

Mouse

Ulfgrim's warband was edgy. And they had a damned good reason to be. Their leader wanted to venture into the sewers, the sewers!, to seek out the stones. For five nights they'd searched for someone to lead them down under. They'd fought-off a pack of Ghouls and had nearly avoided running squarely into a troupe of mounted Middenheimers. Now, as the darkened sun attempted to push its way through the blackening clouds to herald another day, they made their way towards the Twisted Goat. Damp, tired and in need of serious drink. They'd have words with Ulfgrim. This is insanity.

The lights of the Tavern were visible when everyone froze in their tracks - a small voice spoke from the shadows of a darkened alleyway.

"I hear y-y-you are looking t-t-to go... down?" the voice spoke. The stutter was either trepidation or ignorance.

Darrick and Garant both drew their swords but Ulfgrim pushed past the two henchmen and faced the alley. "Aye." he spoke aloud, narrowing his eyes to get a better look.

"I-I-I will t-t-take you to mouse." the small voice responded, still cloaked in darkness despite the approaching dawn. "You have g-g-gold?"

"Aye." Ulfgrim replied, waving the two henchmen to sheath their blades. "I have gold."

"Then follow." spoke the disembodied voice as it disappeared back through the alley.

Ulfgrim's men followed him, moving cautiously through the winding streets and backways, past ruined buildings and collapsed churches. Not a single sight of their guide did they see, but his small voice would call out if they strayed from the way.

At last they entered a dead end. Standing near a huge slime covered grate embedded into the cobblestone of the street was a very small man. Nay, not a man, a meek boy. Ulfgrim's men looked about for ambush as he strode up to the rag-clad lad.

"This had better not be a trick, boy." Ulfgrim said, drawing his face into a disappointed sneer, "Where is this Mouse you spoke of?"

The boy crouched down and gripped the slimy grate with his small hands... "I-I-I am Mouse." he said with a half-smile, "... Follow and bring your gold."

Mouse

Hire Fee: 25 gold crowns

May be Hired: Any warband may hire Mouse, however, he will not provide his services to any non-human group.

Rating: Mouse adds +25 points to your Warband for his duration with them.

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Weapons and Armor: Mouse carries two daggers coated with Black Lotus. Mouse wears no armor.

Skills: Mouse has the following skills - Wyrdstone Hunter and Dodge.

Special Rules

Only once, sir: Mouse can only ever be hired by a warband once. He has no upkeep and will only remain with the band for that scenario (or time spent in the sewers if in a campaign).

I'm not with them!: Mouse always uses his own Leadership whenever he tests for anything and of course, no one else may use his leadership for tests.

Now you see me, now you don't: Mouse always counts as being Hidden, even when he moves. He is small and wirey and very very adept at using the shadows to move. He can be spotted, but will immediately count as being hidden again. The 'within Initiative range' rule does not apply to Mouse, which means he may move (while Hidden) as close to anyone as he wishes. However, he may not engage in HtH unless he makes his presence known and thus his always being hidden special rule does not apply.

Tunnel Crawler: All the special Sewer Fighting rules for Skaven apply to Mouse, even though he is not Skaven. In addition, he may re-roll any failed roll to test to see if he slips, breaks through rotten planks, etc.