

# Carrion Up The Reik - Conversion Notes

Malc Arnold

## Contents

### 1 Carrion Up The Reik

1.1 Afloat Again . . . . .	1
1.2 Documents and Eyewitness . . . . .	1
1.3 Swanning Around . . . . .	2
1.4 Loaded . . . . .	2
1.5 The Road to Middenheim . . . . .	2
1.6 River Tales . . . . .	2
1.7 Dock and Load . . . . .	2
1.8 The Road to Middenheim . . . . .	2
1.9 News and Rumours on the Road . . . . .	3
1.10 Houses of the Holy . . . . .	3
1.11 Shrine On . . . . .	3
1.12 Experience Point Awards . . . . .	4

### 1 Carrion Up The Reik

This is quite a simple adventure, and an even simpler conversion, as the adventure doesn't use any of the background elements that have been dropped or radically altered. So all that's left, apart from small changes to the background of the Shrine and the Sons of Ulric, are NPC and coinage conversions.

#### 1.1 Afloat Again

Max Wagner will offer up to 60 crowns for transporting the cargo to Marienburg.

### Matthias Blucher

ST	4	WP	6	Ref	5
AG	4	Wit	7	Aim	4
TO	4	MA	6	KD	4
EN	4	Soc	6	KO	7
HT	5	Per	5	Move	6

Combat Proficiency: 3 (Rapier), CP: 8

Weapons: Rapier (Medium, 6/5, 8(5), 1c/7p) Armour: None

Skills: Craftsman package at 7, with Persuasion and Sincerity at 5

Matthias Blucher is the local head of the Blucher trading family. He is young, with a confidence that only power and security can give, and is a master of trading and strategic planning. He is not arrogant or overbearing, but is not used to being disobeyed, and has a fearsome temper if crossed. His calm demeanour hides an almost total lack of scruples. Money is his king, and he will do almost anything for it.

### Max Wagner

ST	3	WP	5	Ref	5
AG	4	Wit	6	Aim	4
TO	4	MA	4	KD	3
EN	4	Soc	5	KO	6
HT	4	Per	5	Move	5

Combat Proficiency: 4 (Rapier), CP: 9

Weapons: Rapier (Medium, 6/5, 8(5), 0c/6p) Armour: None

Skills: Craftsman package at 6, with Persuasion and Sincerity at 7

Max Wagner is more than twice Matthias Blucher's age, yet he knows he will never be as good a merchant as his young master. Matthias's art is in dealing and controlling; Max's skill lies in the details of organising, manipulating figures on paper; earning an

extra coin here and there. He has enormous respect for Matthias and the whole of the Blucher family and will do nothing to betray them no matter how uncomfortable he may be with the way Matthias sometimes does business. He is known so much as the Bluchers' right-hand man that he would never find another job if they cut him loose.

## 1.2 Documents and Eyewitness

Matthias Blucher is married to Karoline Haagen, a daughter of the Haagen trading family in Bogenhafen. Haagen was one of the surviving members of the Ordo Septenarius, and when he heard from an associate, a member of the Purple Hand cult that they were tracking down a renegade member, Haagen thought he had found another way to advance his family, while taking revenge on the group that had (he still thinks) prevented him from gaining the wealth and influence he deserved.

## 1.3 Swanning Around

The weapons Otto Gerber could tell the characters about aren't dwarf-made, of course. However, running weapons into Marienburg isn't the most wholesome trade, and it wouldn't do the Blucher family's reputation much good if it was widely-known.

## 1.4 Loaded

### Klaus - Dock Gang Foreman

ST	6	WP	5	Ref	4
AG	4	Wit	4	Aim	4
TO	6	MA	4	KD	5
EN	5	Soc	4	KO	8
HT	4	Per	4	Move	7

Combat Proficiency: 7 (pugilism/wrestling), CP: 11

Armour: None

Skills: Laborer package at 7.

Klaus runs the Bluchers' dock-gang, supervising all the loading and unloading of boats and making sure that people do what the Bluchers want. The dock-workers look up to him with a mixture of fear and respect - but mostly fear. As well as making the

dockside his personal kingdom, he's sometimes asked to talk nicely to people, to persuade them to change their minds about something. While Klaus doesn't go looking for trouble, he's never too upset when trouble comes looking for him.

If the characters give Klaus any trouble then he'll be happy to make life uncomfortable for them, but if they're friendly and buy him ale or sausage at one of the local inns then he'll be friendly.

## 1.5 The Road to Middenheim

The rate for carrying the crate to Middenheim is 30 crowns, a third in advance and the remainder on arrival, although he can be bargained up to half in advance.

## 1.6 River Tales

Alex Eisen won't spout off about dwarfs during the trip. Almost everything else - Slavs, Tileans, scholars, priests, and more - but not dwarfs.

### Father Marcus

ST	4	WP	4	Ref	4
AG	4	Wit	4	Aim	4
TO	4	MA	7	KD	4
EN	4	Soc	5	KO	6
HT	4	Per	4	Move	6

Combat Proficiency: 5 (Pole Arms), CP: 9

Weapons: Short Staff (Long, 6, 7, 6b)

Armour: None

Skills: Clergyman package at 7, and Academic package at 5.

Father Marcus looks and acts so much like a stereotypical absent-minded priest that it's sometime hard to remember he's is one of the greatest scholars of Sigmarian history in The Empire. He spends most of his time running a large monastery near Dunkelburg, where the Grand Theogonist is an occasional visitor; the two are old friends, and Yorri XV trusts the judgement of the older man.

Father Marcus has a sharp and incisive mind, but having spent so long with other Sigmarian priests and



scholars, he tends to assume that everyone knows almost as much as he does, and as he expounds on his pet subject, he can often become incomprehensible to lay people. This can make him seem vague or distant to those who don't know him well, but he bears no ill-will to anybody, and it is difficult to dislike him. His two companions, Martin and Rolf, clearly have enormous admiration for him, bordering on awe. For anyone seeking influence within The Empire, or an understanding of its politics, Father Marcus is a useful person to have as a friend.

### **1.7 Dock and Load**

One of the Imperial College buildings suffered a fire recently, not one of the Colleges of Magic.

### **1.8 The Road to Middenheim**

The people leaving Middenheim are engineers, scholars, and some priests, all intending to avoid the new taxes.

### **1.9 News and Rumours on the Road**

The group of fanatics behind the heresy are called the "Sons of the Righteous War". Some priests of Saint Sigmar believe that the fanatics have support from many priests of the three-in-one.

### **1.10 Houses of the Holy**

As is usual in the modified campaign, the clerics don't use magic, and so the rogue priests can be treated the same as the outlaws, although they have additional skills. However, all of the outlaws are quite tough opponents.

### **1.11 Shrine On**

By some miracle, the Grand Theogonist has survived the explosion because his body was shielded from it by the Shining Rock. When the characters (or templars) enter the shrine, both he and the four assassins will just be recovering from the effects of the blast, which was a barrel of gunpowder near the doors, set off by one of the false priests. The priests all hid in

alcoves from the blast, while Yorri is now suffering BL2 from being hit by flying shards.



### Knights of the Order of the Fiery Heart

ST	7	WP	6	Ref	7
AG	7	Wit	7	Aim	6
TO	6	MA	6	KD	7
EN	6	Soc	5	KO	8
HT	6	Per	5	Move	10 (-2)

Combat Proficiency: 11 (Longsword/Greatsword and Lance), CP: 18 (-3)

Weapons: Longsword (2H, Long, 6/7, 6, 9c/8p) and Lance (2H, Very Long, 7, 15, 9p)

Armour: Full Plate & Full Helm (AV5)

Skills: Knight and Swordsman packages at 7

The Knights of the Order of the Fiery Heart are The Empire's elite holy knights, ruthless warriors utterly dedicated to doing great works in the name of Sigmar. These six have been hand-picked to guard the Grand Theogonist. They are coldly efficient, and suspicious of everything except each other and the man they are guarding.

In combat the templars work like a well-oiled machine; they all understand how to work and fight like a unit, and trust each other absolutely. They will do anything they can to save the Grand Theogonist, including giving their lives for his, but they will not die stupidly or pointlessly. If the characters save them of their charge, their icy facade will break and they will become grateful allies.

### Sons of the Righteous War

ST	6	WP	4	Ref	6
AG	6	Wit	6	Aim	6
TO	5	MA	4	KD	5
EN	5	Soc	4	KO	7
HT	5	Per	6	Move	8

Combat Proficiency: 10 (Longsword/Greatsword), CP: 16

Weapons: Great Sword (2H, Long, 6/7, 7, 9c/7p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Warrior package at 8, some have Clergyman at 7

These Sons of the Righteous War are more fanatical than most, a suicide squad hand-picked to assassinate the "Great Heretic".

Like the templars, they are prepared to die for their cause, and will rather kill themselves than submit to capture, let alone torture. But they will not sacrifice themselves needlessly or stupidly.

The cultists are dressed in leather jacks, possibly hidden under their priestly robes. Their faces are painted with stylised red clenched fists; the sign of the Righteous War.

Two of the cultists in the shrine are suffering from 1 pain die and 2 BL as a result of the explosion.

### Yorri XV - The Grand Theogonist

ST	4	WP	7	Ref	5
AG	4	Wit	6	Aim	5
TO	5	MA	7	KD	4
EN	4	Soc	7	KO	7
HT	4	Per	6	Move	6

Combat Proficiency: 5 (Pole Arms), CP: 10

Weapons: Short Staff (Long, 6, 7, 6b)

Armour: None

Skills: Clergyman and Courtier packages at 5

Yorri will put what little combat skill he has into defensive fighting, simply trying to stay away from his attackers. He is not panicked, although this is clearly a very dangerous situation for him.

Yorri will be described in more detail in "Empire in Chaos", the final part of "The Enemy Within" campaign.

## 1.12 Experience Point Awards

If the characters were a major factor in saving the Grand Theogonist from the assassins, then that will be worth a destiny point or two faith points for characters with the appropriate SAs.