

A Private War

“A Private War” is an adventure/mini campaign by Timothy Eccles. All those who read Warpstone-magazine should recognize this name, as Tim Eccles regularly writes columns for this WFRP-fanzine. With “A Private War”, Tim has published his first adventure. I got hold on one copy when I met Tim at last years Dragonmeet-con in London, England and was so fascinated by it that I ran it with my local rpg-group. Also I thought it would be a good idea to write a review in STRIKE TO STUN about it.



“A Privat War” is a 98 page book which looks a little bit “naked”, as there is almost no artwork. The most significant thing which catches your eye when you first take the book in your hands is large map of Wolfenberg, drawn by Ryan Wileman, at the back of the book.

The book consists of two major parts: the adventure itself and a large appendix with a description of Nordland, Ostland and the city of Wolfenburg. Especially these appendixes are very useful for every GM who wants to run a campaign in the northern parts of the Empire.

The story begins in Middenheim where the PC's get involved into the story: a high ranking member of the Collegium Teologica, a certain Professor Udo Stradovski is being blamed for spreading heretical ideas at the university and is taken into custody. Using his right of bonding, which allows him to be replaced by another person in prison for a short time, the Professor asks a young student to take his place. He promises to return before the date of adjudication and the young student is more than willing to accept the deal. But in reality, the Scholar has no intention to return. As the authorities realize that the Professor has fled, the PC's are asked by the local Shallyan sisters to search for the Professor. Now a detective-story begins in which the PC's have to find out more and more about Professor Stradovski. Their search is a race against time as the Sigmarite church and the Temple of Ulric have also started investigations. Eventually the PC's learn that Stradovski has fled from Middenheim, heading north. Following the tracks of the Scholar the Characters move from encounter to encounter and finally find themselves in the city of Wolfenburg in Ostland where they really find Stradovski and the dark secrets he keeps hidden.

In my opinion the idea behind the story is great: you will find no undead, horrible mutants or beastmen to slay. Most of the adventure is investigation and roleplaying. Much roleplaying! And here we find both, the adventures greatest advantage and drawback: the lots of NPC's. It is not easy for a GM to handle so much NPC's as you can easily get confused. And as you can imagine, the PC's will be confused too. Better you read the adventure two, three times before you start running it. But if you are willing to make this preparations you will be able to run a cool adventure your players will remember for years.

All in all “A Private War” is an excellent adventure, especially for the fact that it is an amateur-made publication. You will find tons of good background material within the pages of this book. With a little preparation-work you can easily run a great WFRP-adventure which your players will really love. For all those GM's who are tired of those “Save-the-world”-adventures “A privat War” is the perfect alternative. And all others should give it at least a chance. I promise, you will not regret it....

Server Goddess