

# WARPSTONE

The independent magazine for Warhammer Fantasy Roleplay



## MY CAMPAIGN

by Sam Stockdale

(What we hoped would be a regular feature didn't work out that way due to lack of submissions. Here then is the only one we had and it shows how well it could have worked. - John Foody Dec '99)

*This is the first in what we would like to be a regular feature of Warpstone. We have always hoped that Warpstone could be a way of allowing WFRP players to share their experiences and give others food for thought, or at least to pass on ideas. Sam Stockdale has certainly raised some good points with this article and we hope this will inspire you to submit your own version.*

WFRP has been my primary system since I first started GMing way, way, back in 1987. I've been running (or re-running) The Enemy Within campaign for about two years now (including one or two breaks to recharge the creative juices). Players (and adventurers) have come and gone -have you noticed how easily adventurers buy the farm in WFRP? I only have one of the characters who started the campaign left alive!

I've found it's difficult to run the campaign as it stands, using only Mistaken Identity, Shadows over Bogenhafen, et al, so I bolster it with published scenarios as well as my own and some conversions from TSR's Ravenloft campaign world (which, with a little tweaking, can fit the Warhammer ethos quite nicely). However, this creates a problem. The characters end up being too experienced, so I have to make the NPCs more powerful, and the snowball effect comes into play. With hindsight, I'd keep it simpler. I shall enter the next campaign in that frame of mind.

I have exploited not only the scarcity of magic and the fear and distrust of wizards, but also that of Elves, Daemons and Beastmen by examining the popular views and producing a list of beliefs for first-time players. For examples, Elves are treated as woodland spirits and, as such, are greeted by most Old Worlders with suspicion bordering on fear. To this end, I've steered away from the traditional appearance of Elves. Having read and thoroughly enjoyed the Deverry novels by Katherine Kerr, I decided to give Old World Elves cat-like eyes which contracted not only in broad daylight but also when the Elf feels threatened, as with the appearance of a Dwarf or such like. Oh yes, Dwarves hate Elves, and vice versa! These race relations cost us an Elven character, but the whole encounter was very well played and enjoyed by all concerned, despite the loss of the character. Additionally, in a party just starting out I allow no Elves whatsoever.

In order to characterise the different demi-Human races, my group adopted accents: the Elves talk with Irish accents (to emphasise the Irish-Celtic background that GW gave them), Dwarves speak with a Scottish accent, and halflings adopt a West Country style. I must say that this seems to work pretty well on the whole.

In my interpretation of the Warhammer world, Daemons do not exist! Yes, all players of WFRP know that they do exist, but most characters (unless they have discovered otherwise) shouldn't, in my opinion. To these uneducated folk, Daemons are the stuff of folk tales, of nightmares, of stories told to naughty children. Therefore, when these characters encounter their first Daemon, I can sit back (after delivering the description)

and revel in the looks of shock on their players' faces. Likewise with the Beastmen: I have exploited the relative scarcity of actual Beastmen and made them something approaching Daemons, the subjects of tall tales which we all know adventurers are wont to tell. I think that what David Eddings says about the Sendarians in the Belgariad - "Most Sendars are solid, practical men with little patience for such things as sorcery and magic and other things that cannot be seen or touched" - holds true for Old Worlders. Our group at the moment has, I think, the first ever Dwarven Priest of Ulric: a former Giant Slayer and devout Ulrican who prefers not to be called Dwarf because of some psychological wound his people dealt him, decided he didn't want to die after all, had a visitation, and is now causing a storm amongst the Priesthood of Ulric. We also have two brothers from Nuln who had been separated in childhood and only recently came together after one tried to assassinate the other, thanks to a case of Mistaken Identity! The antics of the siblings are riotous, as the more streetwise one tries to get the ultra-serious former assassin to lighten up a bit.

I've borrowed spells from various sources (namely AD&D) to boost the wizard's repertoire, but I have always kept true to the spirit of WFRP magic. I've also incorporated a few of the optional rules such as damage to armour, while in order to make combat run smoother, I developed Rounds Record sheets and Damage Record sheets.

The only real problem I've encountered is with Divine Magic and it's largely of my own making. While everything else about Priests' Careers lies well with me, having to choose a certain number of spells and be able to cast only those spells (just as a wizard does) for the rest of your life is restrictive. Basically, we are giving priests spell books/piles of scrolls and I don't feel they should have such: it detracts from the divine nature of their powers. Are they direct channels for the divine power of their deity, or are they merely wizards with a certain religious leaning? However, wizards spend EPs on spells and, by the same token, so should the priests...Aargh! Suggestions greatly appreciated.

Anyway, there you have it: a WFRP campaign a la Sam Stockdale of Weston-Super-Mare. I hope you find something of this thought-provoking, or, at the very least, entertaining.