

WFRP: Ubersreik Adventures II

Ubersreik is a city in turmoil, riven with divided loyalties.



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Vol 1: WFRP: Ubersreik Adventures

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Even those who support the rule of Altdorf know that the current situation cannot last. As rumours of Empire-shaking events filter in from Middenheim, Altdorf, and beyond, the case for a consolidation of power in Ubersreik grows stronger. In the midst of vying merchants, entitled nobles, callous spies, and outright thugs, a small group of adventurers and mercenaries have made a name for themselves.

They have been arrested, enlisted, applauded as saviours, reviled as traitors, and dismissed as fools. But if they can also be ruthless, they may just be able to tip the machinations that will determine the fate of Ubersreik.

Ubersreik Adventures II contains five all new adventures, along with a chapter expanding on events in the City of Ubersreik, the setting established in the WFRP Starter Set. It explores the fate of the city, as it teters between direct Imperial control, the influence of the Jungfrueds, and perhaps a glimpse of a more independent future.

This section introduces new characters, locations and plots, and provides suggestions and advice on incorporating developments your characters may have experienced (or caused!) during the events of The Enemy Within campaign.

Ubersreik Adventures II includes:

- **Deadly Dispatch:** the kind of adventure that can result when the 'right' folk get a very wrong package.
- **Double Trouble:** concerns the Kardst-Stampf family, who have long enjoyed a position of privilege in Ubersreik.
- **Fishrook Returns:** sets the Characters on the trail of the Fishrook, a daring, larger than life bandit troubling unwary travellers around Ubersreik
- **The Blessing that Drew Blood:** Geheimnisnacht — the dreaded night when the Chaos Moon waxes full — is almost upon Ubersreik's citizens. A foreboding atmosphere permeates the town.
- **Grey Mountain Gold:** a gripping adventure that describes the trouble that might arise from a hastily planned expedition to recover loot from the lost holds of the Dwarfs.