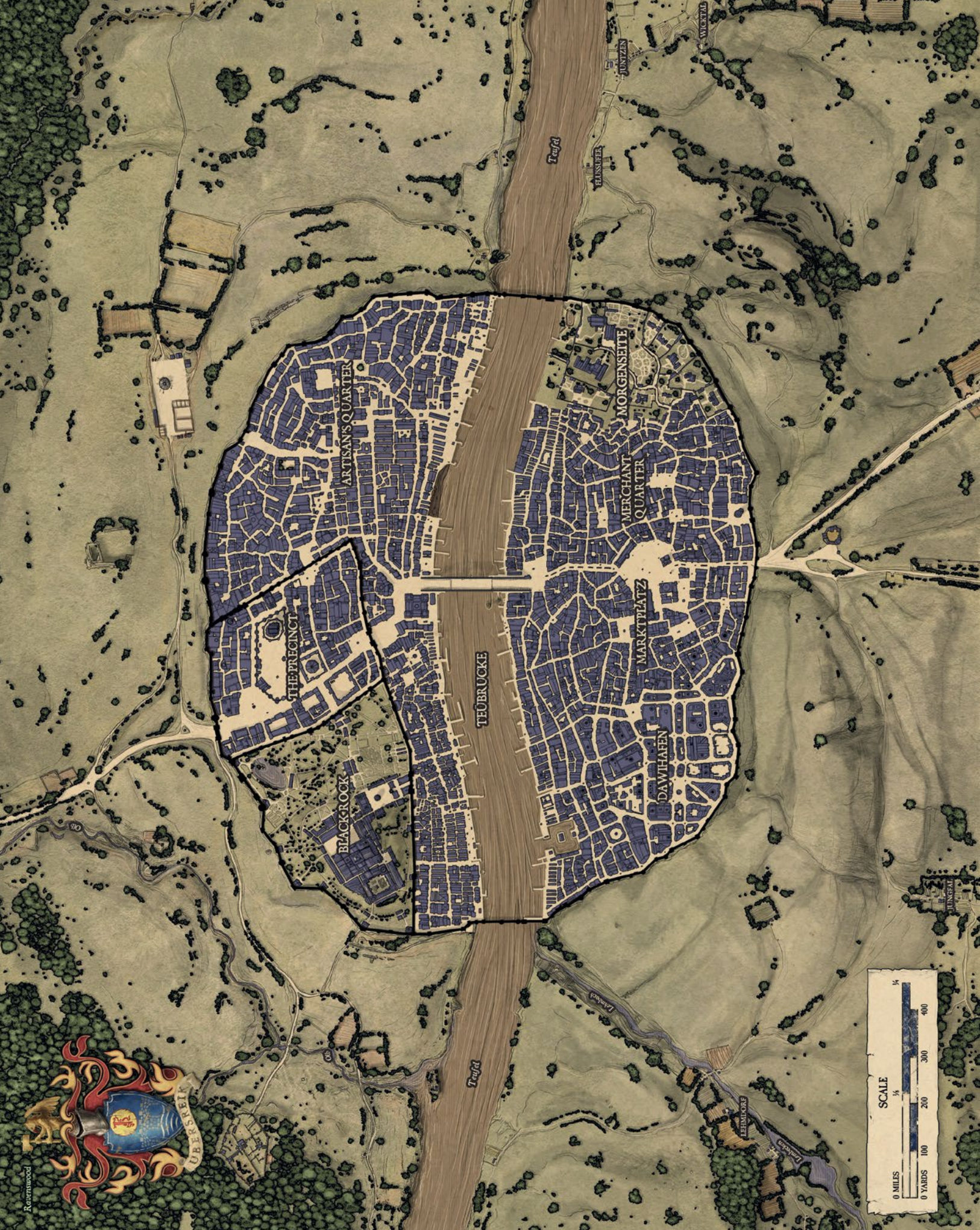
The summoned Undead are entirely under your control and may perform simple orders as you command. If you are killed or gain the Unconscious Condition, the spell comes to an end and the summoned Undead collapse.

Grismerie's skull is, in fact, present, and that it will make itself apparent at the conclusion of the spell. The ritual spell takes Leidtragende over two hours to cast. While he is performing it, the Grail Chapel blazes with *dhar* to anyone with *Second Sight*. If the Characters do not intervene, he will succeed. Then Leidtragende departs with his new champion in tow, taking the Deft Dancer down the Teufel, and leaving a screaming, zombie-plagued Ubersreik behind him.

SHAMBLIN' STREETS

Depending on Leidtragende's and the party's actions, the Watch and the Altdorf soldiers presently patrolling Ubersreik likely find themselves fighting the Undead. The bulk of Ubersreik's citizens promptly barricade themselves inside their homes or businesses. Others add to the confusion, roaming the streets screaming that the Undead are the gods' judgement on Ubersreik, or on the Emperor for toppling the 'rightful' rule of the Jungfreuds.

How many Zombies the party ends up facing depends a lot on where they are and what they intend to do. If the characters want to pass through a Zombie-infested neighbourhood of Ubersreik, they will have to destroy the equivalent of **two Zombies for each Character**. For example, a party of four Characters heading for the Teufel through the Marktplatz and on to the Teubücke will have to fight off eight Zombies in the Marktplatz and another eight in the Docks before they reach the river.



SUPPLY INTERRUPTION

Characters that have discerned something of what is going on and are already near the Grail Chapel when the dead begin to rise will have to fight through ten Jungfreud Zombies inside. If the Necromancer is performing his ritual to summon a new champion, his sonorous voice can easily be discerned from the streets surrounding the chapel. It doesn't take an understanding of magic to know that something horrible is going on.

What the party finds inside depends on their timing and what Leidtragende is up to. He will keep his Skeleton Guards close, with three inside while the rest are stationed outside guarding the chapel's entrance. If Rojas is alive, he will certainly have been instructed to defend the Necromancer, but will by now be looking for any opportunity to undo his hated master should a poorly worded order allow it.

If Leidtragende is summoning his new champion, he will order any Undead at hand to defend him, but will be unable to take any action other than a **Dodge** or risk interrupting the ritual. Otherwise, he can and will use his magic to summon more Undead and generally make the Characters' lives difficult. If Leidtragende received his package and its contents intact, or if the players delay much in heading to the Chapel, then it is likely he will already have succeeded in calling up his new champion. If confronted, he will not hesitate to put the Undead Sir Galleran to good use.

ARISE, SIR GALLERAN!

Streaming wisps of pure *dbar*, Sir Galleran's skeletal form assembles itself from the bones spread throughout the small chapel, finally coalescing into a hulking warrior wielding a zweihänder with staggering ease.



SIR GALLERAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	85	55	55	45	30	40	30	25	55	20	18

Traits: Armour 2, Champion, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Undead, Weapon (Zweihänder) +10

**These traits are already accounted for in Sir Galleran's attributes.*

UBERSREIK'S GRAIL CHAPEL

The Grail Chapel is in a building that was once used as by the city as an internment camp for Bretonnians during the Fifth Paravonese War. Its exterior remains that of a nondescript warehouse near the western bank of the Teufel River, save that its eaves are marked with fleur-de-lys.

The inside is covered with intricate carvings, depicting legends of the Lady of the Lake and famous knights. One wall acts as an ossuary, filled with the skulls of Bretonnians that died while imprisoned. The many carvings were created by the original Bretonnian captives, but are now maintained by the Carpenters' Guild. Local Bretonnian émigrés and Bretonnians passing through Ubersreik frequently visit, paying their respects to the Lady. It's not a particularly defensible building. In addition to the main doors, there are several side doors and various shuttered windows along the second floor.



HUGO – ANTIQUE KNIGHT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	14	36	27	30	31	31	31	30	39	10

Traits: Weapon (Sword) +7

HUGO – ANTIQUE KNIGHT

The chapel's caretaker is an ancient Bretonnian with a white beard and kind eyes named Hugo, who local children swear was a knight, long ago. They're right, though the years have taken much of his former prowess. Still, he will fight to defend the chapel, as is his duty, and cannot be persuaded otherwise. If alerted by the Characters that 'something' is coming, he will have donned some old armour — add Armour 2 to his Traits.

POST DELIVERY

Leidtragende has absolutely no intention of dying today (or ever, really) and will retreat if hard-pressed, using his magic to flee by casting *Distracting* to confuse the Characters, or *Bridge* to escape in an unexpected direction. He will not forget the Characters.

Rojas will fight until the necromancer orders him to withdraw, then he will move towards the Teufel till he can just dive in. He'll not bother to come back up, allowing the river to carry him downstream before exiting miles away to rejoin Leidtragende elsewhere. If the authorities discover that Gele assisted the necromancer in any way, she will be burned at the stake. If the Characters keep her secret, she will be immensely grateful and they'll have gained a useful new ally though she'll need some help clearing her cargo holds.

If the Characters assisted Hugo in surviving the Undead assault, he will be extremely grateful for their assistance. Though the means of his tiny chapel are somewhat humble, he does have a small stash of donations amounting to 50 GC, which he happily shares with the Characters. If Hugo did not survive, Characters who succeed in a **Difficult (-10) Perception** Test may also find this stash hidden inside an ornate helmet.

Should the Characters' exploits become known more generally, they will likely attract attention – positive and negative. It's possible that they may be viewed as accomplices to the whole affair, especially if they were seen delivering the package to Gele, and her ties to Leidtragende are discovered. If this is the case, the Characters will need to talk fast to avoid the pyre themselves. On the other hand, if the Characters acquitted themselves well on their journey to the Chapel, they may well

find that they have more than a few rounds bought for them the next time they make their way to any of the local taverns. They may also draw the attention of one or more of Ubersreik's factions, who are always in need of adaptable individuals.

After the affair has passed, and the Priests of Morr have taken the time to bless the streets and properly inter the dead, most folk in Ubersreik will attempt to move on and return to their lives. You can be sure, however, that some will begin to whisper that the Jungfreud cause must indeed be righteous if its followers will return from death to pursue it...

XP REWARDS

As well as the normal XP you offer for good roleplay and having fun, you should apportion XP at the end of each session using the following guidelines.

- ☠ 10 XP for questioning Fritz about the box.
- ☠ 20 XP for getting the box open without destroying its contents.
- ☠ 10 XP for getting the box open via brute force and ignorance.
- ☠ 5 XP for selling the box or its contents.
- ☠ 20 XP for defeating Rojas.
- ☠ 10 XP for learning of the necromancer from Gele.
- ☠ 10 XP for warning Hugo in time for him to don his armour.
- ☠ 20 XP if they defeat Sir Galleran or prevent his resurrection.
- ☠ 10 XP for each heroic act during the zombie attacks.
- ☠ 30 XP if they drive off Rule Leidtragende.
- ☠ 50 XP for permanently stopping Leidtragende.

NPC STAT REFERENCE

FRITZ THE FLEET

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	36	27	38	42	43	42	31	36	41	36	15

Skills: Endurance 68, Gossip 61, Lore (Heraldry) 62, Lore (Local) 66

Traits: Weapon (Club) +7

GELE – RIVER ELDER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	32	30	43	42	43	38	25	30	42	14

Skills: Cool 43, Melee (Polearm) 49

Traits: Weapon (Halberd) +7

ROJAS – WIGHT (FORMERLY ESTALIAN DIESTRO)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	65	55	45	45	30	40	30	25	55	20	17

Traits: Armour 2, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Stealthy, Undead, Weapon (Rapier) +8

**These traits are already accounted for in Rojas' attributes.*

HUGO – ANTIQUE KNIGHT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	14	36	27	30	31	31	31	30	39	10

Traits: Weapon (Sword) +7

SIR GALLERAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	85	55	55	45	30	40	30	25	55	20	17

Traits: Armour 2, Champion, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Undead, Weapon (Zweihänder) +10

**These traits are already accounted for in Sir Galleran's attributes.*

RULE LEIDTRAGENDE – NECROMANCER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	37	37	54	44	30	56	63	21	15

Skills: Channelling (Necromancy) 83, Cool 73, Dodge 55, Language (Magick) 86

Traits: Dark Vision, Fear 1, Painless, Spellcaster (Necromancy), Weapon (Sword) +7

Known Spells: All Necromancy Spells from the Lore of Necromancy on page 256 of the **WFRP Rule Book 4th Edition**. Necromantic versions of **Bolt** (an arc of black energy), **Bridge** (ethereal spirits instantly form a solid span made from their flickering forms), **Distracting** (screaming spirits wheel about the necromancer) and **Drop** (targeted item briefly grows thorns made of bone). He has access to quite a few more spells and rituals amidst his books.

JUNGFREUD ZOMBIES

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	15	-	30	20	05	10	15	-	-	-	12

Traits: Construct, Dark Vision, Fear 2, Infected, Painless, Undead, Unstable, Weapon (Teeth) +7

The rotted corpses of former Jungfreud supporters, tearing their way free of scaffolds throughout Ubersreik to menace the living.

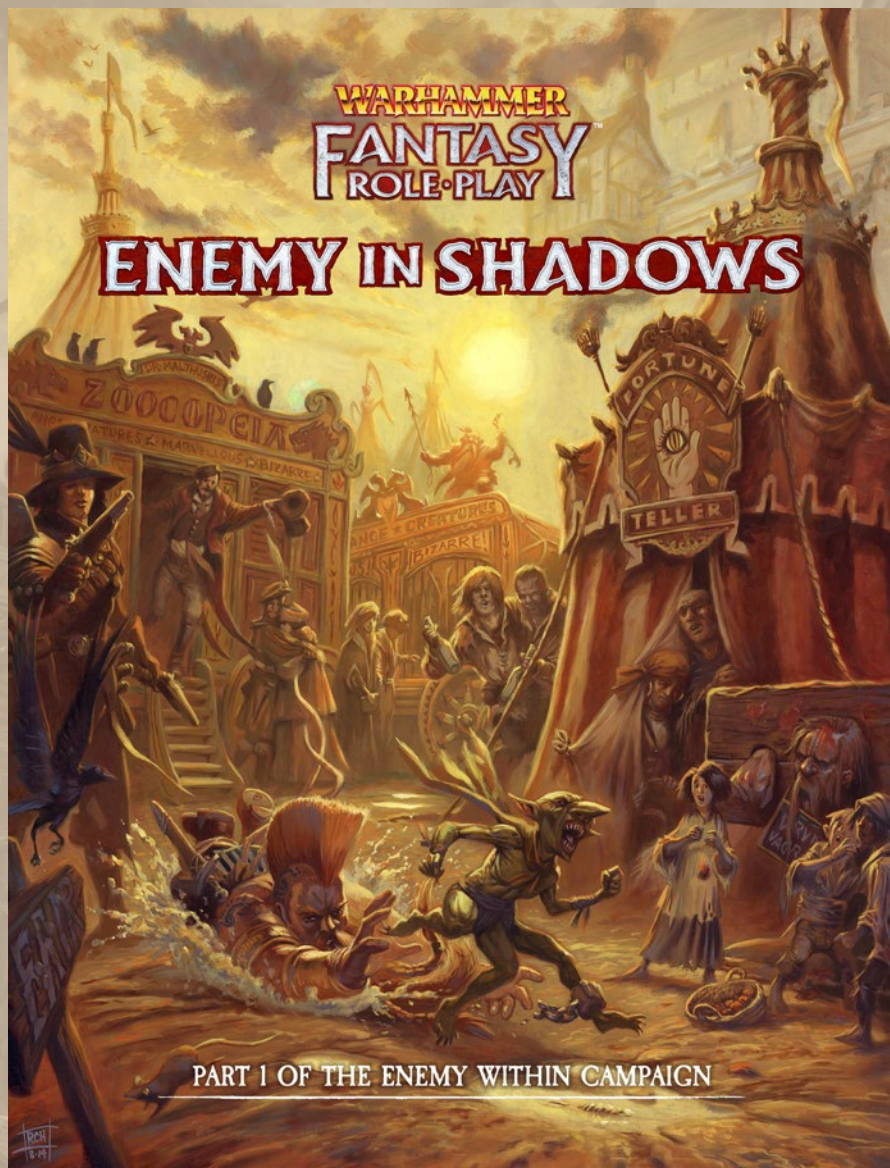
SKELETON GUARDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	25	30	40	20	20	25	-	-	-	16

Traits: Armour 2, Construct, Dark Vision, Fear 2, Hardy, Painless, Undead, Weapon (Sword) +7

Leidtragende's personal guards are far more formidable than most of their kind.

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