

WARHAMMER
FANTASY ROLEPLAY

TM



KARAK AZGAL



ADVENTURES OF THE DRAGON CRAG



WARHAMMER FANTASY ROLEPLAY



FANTASY FLIGHT GAMES

1975 West County Road B2

Roseville, MN 55113

USA

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FANTASY ROLEPLAY

KARAK AZGAL

ADVENTURES OF THE DRAGON CRAG

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A Black Industries Publication

First published in 2005 by Black Industries, an imprint of BL Publishing

BL Publishing

Games Workshop, Ltd
Willow Road
Nottingham
NG7 2WS
UK

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Product Code: 60040283010

ISBN 13: 978-1-84416-267-3

ISBN 10: 1-84416-267-2

Black Industries World Wide Web site:
www.blackindustries.com

Green Ronin World Wide Web site:
www.greenronin.com



— TABLE OF CONTENTS —

INTRODUCTION	3	Chameleon Snake.....	40	A. The Bridge of Sorrows.....	66
CHAPTER I: THE CITY OF KARAK AZGAL ...	6	Cave Spider.....	41	B. Supply Lift	66
Approaching the City.....	6	Monstrous Squig	41	Hall of Bones Level One.....	66
The Law.....	7	Land Wyvern.....	42	1. Supply Room.....	66
Religion.....	8	Rock Worm.....	42	2. Servants' Quarters.....	66
Trade and Commerce.....	9	Special Encounters	42	3-4. Anointed Priest Chambers.....	66
CHAPTER II: SKALF'S HOLD	11	Adventurer/Adventuring Party.....	42	5. Preparation Room.....	69
Dwarf Construction.....	11	Brotherhood of the Forked Beard.....	43	6. Embalming Chamber.....	69
Defences.....	11	Challenges	44	7. Temple of Grungni.....	69
Population	12	Rewards.....	45	8. Necromancer's Lab	69
Quarters	12	Generating Treasure.....	45	9. Necromancer's Quarters.....	69
The Temple Quarter.....	12	Coin.....	45	10. Chapel of Grungni.....	69
1. The Great Temple		Gems.....	45	11. Antechamber for the	
of the Ancestors.....	12	Special	46	Lower Tombs.....	69
2. Temple of Myrmidia.....	12	CHAPTER V:		12. The Tombs of the Workers.....	70
3. The Temple of Shallya.....	13	RATS IN THE BASEMENT	48	13. Terrified Corpse	70
4. The Temple of		Clan Skreet.....	48	14-15. Halls of the Spectres.....	70
Gorlaz the Golden.....	14	Clan Vechiare.....	48	16. Merchant Hall.....	71
The Holdfast	16	The Perils of Warstone	48	17. The Crypt of Heroes	71
5. Skalf's Keep.....	16	Wandering Skaven	48	18. The Great Stair.....	72
6. The Silver Fountain.....	16	Servants of the Horned Rat	49	The Hall of Bones Level Two.....	72
7. Statue of Skalf Dragonslayer.....	16	Clan Vechiare Warren Level One.....	50	1. The Chamber of Sorrow.....	72
8. Norgunson Clan Hold.....	16	A. The Shaft.....	50	2. The Great Hall of Grungni.....	73
9. Durgarson Clan Hold.....	17	B. Granite Block.....	51	CHAPTER VII: GREENSKINS	77
10. Rorganson Clan Hold.....	17	C. Shrine to Grungni.....	51	The Blacktooth Orcs.....	77
11. Voragorsdotr Clan Hold.....	17	D. Underground River	51	A. The Great Stairs.....	77
12. Damirson Clan Hold.....	17	1. Skaven Guard Cavern.....	51	B. Supply Elevator	78
13. Miner's Bounty.....	17	2. Skaven Wizard Cavern.....	52	Blacktooth Lair	78
The Foreign Quarter.....	18	3. Skaven Dregs.....	52	1. Shrine	78
14. Zambor's Well.....	18	4. Ambush Cavern.....	52	2. Shaman's Chamber.....	80
15. Todt Mueller's		5. Mushroom Caverns	52	3. Apprentice Shaman	
Totem Emporium.....	19	6. Giant Rat Lair.....	52	and Bodyguard Quarters.....	80
16. The Golden Mug		7. Entrance to the Main Warren.....	53	4. Guard's Quarters.....	81
Gambling Hall	19	8. Packmaster Lab	53	5. Big'Uns.....	81
17. Grondella's Supply Shop.....	20	9. Packmaster Lair	54	6. Warstone Cave.....	81
18. Black Market Warehouse	20	10-11. Clanrat Warriors	54	7. Armoury.....	81
19. The Babbling Fountain.....	20	12. Clan Pestilens Lab	54	8. Goblin Servants.....	81
The Gold Quarter.....	20	13. Clan Pestilens Lair.....	54	9. Reservoir Access	82
20. Stone Square	20	14. Underground River.....	54	10. Squig Pen.....	82
21. Stonecutters' Guild	20	15. Seer Guard.....	54	11. The Great Hall.....	82
22. Jewelsmiths' Guild	21	16. Chamber of the Grey Seer.....	55	12. Frozen Pantry.....	83
23. Mining Guild.....	21	17. Sacrificial Pens.....	55	13. Kitchens.....	83
24. Dragon's Eye Pub.....	21	18. Treasure Room.....	55	14-15. Orc Warrior Barracks.....	83
25. Karak Azgal Barracks.....	21	19. Lair of the Rat Daemon.....	55	16. Gorgal's Quarters.....	83
CHAPTER III: DEADGATE	22	Clan Skreet.....	56	17. Tribe Treasure Room.....	84
Key Features.....	22	A. Lava Chamber.....	56	18. Gorgal's Slave Pen.....	84
Population	22	B. False Shrine.....	58	The Dark Reservoir	84
Key Locations.....	23	C. Supply Shafts	58	1. Stone Landing.....	84
1. The Appleberry Tavern.....	23	1. Skirmishers Barracks	59	2-3. Troll Islands.....	84
2. The Pit of Blood.....	24	2. Ammunition Storage.....	59	4. Chief Ugma.....	86
3. Tobaro Supply Shop.....	25	3. The Chamber of Fire.....	59	Scrotch & the Yellow Eye Night Goblins.....	86
4. The Crystal Palace	26	4. Grott's Lair	60	A. Sloping Passage.....	86
5. The Ice Maiden.....	26	5. Skirmishers' Barracks.....	60	B. Shaft	87
6. The Cult of Ranald.....	28	6. The Infernal Machine.....	60	1. Squig Hoppers.....	87
7. The Birdcage Theatre	29	7. Warlock Pistol Forge.....	61	2. Snotling Slaves.....	87
8. Siegfried's Arms and Armour	30	8. Warp Forges.....	61	3. Night Goblin Lair	88
9. Barrow Hill Cemetery	30	9. Barracks.....	61	4. Squig Pens.....	88
10. The Palace of the Dead.....	31	10. Skreet's Chamber.....	61	5. Fungus Garden.....	89
11. The Wall of Heroes.....	31	CHAPTER VI: THE WALKING DEAD	62	6. Bonk's Lair	89
CHAPTER IV: RUINS OF KARAK AZGAL.....	32	Wight Bones	62	7. Scrotch's Lair	90
Designing Adventure Sites	32	1. Portcullis Entry	62	CHAPTER VIII: BEAST OF CHAOS	91
Environments.....	34	2. The Family Patriarch.....	63	Beast of Chaos.....	91
The Map of Karak Azgal.....	35	3. Burial Chamber	63	Placing the Beast's Lair.....	92
Mapping Adventure Sites.....	35	4. The Ghost of Doralina.....	64	Altar of Slaanesh.....	93
Encounter Tables.....	36	The Hall of Bones	64	1. Ruined Tunnel.....	93
New Monsters	40	An Uninvited Guest	64	2. The Altar.....	94

INTRODUCTION

Welcome to *Karak Azgal*, a sourcebook for the *Warhammer Fantasy Roleplay* game system. Game Masters will find everything they need in these pages to help their players seek fortune and glory in the depths of the dangerous Dragon Crag. The book is broken up into two main sections.

The World Above covers the Dwarf city built on the ruins known as Skalf's Hold as well as the shantytown that sprang up next to it known as Deadgate. These areas serve as the base of operations for the players as they seek to discover the riches buried beneath the mountain in the old Dwarf mines. It is a rough place where the Dwarfs tenaciously try to monitor all the riches coming up from the ruins, whilst treasure seekers try to smuggle out what they can under their watchful eye. Anything

can be had in Karak Azgal, for a price, and the inhabitants are always thinking up new and interesting ways to separate treasure seekers from their gold crowns.

The World Below describes what the players can experience when they delve into the caverns, mines, and passages beneath the city. Great wealth is there for the taking, but there is also great danger. Orcs, Goblins, Undead, Skaven, and other hideous creatures infest the ruins, and they are not about to give up their treasure lightly. Specific areas will be detailed in this section, complete with maps and keyed descriptions. Guidelines will also be provided so that the Game Master can create his own areas to make the Dragon Crag come alive for his group.

— HISTORY OF THE DRAGON CRAG —

When the world was young, Dwarf holds stretched along the World's Edge Mountains from Karak Vlag in the far north near Kislev to the fabled Karak Zorn in the far south. The Dwarfs delved deep into the mountains, carving strongholds in the stone and uncovering riches of gems and ore, especially the most precious metal of all: gromril. Orcs, Goblins, and other invaders were dealt with swiftly and trade flourished throughout the Dwarf kingdoms.

During this time, the Dragon Crag was known as Karak Izril, or City of Jewels. So great were the veins of gems found in the mines that the riches were said to rival the great Dwarf city of Karak-a-Karaz itself. These were the days of Dwarf pride, but they would soon come to an end.

The fall of Karak Eight Peaks in the north at the hands of the Orcs and Goblins was only the beginning. Using the Dwarf roads and trade routes, the green horde descended upon the southern holds with great ferocity. Tales of the riches of Karak Izril had been heard throughout the Old World, and even the Greenskins knew great treasure was there for the taking. In their arrogance, the Dwarfs had only lightly defended the passes to the north, thinking Karak Eight Peaks would never fall. The Orcs took advantage of this and stormed into the hold.

At the same time, the cunning Skaven decided this would be the opportune moment to strike. They had been burrowing under the Dwarf mines for years, biding their time and lusting after the Dwarf riches. When they learned of the Orc and Goblin assault, they launched an attack of their own. Faced with a battle on two fronts, the Dwarfs realized they were doomed.

Retreating into the depths, the Dwarfs made a valiant last stand to defend their hold. The carcasses of Orcs, Goblins, and Skaven were piled high at the feet of the doomed Dwarfs as they fought to the bitter end. As the last Dwarf was killed, the invaders searched for the Dwarf treasure but found none. The warriors had given their lives to protect their treasure. Whilst they were fighting and dying, the runelord Stormbeard and his engineers took the treasures and hid them in a secret vault deep within the mountain. Using Runes of Hiding, he concealed the door to the vault so only a Dwarf would be able to find it. Vowing to return, the Runelord led away what remained of the Dwarfs of Karak Izril. Preparing his entry into the Book of Grudges, he renamed the hold Karak Azgal, or Hoard Peak.

The Dwarfs did not return quickly enough to recover their treasures buried by the clever runelord. War with the Orcs and Goblins had

depleted their resources and the glory of the Dwarf kingdoms was at an end. Soon after the fall of Karak Azgal, the Dragon Graug the Terrible made his home in the hold. Using his race's ability to sniff out precious stones and gold, Graug quickly found the hidden vault and made his nest there to attract a mate. It was then that Karak Azgal came to be known as the Dragon Crag.

For many years, treasure seekers and adventurers came to the crag to challenge the Dragon and loot the ruins. The Dwarfs sent countless expeditions sponsored by the Jewelsmiths' Guild to regain the gems hoarded by Graug. All of them failed until the Dwarf hero Skalf entered the ruins. He found the hidden vault and confronted Graug. After an epic battle, Skalf slew the Dragon by chopping off his head, claiming the treasures of Karak Azgal for himself.

Skalf the Dragonslayer used the riches he found in the Dragon's lair to re-build a city on the ruins of the old. Although a far cry from the beauty of Karak Izril, the new Karak Azgal is strong and well built. Still ruled by descendants of Skalf, the city has become a haven for adventurers seeking to journey into the depths in search of treasure. The Dwarfs have tried to keep tight control over what is removed from the ruins, sealing up unauthorized entry points, exacting a toll for anyone entering the ruins, and levying a tax on what is brought up.

The influx of immigrants soon became too much for the Dwarf hold to support. A shantytown grew outside the gates of the city, filled with cutthroats and adventurers looking to make their fortune in the Dragon Crag. Over time, the Dwarfs encouraged the development of this town in an effort to keep some of the riff raff of the Old World out of Skalf's Hold. The result was the formation of Deadgate, a rough and tumble place at the foot of the hill leading up to the hold. Consisting of wooden buildings, most poorly constructed and hastily built, it is the first stop for those arriving in Karak Azgal.

Today, the Dwarfs still have not reclaimed their glory days. Brave promises of a return to the greatness of the past have gone unfulfilled. They are few in number, and even the successful holds like Karak Azgal do not have the strength to clear out the encroaching Orcs and Skaven. Like hens on an egg, the Dwarfs of the Dragon Crag sit on the mines of their ancestors, content to let others delve into the depths to bring up treasures and other artefacts—all for a price, of course.



USING KARAK AZGAL

Karak Azgal, at heart, is a toolbox. Whether you want to run games in which bold adventurers brave the depths of the earth to wage war against the Greenskins and Skaven and Undead, or you'd prefer a game where the characters ferret out the corruption that rots away the core of Karak Azgal, this sourcebook gives you the tools to devise just about any kind of adventure. Unlike other *WFRP* adventures, this volume is not designed to be run straight off the shelf. Instead, it gives you room to personalize it to your tastes and interests. Whatever you like, *Karak Azgal* reflects all the grittiest aspects of the Old World.

THE LURE OF KARAK AZGAL

The first step to running *Karak Azgal* is to get the characters there. Why do adventurers come to Karak Azgal, anyway? You may have already answered this question for your group, but if not, here are some ideas on how and why your players might come to the Dragon Crag.

Fortune and Glory

The most obvious reason for adventures to come to Karak Azgal is for the fabled riches still waiting to be found within the ruins. Even after the fall of the Dragon, stories of the wealth of the Dwarfs abound throughout the Old World. Skalf may have found the treasure chamber, but there are many troves yet undiscovered. Many come with the hope of striking it rich in the ruins. Others come to make names for themselves by fighting the creatures infesting the crag. Few return, but those who do keep the lure of Karak Azgal alive with tales of their exploits.

City of Pleasures

Deadgate is home to many vices. Travellers come to Karak Azgal just to indulge themselves in the city's many diversions. Given the constant influx of immigrants and the wealth recovered from the ruins, opportunists have devised many ways for adventures to spend their hard-earned coin. Gambling, naturally, is everywhere, from card and dice games, to bets on pit fighting and dead pools—bets placed on groups of adventurers to see who will die first. Alcohol flows freely, from stout Dwarfen ales to the finest Elf wines (though these are taxed), and many academics and wizards come to this place to sample illicit potions and draughts that promise to expand their minds. For those of a sinister bent, the most dangerous poisons can be found in the shadowy alleys and in the back rooms of taverns and even temples. But Karak Azgal offers finery as well. Excellent apparel, jewellery, weapons, and armour are available to those who can meet their high prices. Karak Azgal has everything a hard-bitten adventurer could want, and far more.

Safe Haven

Karak Azgal is located far to the south of the civilized lands of the Empire and Bretonnia, farther south even than the Border Princes. The laws of

other lands do not apply in Karak Azgal, and the Dwarf authorities are mostly concerned with making sure all manner of taxes and tolls are collected from adventurers journeying into the ruins. This, combined with the seedy nature of Deadgate, makes the city a good place to hide and keep one step ahead of a persistent bounty hunter or a date with the hangman.

Thieves' World

Perhaps your group is composed of, shall we say, less than savoury characters. What better place for a charlatan or rogue to ply their trade than in Karak Azgal? Plenty of room here for another racketeer or thief to set up shop and rob blind the adventure seeking fools. For those particularly ambitious sorts, fertile ground also exists for a new crime boss to move in. Regardless of the method, there are plenty of sheep to be fleeced in Karak Azgal without ever setting foot in the ruins.

For the Ancestors

The Dwarfs are a proud people with long memories; they hold grudges for centuries. What better place than Karak Azgal for a Dwarf to come and strike a blow against the enemies of his people? Of course, no Dwarf would turn down the chance to earn a little treasure, but doing it whilst cleansing an old Dwarf hold of Skaven, Orcs, and the like is a powerful incentive. The ancestors would be proud indeed of such a Dwarf.

Caravan Guards

As word has spread throughout the Old World of the rebirth of Karak Azgal, risk-taking merchants have begun to take notice. Although the trip from the Empire is a long and arduous one, the jewellery and gemstones from Karak Azgal are well worth it for those who can make it through successfully. Caravan masters are always looking for able-bodied guards to protect their goods on the long journey. A staple for hard-luck adventurers, being hired on as caravan guards is a tried and true way for your group to make it to Karak Azgal—and even get paid for it.

THE JOURNEY TO KARAK AZGAL

Unless you plan on starting your group in Karak Azgal to begin your campaign, they will need to travel there from somewhere else in the Old World. The trip will not be an easy one. Karak Azgal is located in the World's Edge Mountains south of the great Dwarf hold of Karak Eight Peaks. To reach it from the Empire, travellers must follow the Old Dwarf Road south through the treacherous Black Fire Pass and on through the Badlands south of the Border Princes. The last leg of the trip is the most dangerous, as in order to reach Karak Azgal it is necessary to leave the road and skirt the mountains for many miles to avoid the Orc fort of Black Crag.

All manner of dangers await those who journey this route. Orc and Goblin tribes infest the Black Fire Pass and wander the Badlands at will wreaking havoc. Outlaws from the Border Princes set up ambushes along the Skull River, waiting for fat caravans to prey upon. Even Trolls and Ogres can be found in the Black Fire Pass, and especially in the Badlands, where rumours of an Ogre army have been spreading.

Rather than simply giving away the location of Karak Azgal, you may prefer to have your players use some of their skills to determine where it is and how they might get there. **Table 0-1** lists five skills players may use to try and find out more about the Dragon Crag.

The amount of information that a player can learn from using his skills is based on the degree of success achieved on the roll. **Table 0-2** lists the information players can learn based on the degree of success. The information is cumulative so three or more degrees of success means the player knows all of the information.

SEEDS OF ADVENTURE

While much of Karak Azgal is left for you to describe, fear not, there are plenty of hooks and adventure sites already fleshed out in this

TABLE 0-1:
HAVE YOU HEARD OF KARAK AZGAL?

Skill	Difficulty	Modifier
Common Knowledge (Dwarfs)	Average	No Modifier
Common Knowledge (The Badlands)	Hard	-20%
Academic Knowledge (History)	Hard	-20%
Common Knowledge (The Border Princes)	Hard	-20%
Gossip	Very Hard	-30%



sourcebook. While the Dwarfs struggle to reclaim the endless corridors of the subterranean world, the wheels of terrible, dark things are already in motion. Karak Azgal must face the threats from outside, underneath, and most of all from within, if it is to regain its lost glory.

Outside its walls, the hold faces a growing problem: Deadgate. When they first seized the ruins, the Dwarfs realized that they lacked the proper numbers to dislodge the entrenched Greenskins and the darker things beneath them. Thus, they allowed outsiders to enter the tunnels, and in exchange for the bravery of the adventurers, they allowed them to keep some of the valuables they found. The problem, though, is that word of Karak Azgal's treasures spread through the Known World, attracting some of the most desperate and dangerous men and women to test their mettle against the horrors below. And with them came those who would profit from these ventures, huddling against the great gates of the Dwarfen hold. Now, years later, this shantytown has grown too large and too quickly. Its crime-ridden streets are an embarrassment to the Dwarf leaders, but there is nothing they can do about it.

Of course, the eyesore beyond their walls is nothing compared to the dangers of the tunnels beneath their feet. Old tombs, vaults, homes, and

forges are all still firmly in the grasp of Night Goblins, Orcs, and things far worse. The Skaven, following some inexplicable plot, laid claim to their own sections of the World Below, and worse than either of these groups is the newest threat, a foul necromancer who, in his madness, constructs a vast army of Undead to conquer the world. But something darker still mews and screams in the deep blackness at the very bottom of these ruins, something spawned from the hate-filled imagination of the Ruinous Powers. And if it gets free, all is lost.

Of course, there are also the Dwarfs themselves. Not all agree that allowing outsiders to plunder the halls of their ancestors is a decent idea, no matter the benefit to their cause. Some Dwarfs, in their righteous anger, prowl the depths, killing Greenskin and Man alike. Factions squabble in the Councils, fighting for dominance over the few relatively safe mines, whilst a new religion works to unravel what remains of the Dwarfs' moral fibre.

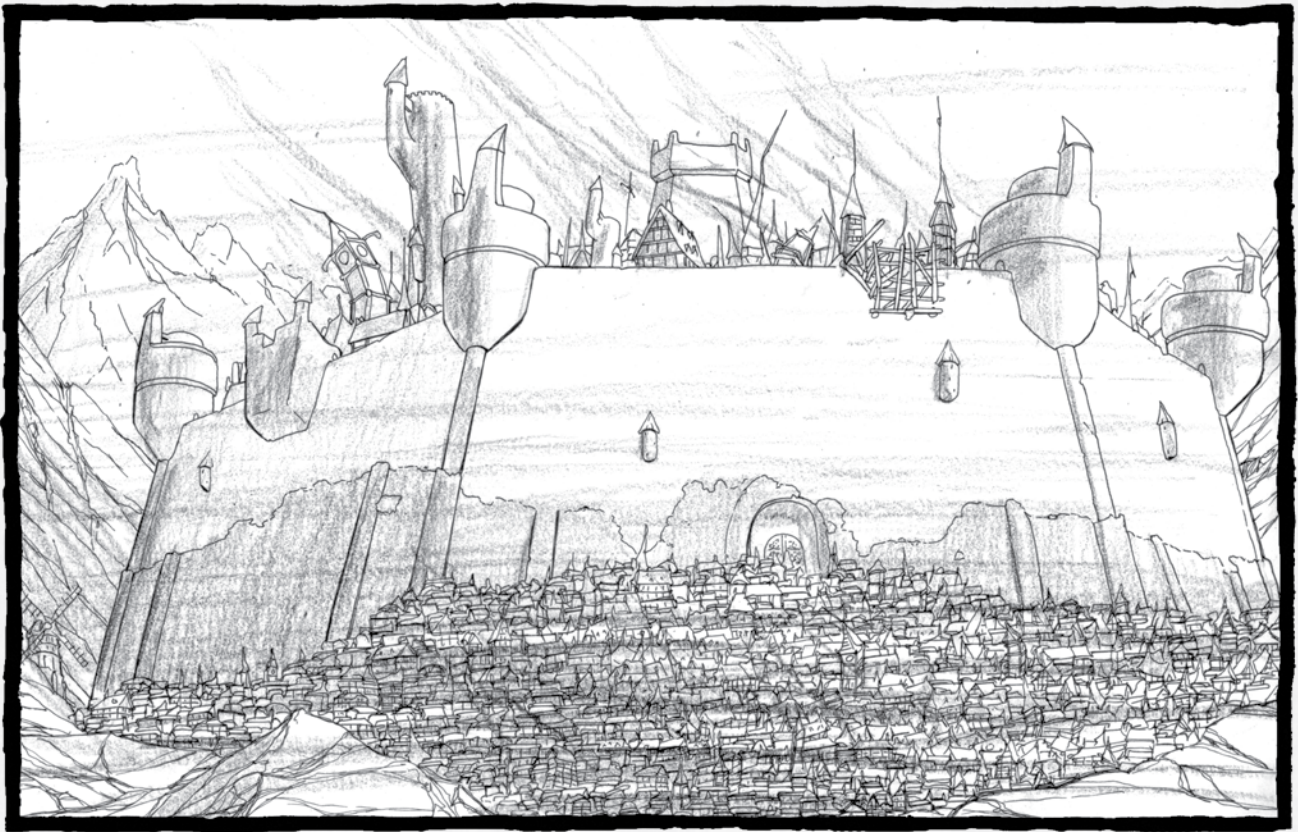
It is against this backdrop that the adventurers explore the ruins of Karak Azgal, following in the steps of countless heroes and fools who came before. Do they have what it takes to navigate the dangers of Deadgate, uncover the corruption inside Skalf's Hold, and brave the depths of the World Below?

TABLE 0-2: WHAT DO I KNOW ABOUT KARAK AZGAL?

Degree of Success

Information

One	Karak Azgal is an old Dwarf hold that has recently been re-taken. There are said to be riches there for the taking if one is brave enough to venture into the ruins.
Two	The hold is located in the World's Edge Mountains south of the Dwarf hold of Karak Eight Peaks. It was once the home of a Dragon drawn there by the rich veins of gems in the Dwarf mines. The Dwarf hero Skalf built a new hold on the ruins of the slain Dragon, Graug.
Three or more	To reach the hold you must take the Old Dwarf Road south through the Black Fire Pass and on into the Badlands. Before the road turns east toward Death Pass, you must travel south along the mountains to find Karak Azgal.



CHAPTER I: THE CITY OF KARAK AZGAL

Many who come to Karak Azgal intending to journey into the ruins to find fortune never get the chance. Opportunities for adventure abound in the streets and alleys of the city above the ruins. Indeed, some would say it is almost as dangerous in the city as it is within the halls and caverns of the Dragon's Crag. Temptations are everywhere and it is easy to lose oneself in the hedonistic culture that pervades the city. Adventurers need to learn the rules of Karak Azgal if they are going to prosper.

APPROACHING THE CITY

The mountains on either side of the passes leading to Karak Azgal are difficult to traverse even on foot. Fissures and cliffs block the way and landslides are common. The Dwarfs know this and to block both the east and west passes they carefully constructed a gatehouse flanked with 30-foot-high towers a mile away from the city. Twenty Dwarf warriors and one sergeant garrison each gatehouse. The towers are equipped with cannon and oil for defensive purposes. If attacked, the Dwarfs also have a rune bearer ready to warn the hold. The secondary function of these gates is to collect the entry toll of 5 s per person and 10 s per wagon required to enter the city. All those refusing to pay are turned away. There are no exceptions. (See the **Table 1-2: Taxation** on page 10 for more details.)

Warriors

Career: Soldier

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	34%	34%	44%	22%	31%	30%	29%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	0	0	0

Skills: Common Knowledge (Dwarfs), Dodge Blow, Drive, Gamble, Heal, Intimidate, Perception, Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-born Fury, Night Vision, Specialist Weapon Group (Gunpowder), Stout-hearted, Strike Mighty Blow, Strike to Stun, Sturdy

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Hand weapon, Pistol, and Shield

Trappings: Ammunition for 10 shots, 2d10 s

Sergeant

Career: Sergeant (ex-Soldier)

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55%	39%	44%	54%	22%	41%	35%	44%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	3	0	0	0

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Dwarfs) +10%, Dodge Blow +10%, Drive, Gamble, Heal, Intimidate +10%, Perception +10%, Speak Language

THE WORLD ABOVE

The city of Karak Azgal rests on a plateau in the World's Edge Mountains 4,540 feet above sea level. It is very different from the glory it once knew when the Dwarf kingdoms were strong and their holds stretched the entire length of the mountains from the north to the south. Today, the Dwarfs have rebuilt the eastern pass leading to Karak Azul and renamed it the Dragon Head Pass. There is now much coming and going between the two Dwarf holds and the route is heavily patrolled. The Dragon Tail Pass to the west leads to the plains of the Badlands and it is from there that most visitors to Karak Azgal arrive.

This section details what players can expect when adventuring in the city above the ruins. The first chapter covers the approaches to the city and the legal system, politics, religion, and cultures that operate in the city. The next chapter details Skalf's Hold, the city built by the Dragonslayer on the ruins. Finally, the last chapter in this section focuses on Deadgate, a ramshackle and roughshod town that has grown up at the feet of the main Dwarf settlement.

(Battle Tongue, Khazalid, Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-born Fury, Menacing, Night Vision, Specialist Weapon Group (Gunpowder), Stout-hearted, Street Fighting, Strike Mighty Blow, Strike to Stun, Sturdy

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hand weapon, 2 Pistols, and Shield

Trappings: Ammunition for 10 shots, 1d10 *gc*

THE LAW

The law in Karak Azgal is both simple and complex. The simple part is that the Dwarfs are in control and everyone else in Karak Azgal is here only with their permission. As long as you pay to get into the ruins, pay to get out, give the Dwarfs any items you have found they deem a "cultural artefact," and pay a tax on anything left over, the Dwarfs are happy. The complicated part is trying to understand the myriad of cross-referenced and circumstance-riddled statutes in the Dwarf legal text known as the Great Book of the Lawgivers.

The most respected and battle tested Dwarfs, known as Longbeards, are handpicked by the Lord of the hold to enforce the laws in Karak Azgal. Longbeards are experienced veterans of many battles and they get their name from their great beards that often reach to the floor. They are given the title of Lawbringers and are the judge, jury, and executioner when it comes to the law in the city. Their interpretation of the law is final and very few appeals to the Lord of the hold are successful.

The slang term for them is "Three-beards," because they always travel in groups of three. Lawbringers wield two-handed battleaxes and carry two loaded pistols. They wear expertly crafted full plate armour inscribed with the Dragon symbol of Skalf's clan. Their primary duty is to make certain the legal entrances to the ruins are patrolled and all applicable taxes and fees are collected. They are also constantly on the lookout for illegal entrances to the ruins and any contraband they can find that has not been reported and taxed. Anyone found with valuables from the ruins that cannot produce a taxation receipt is subject to immediate imprisonment. It is not uncommon for Lawbringers to stop people in the streets and search them for such contraband. Finally, the Lawbringers are charged with maintaining order in the streets. They are far more diligent at patrolling within the walls of Skalf's Hold than they are in Deadgate, where they are mostly concerned with catching smugglers.

There are no formal courts in Karak Azgal, as the Lawbringers dispense justice quickly and on the spot. When major crimes are committed like murder, a special session of the High Council is convened to hear the case with the Lord of the hold as presiding judge. These cases are most often concerned with the death of a Dwarf or crimes against powerful citizens and their families. The Commander of the Lawbringers is responsible for deciding what cases reach this level.

Prisoners are incarcerated in the dungeons beneath Skalf's Keep. Most serve out their sentence to the end, as any appeals normally take longer to be heard than the sentence being served. Requests to expedite the process normally result only in the appeal taking longer to reach the ears of the Lord of the hold.

Dwarf Lawbringer

Career: Veteran (ex-Soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63%	51%	45%	53%	43%	22%	52%	25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	19	4	5	3	0	0	0

Skills: Academic Knowledge (Law of Karak Azgal), Common Knowledge (Dwarfs, Karak Azgal) +10%, Consume Alcohol, Dodge Blow, Gamble, Gossip, Heal, Intimidate, Perception +10%, Quick Draw, Secret Language (Battle Tongue), Speak Language (Khazalid, Reikspiel), Strike Mighty Blow, Strike to Injure, Strike to Stun, Trade (Miner or Smith or Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-Born Fury, Night Vision, Resistance to Magic, Specialist Weapon Group (Gunpowder, Two-handed), Stout-Hearted, Strike to Stun, Sturdy, Very Resilient

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Great Weapon (Two-Handed Battleaxe), 2 Pistols

Trappings: Ammunition for 10 shots, 1d10 *gc*

Thane Furagrum Kazorson, Commander of the Lawbringers

Career: Champion (ex-Soldier, ex-Veteran)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
78%	52%	55%	63%	49%	35%	70%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	22	5	6	3	0	0	0

Skills: Academic Knowledge (Law) +20%, Common Knowledge (Dwarfs) +20%, Consume Alcohol +20%, Dodge Blow, Gamble, Gossip, Heal, Intimidate +20%, Perception +20%, Secret



Language (Battle Tongue), Speak Language (Khazalid, Reikspiel), Trade (Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-Born Fury, Night Vision, Quick Draw, Resistance to Magic, Specialist Weapon (Two-handed), Stout-Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy, Very Resilient, Very Strong

Armour: Heavy Armour (Sleeved Mail Coat, Gromril Runic Breastplate: Inscribed with runes of protection giving the armour a total +3 bonus to normal breastplate)

Armour Points: Head 0, Arms 2, Body 5, Legs 2

Weapons:

"The Judge" Runehammer: This magnificent gromril great weapon (warhammer) is inscribed with intricate scrollwork with gold filigree. This weapon gains the Pummeling quality. The weapon also deals +1 Damage on a successful hit.

Furagrum has seen many winters here in Karak Azgal. Although his battle-scarred head is bald, his beard is so long he has to fold it up in ringlets so it does not drag on the floor. Over a suit of mail he wears a breastplate of gromril armour with a golden dragon inscribed upon it. His weapon is a mighty rune-inscribed warhammer known as "The Judge." He spends most of his time presiding over the main entrance to the ruins in Skalf's Hold known as Zambor's Well, making certain taxes are collected. When he is off duty, he retires to drink ale at the Dragon's Eye Pub, where he is known for his capacity to drink prodigious amounts of the stuff without getting drunk. If approached there and offered a drink, he gladly tells stories of his many exploits as a soldier and a Lawbringer.

Furagrum is dedicated to his job, and is fair but utterly ruthless in his interpretation of the law. If a Lawbringer is slain, he hunts down the perpetrator personally to bring them to justice. He serves on the three-member ruling council of Karak Azgal, making him one of the most powerful Dwarfs in the city. Any who think he can be bribed learn to quickly regret that thought in the prisons of the hold.

The commander does have a weakness, however, and that is gambling. His favourite pastime is to bet on the pit fighting in Deadgate, but he lays money on almost anything to feed his addiction. Like all Dwarfs he is loath to give up his treasure, and paying his debts does not come easy to Furagrum. Torn between enforcing the law and making good on what he owes, the commander has recently started to look the other way with some of the goings-on in Deadgate. Dmitri Markov, the Kislevian crimelord there, has a special relationship with Furagrum. He forgives the commander of his debts, and in return Markov operates a secret entrance to the ruins out of the Ice Maiden.

Even if this relationship is discovered, it will be difficult for players to take advantage of it. Furagrum is the law in Karak Azgal, and his position on the council gives him that much more power. Clever players may attempt to blackmail the commander or perhaps offer to eliminate the crime lord for him in exchange for special access to the ruins.

RELIGION

The Dwarfs of Skalf's Hold worship in the Great Temple of the Ancestors. (See page 12 for more on the Great Temple.) All three of the major Dwarf deities are represented: Grungni (God of Mines and Artisans), Grimnir (the Fearless God of Warriors), and Valaya (the greatest Dwarf Goddess, and protector of all Dwarf clans). The High Priestess of Valaya, Balikina Furlisdotr, serves on the High Council and leads the faithful among the Dwarfs. Numerous shrines also adorn the hold, as it is not uncommon to find statues of Grungni erected by artisans or images of Valaya near Dwarf homes.

The Dwarfs celebrate four major religious holidays during the year. Each is described in the *WFRP* rulebook on pages 173 and 174. They are First Quaff, Saga, Second Breech, and Keg End. The Dwarfs of Karak Azgal observe these traditional festivals, but they use each of them in their own way as a reminder of what happened here. During First Quaff, they

tell tales about Karak Izril and the greatness of the Dwarf kingdoms of old. Saga, also called Name Day, is filled with stories of woe as the fall of the hold is remembered and homage is paid to those who gave their lives that fateful day. A contest is held on this day to recall the glory of the Dwarf treasure saved by Runelord Stormbeard. Dwarf artisans submit their creations to the Lord of the Hold, hoping to be awarded the Medallion of Grungni, the greatest honour that can be bestowed upon a Dwarf craftsman. Second Breech is a day of rejoicing as the Dwarfs recall the heroism of Skalf the Dragonslayer. In the evening, a fireworks display over the keep ends the celebration. Keg's End is a day of hope. As the barrels of last year's ale are finished off, the Dwarfs make plans for the future, often making resolutions about things they want to accomplish in the year ahead.

The Dwarfs are tolerant of other religions as long as they do not interfere with the business of the hold and are not in opposition to the Dwarf gods. They have allowed the construction of two temples in Skalf's Hold. One is to the warrior Goddess Myrmidia and the other is to Shallya, Goddess of Healing and Mercy. There is a small shrine to Sigmar there as well, but it is little more than a single room with a statue of the founder of the Empire and only one Anointed Priest to tend to it.

Deadgate is another matter entirely. There is only one temple there, and that is to Morr, the God of Death. Hidden behind the scenes, however, is a very strong and active cult of Ranald. (See page 28 in **Chapter Three: Deadgate** for details about the cult.) The Dwarfs are not happy about this cult, but all of their efforts to stop it have failed.

Even the insidious powers of Chaos have not left Karak Azgal untouched. The "Dwarf" priest Elgrom Dragonslayer has recently established the Cult of Gorlaz in the temple quarter. A descendant of Skalf himself, his followers believe Gorlaz is the lost Dwarf God of Wealth. They seek to recover as much gold, gems, and other treasure from the ruins as they can to honour his name. In reality, their lust for gold has twisted their minds and Gorlaz is simply another name for the Chaos God Slaanesh. (See the **Cult of Gorlaz** on page 14 for more details.)

TRADE AND COMMERCE

Karak Azgal is a remote mountain city that requires trade imports for many of its needs. The mountains offer abundant game for food, but very little in the way of fruits and vegetables. Grains and other staples are available from fields in the Badlands, but these are difficult to maintain and are often subject to raids by the Orcs and other creatures that live there. The growth of the city and its reputation for producing fine gems, jewellery, and the precious metal gromril have begun to attract trade caravans from merchants in the civilized world. The long trip and the dangers that must be faced getting there make it difficult for these goods to reach the hold, so the goods that do make it command a premium price to compensate for the risks faced on the journey. For all these reasons, Karak Azgal is a very expensive place to live.

Trade does flourish with the Dwarf hold of Karak Azul to the east and this makes some items in Karak Azgal more abundant. Karak Azul has large deposits of iron ore, sulphur, and gold and they trade this with Karak Azgal for gems and gromril. As a result, more than enough metal and gunpowder is available for the many armourers, weaponsmiths, and gunsmiths in the city. The nature of the city makes this important, as so much depends on the treasure seekers who need equipment to strike out into the ruins. Although the merchants still charge a premium for these goods, it is not as high as what is charged for the scarcer resources.

To reflect this, it is necessary to increase the cost of items listed in the *WFRP* rulebook and the *Old World Armoury* accordingly. **Table 1-1: Scarcity** shows suggested percentage increases in each category that should be applied to the purchase price of the items listed in the aforementioned books.

The Dwarfs have also established powerful guilds that oversee the commerce conducted in their particular area of expertise. For the most

THE GREAT BOOK OF THE LAWGIVERS

This convoluted lexicon boasts over 1,000 pages of text written in the tightly packed and precise Dwarf style. Difficult enough for Dwarfs to understand, even those experienced with the laws of other lands can rarely decipher the true meaning of the Dwarf statutes. The book is always available for review in Skalf's Keep. (See page 16 for details about the Keep.) Scholars interested in trying to understand a particular statute can pay the fee of 1 *gc* per hour to study the text under the watchful eye of the Dwarfs. Research conducted in this manner requires a successful **Very Hard (-30%) Academic Knowledge (Law) Test** every hour to learn anything useful. The exact nature and details of the laws are left up to the GM to decide for his campaign, but a sample entry from the book is provided here to give you an idea of what is in store for the players.

Section XII-Paragraphs 1-22-Lines 1-100 on the rules and regulations pertaining to the Dwarf right of confiscation of gems, ore, artefacts and other valuables from the vaults, caverns or mines of the great Dwarf underground realm of Karak Azgal.

P1 Removal of Valuables from the Ruins

1. The removal of any item, object, ore, gemstone or anything else determined to be of value by the Lawbringers must immediately be reported to the authorities stationed at the exits from the ruins. 2. Complete authority is given to the Lawbringers to determine what must be reported and the value of said items. 3. Failure to comply will result in immediate confiscation of said items and/or objects and a term of imprisonment of not less than three days. 4. Lawbringers are authorized to use deadly force to obtain said objects at their complete discretion. 5. Those with a special writ of removal signed and sealed by the council are exempt from this law unless said writ is determined to be a forgery by the Lawbringers in which case P1 Lines 1-3 apply in full force. 6. Forgers will be subjected to 10 lashes in the Stone Square and up to 3 days imprisonment. 7. Artefacts of Dwarf construction must be immediately surrendered to the Lawbringers under penalty of imprisonment of not less than 5 days. 8. Failure to surrender said artefacts will be met by deadly force. 9. Dwarfs recovering family artefacts that can show proof of their lineage as per the guidelines in Section V, Paragraphs 1-5 shall be allowed to retain said artefact.

P2 Taxation of Valuables Removed from the Ruins

10. The value of anything removed from the ruins shall be determined by the appraisal of the Lawgiver on duty at the time as per the guidelines set out in Section II Paragraph 3 lines 1-20. 11. Gems, ore, jewellery, coins and other valuables will be taxed at a rate of 10% payable immediately. 12. Charges are increased to 12% on Levydays in honour of the day Skalf slew the Dragon. 13. At the discretion of the Lawbringers, charges may also be increased if subjects are difficult and complain about said taxes. 14. Lawbringers may also apply special taxes and surcharges according to the guidelines set out in lines 14-75 as follows: 14. Elves must pay an additional fee of 3% over and above all other charges as they cannot be trusted and must be made to pay for the transgressions of their ancestors as detailed in the Great Book of Grudges in Karaz-a-Karak. 15. Cut gemstones determined by the Lawbringers to be of exceptional quality will incur an additional 5% charge. 16. On the occasion of Dwarf holidays as specified in Section II, Paragraph 2, lines 1-10 all charges are increased by 2% to honour the Dwarf gods. 17. Ore determined to be of the purest quality will incur a surcharge of 3% of the appraised value. 18. An additional charge of 5% applies to...

TABLE 1-1: SCARCITY

Equipment Category	Percentage Increase
Melee Weapons	+10%
Missile Weapons	+10%
Ammunition	+15%
Armour (Leather)	+20%
Armour (Chain/Plate)	+15%
Clothing	+15%
Carrying Equipment	+10%
Lighting	+10%
Miscellanea	+5%
Tools	No Change
Vehicles/Mounts/Livestock	+20%
Food	+25%
Travel Services	+75%
Lodging	+15%
Services	+10%
Special Equipment	+25%
Trade Goods	+30%
Musical Instruments	+25%

Note: Round all fractions up.

TABLE 1-2: TAXATION

Name	Fee	Description
Entry Toll	10 s	Anyone entering the city through the east or west tollgates must pay this fee. Elves are charged 1 gc and Dwarfs pay only 2 s. Wagons are charged 10 s.
Ruins Licence	5 gc	At all legal entrances to the ruins, adventurers must obtain a licence. Upon leaving the ruin the licence is void and another one must be purchased to re-enter.
Gambling Tax	5%	Gambling winnings are taxed at a rate of 5%. Most public establishments have a Dwarf tax collector on duty, but they often only go after the big winners.
Treasure Tax	Varies	Anything at all of value that is removed from the ruins is taxed by the Dwarf Lawbringers. As mentioned previously, the amount of the tax can be almost anything due to the convoluted and cross-referenced Dwarf laws on the subject. Use your discretion and charge what you feel is appropriate, though 10 to 20% is a good guideline.
Death Tax	20%	Upon death, the law levies a tax against anything that remains of a non-Dwarf's estate.
Yearly Tithe	15%	Each year, those owning property in Karak Azgal must pay this tithe to the lord of the hold.

part, only Dwarfs are accepted as members, but exceptions have been made for members of other races who show extraordinary skills in a particular craft. The three most influential guilds in the city are the Jewelsmith's Guild, the Smithing Guild, and the Runesmith Guild. All of them are located in Skalf's Hold in the merchant quarter. For more details, see **Chapter Two: Skalf's Hold**.

CURRENCY

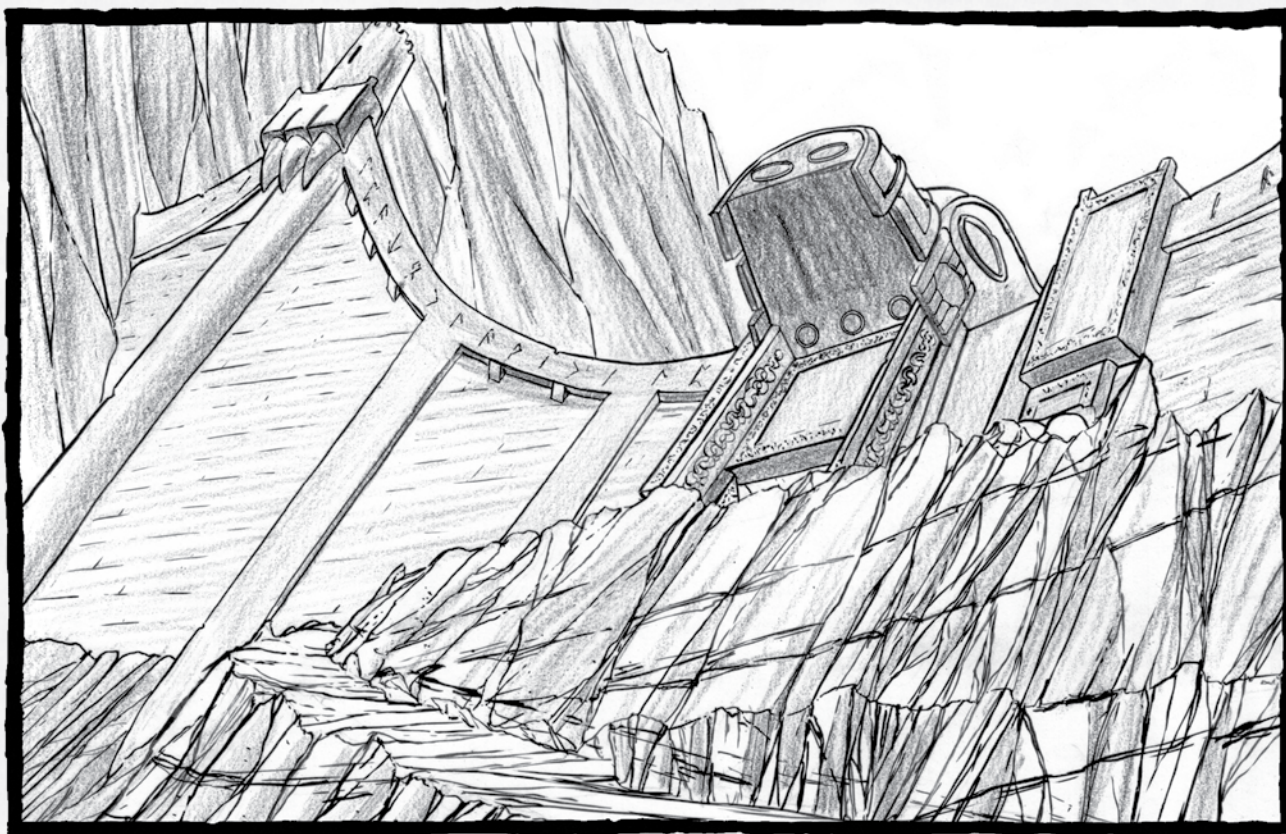
The lord of the hold mints the currency used in Karak Azgal, and the denominations follow those used in the Empire: 1 gold coin = 20 silver coins = 240 brass coins. The gold coin is embossed with the symbol of Skalf's clan, a rearing dragon, and is called a gold or a gold dragon. The design on the silver coin changes frequently, but traditionally shows scenes of key buildings in the city. It is known simply as a silver. The brass coin is always embossed with a portrait of Skalf on one side and his rune axe on the other. It is known as a brassy. To keep from confusing things, all references to currency in this sourcebook use the terms gold crowns (gc), silver shillings (s), and brass pennies (p) as per the *WFRP* rulebook.

If you prefer a bit of economic realism in your game, when players arrive you can use the exchange rate chart on page 9 of the *Old World Armoury* to convert to the local currency. Coinage removed from the ruins is mostly of old Dwarf manufacture and will be in the same gold, silver, and brass denominations. These coins are worth 10% to 20% more than the current coinage because of the craftsmanship and the higher percentage of precious metals contained within them. Regardless, the Dwarfs trade them at par because they control the access to the ruins and refuse to pay more for their own treasure! If players can manage to get the coins out of the ruins secretly, they can get more for them on the black market.

TAXATION

Although most Old Worlders are all too familiar with the concept of taxation, even they are in for a big surprise when they arrive in Karak Azgal. The Dwarfs have set up a dizzying array of taxes, tolls, tithes, surcharges, and fees to make certain they can exploit every possible way to make money off the populace. **Table 1-2: Taxation** lists the major fees that players have to pay if they want to work and play in Karak Azgal. The list is by no means complete, and so should be used as a guideline by the GM to come up with his own unique ways to fleece his adventurers.





CHAPTER II: SKALF'S HOLD

Skalf's Hold is a walled city built on a bluff overlooking two mountain passes. To the east lies the winding path toward Karak Azul. To the west is the bustling settlement of Deadgate and the path toward the Badlands. Skalf built the city using the treasures he found in the Dragon's lair. Since the day he slew the dragon, his clan has been identified by the symbol of a rearing Dragon. To honour him, his descendants incorporated that symbol into the very structure of the city itself.

This chapter describes the physical makeup and personalities of Skalf's Hold, a prime location from which to launch expeditions into the depths of the Karak Azgal. The first section of the chapter covers the appearance and construction of the city's buildings and the Dwarf defences. Then it details the important locations in the four quarters that divide the city: the Gold Quarter, the Temple Quarter, the Foreign Quarter, and the Holdfast.

— DWARF CONSTRUCTION —

Dwarf craftsmanship is renowned throughout the Old World, especially when it comes to stone working. With the Dragon's treasure at his disposal, Skalf was able to summon the best builders to create the hold on the ruins of Karak Azgal. Although the holdfast and the temple were the first buildings constructed, the Dwarf engineers were confident the community would prosper and grow. The plan for the city walls was made with this in mind, so they enclose the entire level portion of the plateau. Their foresight was rewarded, as the city today fills the entire area inside the walls.

Streets

All of the streets are paved with smooth, tight-fitting stones. While there are no formal sewer lines beneath the city, Dwarf engineers made use of the natural caverns beneath the city to move water and effluvium away from the city. Gutters line the curbs and water runs down through cleverly placed metal drains.

Buildings

The buildings of Skalf's Hold are constructed of grey or white stones quarried from the mountains nearby. Most of them only reach a height

of one or two storeys at the most. The exterior doors are all made of stone and are perfectly balanced to open with the touch of a hand. Many are decorated with sculptures and fine carvings in the stone, and it is not uncommon to see visitors staring slackjawed at these works of art when seeing them for the first time. All written signs are in Khazalid with runic characters, but a Reikspiel translation is often written in smaller text underneath.

Defences

A 20-foot-high wall of stone surrounds the city, with only two gates, in the east and the west. A parapet and walkway connects towers along the wall, providing excellent defensive positions for Dwarf warriors. The towers each have a stone carving of a rearing Dragon at the top, facing outward and hovering over the ground below. If attacked, the Dwarfs keep barrels of oil in each tower they can heat up and pour out of the mouth of the Dragons onto any besiegers. Each tower also has a Dwarf cannon on it.

Descending from the enormous west gate is a switchback stair carved from the face of the cliff, passing three turns until it ends at the shantytown of Deadgate far below. The Dwarfs constructed the steps

to appear from afar as the winding tail of a Dragon, replete with spikes and scales, while the gate itself resembles a Dragon's mouth, the flanking towers serving as its wings. Though an amazing feat of architecture in its own right, beyond the decorative façade, the gates and steps are very practical. The Dwarfs care little for the inhabitants of Deadgate and if attacked would completely abandon it. The switchback stair is the only way to enter the hold providing the Dwarfs with plenty of opportunity to shower the besiegers with missiles. A massive reservoir of oil is stored in the Dragon Gate as well, ready to be unleashed upon interlopers.

— CITY QUARTERS —

What follows is a description of the various districts and layout of Skalf's Hold. As mentioned previously, the city is divided into 4 quarters: the Temple Quarter, the Holdfast, the Gold Quarter and the Foreign Quarter.

THE TEMPLE QUARTER

The temple quarter is one of the oldest sections of the hold, built shortly after the holdfast. It is located just south of the western gate. The numbered descriptions below detail the most important location in this quarter. The other buildings contain minor shrines to other gods and some shops selling healing herbs and other medicinal products. The remainder of the buildings are homes for the wealthier residents who are not of noble descent and hence cannot live in the Holdfast quarter.

I. THE GREAT TEMPLE OF THE ANCESTORS

Soon after the keep's construction was completed, Skalf, to show his reverence for his culture and people, commissioned a mighty temple. He wanted it to honour all aspects of Dwarfen culture, from their gods to those who died defending their homes. Skalf employed Roran Gundorson, a famous architect from Karak Eight Peaks, noted for his towering structures and attention for detail and the final product exceed all of Skalf's expectations.

The exterior is impressive, consisting of an enormous round building at the centre with eight smaller round tower situated around the perimeter. Stained glass windows set into the face of the building tell the story of the Karak Izril's fall. So impressed was Skalf, that he named this building the Temple of the Ancestors, to honour all the Dwarfs who have come before.

Eight carved stone doors lead into the temple, one set in each of the walls between each pair of towers. The interior is completely open, the roof supported by expertly crafted arches. Eight aisles lead through rows of stone pews up to a circular dais where three evenly spaced outward-facing stone statues of the gods surround an anvil-shaped altar in the middle of the temple. Mosaics cover the ceiling, each illustrating various facets of Dwarf life: mining, brewing, gem cutting, blacksmithing, stone cutting, and fighting being the most prominent.

The temple is open every day from dawn until dusk, except on Dwarf holidays when it is open 24 hours. Three services are held daily with a different deity honoured during each, and all three gods being honoured in each service on the seventh day of each week. The High Priestess Balikina Furlisdotr lives below the temple with her five priests and ten initiates. The High Priestess presides over the services on while her priests handle the other services in her stead.

There is an entrance to the ruins in the basement of the temple known only to the High Priestess herself. It is a 100-yard-deep shaft covered by a 500-pound capstone. Only Balikina knows the runic password to lift the stone. She uses the entrance rarely—only when a specific quest needs doing to benefit the hold or the temple itself, such as the recovery of an

POPULATION

Skalf's Hold houses a total population fluctuating between 5,000 and 6,000 at any given time. Those calling the hold their home are about 80% Dwarfs, 15% Humans, and 5% Halflings. During the day the total number of people increases, as many come into the hold from Deadgate to conduct business, journey into the ruins, or simply to have a good time.

artefact or treasure from the ruins, but use of the entrance could involve rescue missions as well.

High Priestess Balikina Furlisdotr

Career: High Priestess (ex-Anointed Priest, ex-Initiate, ex-Priest)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
70%	53%	54%	59%	42%	51%	60%	54%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	5	5	3	3	0	0

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History) +20%, Academic Knowledge (Runes) +20%, Academic Knowledge (Theology) +20%, Channelling +20%, Charm +20%, Common Knowledge (The Badlands, The Empire), Common Knowledge (Dwarfs) +20%, Gossip +20%, Heal +20%, Intimidate, Magical Sense +20%, Perception +10%, Read/Write, Ride +20%, Speak Arcane Language (Magick), Speak Language (Breton, Classical, Eltharin, Estalian, Halfling, Khazalid, Kislevian, Norse, Reikspiel, Tilean), Trade (Stoneworker)

Talents: Aethyric Attunement, Armoured Casting, Divine Lore (Lore of Shallya), Dwarfcraft, Etiquette, Fast Hands, Grudge-born Fury, Lesser Magic (Blessed Weapon, Dispel, Silence, Skywalk), Master Orator, Meditation, Night Vision, Petty Magic (Divine), Public Speaking, Resistance to Magic, Seasoned Traveller, Stout-hearted, Strike to Stun, Strong-minded, Sturdy, Suave, Very Strong

Armour: Heavy Armour (Gromril Breastplate)

Armour Points: Head 0, Arms 0, Body 3, Legs 0

Weapons: Hand Weapon (Hammer)

Trappings: 2 Healing Draughts, a silver necklace with small diamond worth 180 gc,

Balikina is a matronly dwarf dedicated to the worship of Valaya. Despite her advanced age, her hair is still a striking black and she looks fit and strong. She is a member of the High Council of Karak Azgal and one of the most influential Dwarfs in the city. Balikina believes Dwarfs should make plans to retake the ruins beneath the city rather than simply trying to get rich off the hard work of others. She monitors the actions of the Brotherhood of the Forked Beard, but is not sure she should support them as of yet. (For more about the Brotherhood, see page 21.)

2. TEMPLE OF MYRMIDIA

Due to the nature of Karak Azgal and its proximity to the southlands, it is no surprise that the Humans of the city have built a temple to the warrior Goddess Myrmidia. It is a squat, two-storey structure built in the shape of an "L". Shields adorn the outside walls of the building, bearing



devices from all over the Old World. A practise yard has been fenced off in front of the building and is used by the priests of the temple for training. A stone statue of the Goddess wielding her long spear and shield presides over the yard.

The inside is sparsely furnished, with the main shrine located in the west end of the building. Supplicants are expected to stand before the golden spear and shield of Myrmidia, so there are no chairs. The temple is open during the day and closed at night. The east end of the building is a private training area used only by the priests of the temple and select members of the faithful. The top floor houses the living quarters for the three initiates and one priest.

The master of the temple is Gaetano Rivera, an anointed priest from Tilea. Once a mercenary, he dedicated his life to the service of the warrior goddess. Short-tempered and arrogant, he is nevertheless an excellent teacher. He and his priests are more than willing to train anyone in combat as long as they can afford to pay. Gaetano charges 25 gc for two weeks of intense daily training and can only take on one student at a time. At the end of the week, the player being trained must make a successful **Routine (+10%) Intelligence Test** to gain 100 experience points. These can be used to purchase any combat percentage advance or combat skill. Gaetano can only train a player successfully once.

Each month on the 15th Gaetano holds a contest in honour of Myrmidia. Any able-bodied warriors are welcome to enter. The entry fee is a small donation of 1 gc. Participants must fight each other head-to-head, trying to stun their opponent. The victor of the final match wins half of the total amount of money collected as entry fees.

3. THE TEMPLE OF SHALLYA

Shallya is said to have mercy for all those who are suffering and call for her aid. Her temple here in Karak Azgal is proof of that, as the sick and dying almost always fill it. The temple has only a single storey, but it is long and has an enclosed courtyard in the centre with a beautiful fountain known as the Tears of Shallya. The north hall houses the temple to the Goddess while the south hall is an infirmary lined with beds. The entrance is on the east wall, where there are stretchers for emergency cases and a receiving desk. A bronze statue of a soaring dove hangs from a chain 20 feet above the temple floor.

The Tears of Shallya gushing from the fountain are rumoured to have magical healing powers, so there is a great demand by locals. As a result the temple restricts access, disallowing most supplicants to even enter the courtyard. The temple priestesses say drinking the water from the fountain is no guarantee of help, for Shallya can see inside the soul of all people and helps only those truly deserving of her aid. Nevertheless, people continue to pay donations to the temple just for a chance to sip water from the fountain. Most of the time it is their own belief in the healing power of the water that makes them feel better, but the water is actually blessed. Perhaps the Tears are for all the suffering in Karak Azgal, or maybe something else entirely—something sinister. In any event, when the Tears work, it's believed the goddess finds the supplicant is worthy and heals them of their ills.

Gaining a draught of the Tears of Shallya requires approval by the anointed priestess and a donation. The result of drinking the draught is completely up to you to determine. If you decide the character is worthy of Shallya's Mercy the draught will help them. If not, the liquid tastes brackish.



The anointed priestess of Shallya is a beautiful woman from Altdorf named Hildegard Grunwald. Lady Hilde, as she likes to be called, is middle-aged with deep blue eyes and straight blonde hair reaching down to the middle of her back. She despises the lifestyle in Karak Azgal because she has seen the injury, death, and harm that comes to the people adventuring in the ruins and especially those who live a life of excess and debauchery on the surface. Her order is pledged to help the infirm and those in need, but Lady Hilde chides those seeking her aid, working to turn them away from their self-destructive ways. There are seven initiates, one priest, and a physician in her charge, and each works night and day to keep the temple open to serve those in need. They live together in the west end of the temple.

The healing services at the temple are excellent with clean beds, good food, and caring attendants. The priestesses have an uncanny knack for knowing just how much someone can afford to pay for their draughts or services, so the donations they ask for vary. The temple keeps a good stock of draughts including Antitoxins (5 *gc*), Cure All (11 *gc*), Healing (5 *gc*), and Tears of Shallya (15 *gc*). The parenthetical prices are starting points; the staff charges more or less depending on the affluence of the patient.

4. THE TEMPLE OF GORLAZ THE GOLDEN

As Dwarfs are an ancient race with a long history, scholars occasionally uncover references, in dusty old tomes or the bas-reliefs adorning the walls of ancient ruins, to lost holds and forgotten clans. Strange beings, distant gods, and unknown conflicts lie hidden, awaiting rediscovery by some explorer, some adventurer with a willingness to brave whatever lies in the cyclopean depths of the world beneath the mountains. Such was the case with the founding of the Gorlaz cult.

Hegakin Rokrisson was always a little off. An ambitious scholar working to make a name for himself, his entire life he knew there was something more, something other than the dogmatic teachings of the established Grungni cults. But his searches took him into forbidden places, earning him ostracism and eventually exile. Defeated, he fled to Karak Azgul and took it upon himself to explore some of the deeper ruins beneath the hold. To his pleasure, he discovered an old shrine to a god he had never before encountered, though it was clear to him Dwarfs never visited this place, for the craftsmanship was slipshod and decidedly non-Dwarf. Intrigued, he approached the altar, still sticky with unspeakable fluids even after centuries, and reached out with a trembling hand to touch it. When his thick fingers came into contact with the stone, he forever after became a creature of Chaos, a minion of Slaanesh.

Fearing discovery, the scholar fled the warrens to return to the city. For weeks, he suffered strange dreams and stranger fantasies, working to resist the taint that spread through his body. He watched with horror as his skin assumed a leathery cast and drew tight around his bones. He had to do something quickly, so he fabricated Gorlaz. After a month he began to preach of this newfound deity at the Silver Fountain, spreading the message of wealth, luxury, and glory. By night he murdered adventurers, stealing their treasures so he could purchase the vestments appropriate for a god of wealth. But despite his best efforts to found a new cult to bring glory to great Slaanesh, the Dwarfs mocked him, ridiculing his foolish message as nothing more than the product of a feverish brain.

Undaunted, Hegakin continued his work, and one day his persistence paid off and attracted the attention of Elgrom Dragonslayer, a Dwarf believed to be a descendant of Skalf himself. Each day for weeks, Elgrom came to listen to Hegakin preach and eventually joined the scholar, sensing the path to his glory lay through the teachings of this new god. With Elgrom's support, Hegakin and the cult of Gorlaz earned some measure of credibility, and soon after more people flocked to the fountain to hear the words of these prophets.

Elgrom converted to Slaanesh after a year of working with Hegakin. The scholar instructed his pupil that the path to claiming the throne

of the hold was through wealth and power: two things Slaanesh could provide to the pious. The two Dwarfs journeyed into the ruins and approached the temple, where Elgrom himself touched the moist stone, condemning himself to a life of slow corruption and mutation.

After 20 years, Hegakin and Elgrom established themselves as a presence in Karak Azgul. Not only are they the centre of a new and expanding cult, but they also serve as the premier banking centre in Karak Azgal, holding coin and other treasures for a modest percentage (5% for Dwarfs, 7% for Humans and Halflings, and 12% for Elves). With the funds earned through banking and donations, they purchased an old building in the Temple Quarter and refurbished it with white marble, replete with a gilded roof and columns. In time, they installed double doors of solid gold and a ten-foot-tall golden statue of the false Dwarf god Gorlaz holding up a coin in front of him to be admired. Hegakin and Elgrom preach the ways of Gorlaz, reminding their congregation wealth is good and urging them to hoard as much gold and jewels as they can to revel in the beauty of Dwarf creations. The members are expected to make holy pilgrimages into the ruins to bring up as much treasure as possible to honour Gorlaz, to keep as much of that treasure as possible away from non-Dwarfs. They are told that by doing these things a member glorifies and honours his ancestors.

Though the Dwarfs have amassed a large congregation that indirectly glorifies Slaanesh by worshipping the idol of Gorlaz, few, if any, realize this. Most honestly believe Gorlaz is a true god, gladly absorbing the teachings of the lunatics leading the cult. However, as the cult has grown, things are becoming dangerous. The cult has started to attract powerful nobles of Lord Thordin's court. Even the head of the Jewelsmiths' Guild, Zarador Svenginson, now belongs to the cult. Worse, Hegakin and Elgrom's mutations worsen, becoming more pronounced, making it harder to conceal their true natures. They have taken to wearing heavy long robes to better hide their corruptions, but people are starting to get suspicious. Elgrom, who's quite mad, encourages the growth, coveting the lordship of the hold, believing Slaanesh will grant him the throne.

Twenty temple guards serve the cult leader, ten of which are on duty at all times. They wear Full Plate Armour with the golden coin symbol of Gorlaz emblazoned on the breastplate. Of these, only four know the truth about the cult, gelding themselves in service to their dark master. The rest honestly believe they serve the cause of this new and ancient god. In any event, they are subservient to Elgrom and follow his commands to the death. Even if presented with the truth they deny it, attacking to preserve the integrity of their faith.

Temple Guards

Career: Soldier

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55%	34%	38%	48%	28%	31%	25%	29%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	3	0	3	0

Skills: Common Knowledge (Dwarfs), Dodge Blow, Drive, Gamble, Heal, Intimidate, Perception, Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-born Fury, Night Vision, Specialist Weapon Group (Crossbow), Stout-hearted, Strike Mighty Blow, Strike to Stun, Sturdy

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hand weapon (Axe or Hammer), Shield, Crossbow with 20 Bolts

Trappings: Temple Uniforms, 1d10/2 gc

To outsiders, the cult appears to be a bit ostentatious. Members wear ornate gold rings and attend all-night parties at the temple. Thieves dream of stealing some of the treasure said to be stored in the temple, but none have been successful, and those who have breached the temple's defences have never returned. During these parties, a pair of guards in the know take a member to the secret chambers buried beneath the temple, where the subject is heavily drugged and given the honour of having a part of their body gilded in gold. It is a painful procedure, one worthy of the twisted Slaanesh. A small amount of liquid gold is poured onto a toe or a fingernail and as the subject cries out in pain, Elgrom screams with delight.

Elgrom keeps all of the gold he has taken as donations from the faithful in a secret vault beneath the temple. The door is well hidden, requiring a **Hard (-20%) Search Test** to find. He holds the only key to the vault and only he and Hegakin know the location of the rune. Once the door is located it can be opened on a successful **Very Hard (-30%) Pick Locks Test**. The vault contains gems, coins, and jewellery worth 300 gc

Hegakin Rokrison, Cultist of Slaanesh

Career: Scholar (ex-Student)

Race: Dwarf (Mutant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46%	25%	31%	52%	34%	56%	25%	45%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	5	3	0	0	0

Skills: Academic Knowledge (History, Religion, Runes) +10%, Charm, Common Knowledge (The Badlands, The Empire), Common Knowledge (Dwarfs) +20%, Evaluate, Perception +10%, Read/Write, Search, Speak Language (Breton, Classical, Khazalid, Reikspiel, Tilean), Trade (Smith)

Talents: Dwarfcraft, Etiquette, Grudge-born Fury, Linguistics, Resistance to Magic, Stouthearted, Sturdy, Savvy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand weapon

Mutations: Emaciated appearance, leathery skin

Trappings: Excellent quality robes with gold filigree, 100 gc, Ring of Gorlaz worth 200 gc

Hegakin is three feet tall and very thin for a Dwarf, thanks to his Chaos mutation. He has a very long beard and long hair, and he wears heavy robes to cover up his leathery Mutant skin. He also wears spectacles. Hegakin is a coward and runs away at the first opportunity in combat.

Elgrom Dragonslayer, Chief Cultist of Slaanesh

Career: Charlatan (ex-Courtier, ex-Noble)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	43%	41%	54%	50%	57%	44%	60%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	17	4	5	3	0	6	0

Skills: Academic Knowledge (History), Blather +20%, Charm +10%, Command, Common Knowledge (Dwarfs, The Empire), Consume Alcohol, Disguise, Evaluate +10%, Gamble, Gossip +20%, Haggle, Perception +10%, Read/Write, Search, Sleight of Hand, Speak Language (Eltharin, Khazalid, Reikspiel, Tilean),

Trade (Miner)

Talents: Dealmaker, Dwarfcraft, Etiquette, Flee!, Flier, Grudge-born Fury, Mimic, Public Speaking, Resistance to Magic, Savvy, Schemer, Specialist Weapon Group (Fencing), Stout-hearted, Streetwise, Sturdy, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Rapier, Spiked Tail

Mutations: Regeneration, Spiked tail, Wings

Trappings: Excellent quality Hooded Robes with gold filigree, 200 gc, Ring of Gorlaz worth 300 gc, Key to the Temple Treasure Vault

Elgrom has always been dissatisfied with his position among his own people. Born a distant relative of the Skalf clan, he spent his early days at court. Longing for a high-ranking position in the hold, he was devastated and bitter when passed over for another. Angry and frustrated, he decided to get revenge on the very nobles who had spurned him.

His first move was to convince his one-time allies, nobles in the court, to invest in a spent mining operation. Elgrom knew the mine was worthless, and pocketed all of their investment money. Though the mine was revealed to be a failure a few years later, none of his friends suspected the Dwarf's treachery. With this success, Elgrom's talents at deception grew, leading him to want more and more. Then he heard the stories of a long-lost Dwarf god being spun by some scholar named Hegakin. He immediately saw a way to use this idea. He thought, *What better way to fleece the foolish nobles than to do it in the name of religion?*

Although that was Elgrom's goal going in, Hegakin quickly seduced him, revealing the truth behind the new religion. At first Elgrom was offended, but his greedy mind saw the promise of power and wealth, and so he agreed to help the scholar maintain the religion for a cut of the take. Hegakin took Elgrom to the hidden altar far beneath the hold and bade him touch the altar. Though suspicious, he foolishly touched the wet surface and was likewise corrupted, his soul forever lost to Slaanesh. The god deceived Elgrom into thinking he would be rewarded with the lordship of the hold itself if he could convince enough Dwarfs to unwittingly worship Slaanesh. Elgrom has been doing that with a vengeance. Even Chaos mutations and the warnings of Hegakin do not deter him. His goal is to corrupt enough of the nobles and wealthy Dwarfs in the hold so he can one day become the Lord of Karak Azgal. Slaanesh knows well how to feed this kind of ambition with false promises.

To hide his tail and wings, Elgrom wears an ornate oversized hooded cloak and robes. All of his fingernails have been gilded with gold in honour of Slaanesh. If attacked, he seeks the protection of his temple guards, but fights with his tail and his rapier should he be cornered. If things go badly he exposes his wings and attacks from the air, fleeing if he can.

THE HOLDFAST

Skalf built a keep on the very spot where he emerged from the ruins following the slaying of the Dragon. It remains there to this day, directly east of the Dragon Gate. To the north is the Holdfast Quarter, where stand the homes of the noble families of Karak Azgal. Lawbringers heavily patrol the streets, and it is the safest part of the city. Five major noble families have their clan strongholds in this quarter. The rest of the buildings are expensive homes of the lesser nobility.

5. SKALF'S KEEP

The tallest building in the city, Skalf's Keep rises 120 feet above the city. Surrounded by a 20-foot-tall stone wall with gatehouses to the east and west, the top of the keep has a peaked roof with a 30-foot-high golden statue of a winged Dragon. The building serves as the home to Skalf's clan and his direct descendants live in the upper floors of the building to this day. The ground floor houses the Council Chambers and the headquarters for the Lawbringers. The dungeons beneath the keep are used by the Lawbringers as a prison.

The keep is open to citizens during the day, but the gates are closed at night. Two Lawbringers guard each gate and allow visitors to enter the building only after they relinquish all of their weapons. Most people who come to the keep are there to visit prisoners, file an appeal to the Lord of the hold, or to study the Great Book of the Lawgivers. Visitation of prisoners is only allowed once per day for an hour and requires a payment of 5 gc. Filing an appeal of a Lawbringer's ruling requires a successful **Challenging (-10%) Academic Knowledge (Law) Test** and 10 gc. Failure means that the appeal is automatically denied due to a faulty application. Success means the Commander of the Lawbringers reviews the appeal and submits it to the Lord of the Hold eventually. This can take one to three weeks depending on the degree of success of the Academic Knowledge Test. Even then, nearly all appeals are denied. The Lawbringers do not like it when their rulings are questioned. For details about the Great Book of the Lawgivers, see page 9.

There is a secret entrance to the ruins beneath the keep. Only those with special permission from the Lord of the Keep are allowed to use it.

6. THE SILVER FOUNTAIN

This fountain is fed by an underground spring and sculpted by Dwarfs so that three fish of silver seem to splash out of the water of the fountain, spitting the water from their mouths. The leader of the Cult of Gorlaz, Elgrom Dragonslayer, can often be found here preaching and trying to convert more nobles to his cause. For more details on Elgrom see page 14.

THE HIGH COUNCIL AND THE SMALL COUNCIL

The Dwarfs rule Karak Azgal, and they care very little for those of other races inhabiting Deadgate or the few living in Skalf's Hold. These strangers, as the Dwarfs call them, have no direct representation in the government and never have had in the history of the city. The Lord of the Hold, Thorgin Dragonslayer, presides over the High Council which itself has only two other members: the High Priestess Balikina Furlisdor and Thane Furagrum Kazorson, Commander of the Lawbringers. The Small Council consists of the guild masters and the heads of the five noble families of Karak Azgal. The Small Council represents the most powerful and influential Dwarfs in the city, and they submit their petitions for consideration to the High Council once a month. Then the High Council meets in secret to decide how to act on the petitions. The High Councillors also serve as judges for any cases deemed too delicate or important to be decided by the Lawbringers. Sessions of the Small Council are held bi-weekly in the Council Chambers of Skalf's Keep. All citizens of Karak Azgal are welcome at the meeting although this is mostly for show, as non-Dwarfs carry very little weight in city politics.

7. STATUE OF SKALF DRAGONSLAYER

This 10-foot-high granite pedestal supports a 20-foot tall statue of Skalf the Dragonslayer, the founder of Skalf's Hold. Skalf holds his axe in one hand and has the head of the dragon he slew in another. The most expensive and well-known consorts in the city tend to congregate around this statue in the evening. Their vice-house is located across the street at **Location 13**.

8. NORGUNSON CLAN HOLD

This three-storey manse is the home of the Norgunson clan. The family is famous for their skill at mining and they own one of the two mines still in operation outside the city walls about a half mile to the east. Built from red marble, the Norgunson clan's hold stands out from the rest of the structures here. A shield with the family symbol of a pickaxe chipping into rock is carved over the entrance.

Furtin Norgunson, a muscular Dwarf nearly 100 years old, leads the clan. He is something of a character in Karak Azgal. He wears his beard long—so long he has to tie it back in ringlets, lest he trip himself on its length. He's also unforgivably lascivious, rumoured to have sired over 30 legitimate children and no fewer than 10 bastards. Still, he holds a prominent place in the hold's society, being a member of the Small Council and heavily involved in the mining guild.

The Norgunson mine is extremely lucrative, producing iron ore and gemstones. The foremen regularly hire new workers, pay good rates at 85 *p* per week. Their need for new labour stems not from a high attrition rate, but rather from the occasional menace that comes up from beneath the hold. Skaven, Goblins, and worse seem to find their way into the tunnels, often killing entire crews. When this occurs, and it does more often than the Norgunson's care to admit, the foremen discretely hire groups of cleaners to wipe out the infestation so work can resume. As this is dangerous business and each day the mine is out of operation costs the Clan a great deal of wealth, they pay well, offering 10 *s* per head or tail brought out from the mines.

9. DURGARSON CLAN HOLD

The Durgarson Clan are descendants of one of Skalf's closest companions and as such have been granted special treatment since the earliest days of the city's founding. Their mansion is two storeys high, distinguished by the fenced-in garden on its flat roof. The symbol of the clan is a treasure chest overflowing with coins. It is rumoured the clan is so wealthy none of them have to work and a mountain of gold is stored in secret vaults beneath their mansion. The truth of the matter is the clan has fallen into decline with years of idleness and sloth finally catching up. The rumoured mountain of gold is now only a few thousand gold crowns, and it is quickly dwindling based on the actions of their clan leader.

Dronglik Durgarson, a grossly fat Dwarf, is a drunkard and a glutton. His servants carry him about in a litter because he can barely walk. He represents his family on the Small Council, though he rarely attends, preferring instead to stuff his mouth with tender victuals and slurp expensive wines. Dronglik has recently converted to the Cult of Gorlaz and spends much of his time at the temple, where Elgrom spends time subtly corrupting the Dwarf, luring him into Slaanesh's embrace with the promises of more food and drink.

10. RORGANSON CLAN HOLD

A family of warriors, the Rorgansons make up a large portion of the officers in the army of the city even today. Their mansion is three storeys high and made of smooth, grey stone. Their symbol is a shield emblazoned with a large battleaxe. This symbol is carved in a repeating pattern along the roofline of the building.

The head of the clan is Captain Kragdin Rorganson. He serves on the Small Council and is also commander of the defenders of Karak Azgal. For more information on him, see the description of Zambor's Well on page 18.

Most of the Rorganson Clan are not pleased with the place Karak Azgal has become. They would prefer the Dwarfs re-take the ruins themselves and stop living off the bravery and valour of others. Many of them belong to the secret organization known as the Brotherhood of the Forked Beard (see page 21).

11. VORAGORSDOTR CLAN HOLD

This two-storey mansion is the home of the Voragorsdotr Clan, who established themselves with the successful gem mine they discovered shortly after the rebuilding of the city. Their mine is located one mile east of the city and is tightly controlled by the clan. They let no outsiders enter the mine and only their kin work it and guard it. Although not nearly as productive as the mines that once supplied Karak Izril, the Voragorsdotr mine has kept the family well provided for since the founding of the city.

The clan is matriarchal, led by the eldest female, Faralina Voragorsdotr. She is short even for a Dwarf, standing only two and a half feet high, for which she more than compensates with a sharp intellect and feisty disposition. She serves on the Small Council and is the most reasonable and compassionate of all the nobles.

12. DAMIRSON CLAN HOLD

The Damirson Clan came to Karak Azgal 100 years ago from Karaz-a-Karak far to the north. They did not give a reason for their move, but the lord of the hold accepted them openly as they brought with them skilled craftsmen and Runesmiths. Their mansion is only a single storey made of white stone carved with Dwarf runes. A successful **Challenging (-10%) Academic Knowledge (Runes) Test** reveals the carvings are unique runes of warding placed there to protect the home, but from what, it is impossible to tell. The family symbol is a hammer striking an anvil with the eight stars of Valaya overhead.

Rorantok Damirson, an aging Runesmith, leads the clan. He is bald, and keeps his long beard tied up in golden ringlets. He's rarely without his Gromril breastplate. Along with the other nobles, he serves on the Small Council, but remains silent most of the time, preferring to leave the boasting and grandstanding to others.

Clan Damirson hides a terrible secret. They fled Karaz-a-Karak under the shadow of a scandal involving the taint of Chaos. The God Khorne corrupted one of their Runesmiths and his bloodlust led him on a killing rampage in the mighty hold. The clan left their home in disgrace, crossing the distance to settle here in Karak Azgal. If the Cult of Gorlaz is unmasked, the Damirson clan would be strong allies against them.

13. MINER'S BOUNTY

A painted wooden sign depicting a miner's pick and a pile of gold nuggets swings over the stone porch that fronts this squat building. Catering to the miners who plumb the depths beneath the hold, this is the premier social club for Dwarfs to swap tales about their most recent finds, to swill ale, and to grumble about their favourite subjects, Greenies and Elves.

The Miner's Bounty is one of the oldest establishments in Karak Azgal, founded shortly after Skalf slew the Dragon and restored the place to his people. Balarika Kragellasdotr—a Dwarf nearly three and a half feet tall with long white hair down to her knees—runs the place, investing in the finest ales for her clientele, and employing experts on Dwarfen cuisine. If she has one flaw, it's her tendency to eavesdrop. She seems to overhear the most secret conversations. Her information business has become far more profitable for her than the club itself. The PCs can use Balarika to find interesting pieces of information, or someone might hire them to silence her—permanently.

Balarika Kragellasdottir

Career: Merchant (ex-Burgher, ex-Innkeeper)

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46%	36%	35%	51%	41%	65%	46%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	5	3	0	0	0

Skills: Charm, Common Knowledge (Dwarfs, The Empire) +10%, Consume Alcohol +10%, Drive, Evaluate +20%, Gossip +20%, Haggle +20%, Lip Reading, Perception +10%, Read/Write, Search, Speak Language (Halfling, Khazalid, Kisleavian, Reikspiel), Trade (Cook, Merchant, Stoneworker)

Talents: Dealmaker, Dwarfcraft, Etiquette, Grudge-born Fury, Night Vision, Stout-hearted, Street Fighting, Streetwise, Strike to Stun, Sturdy, Super Numerate

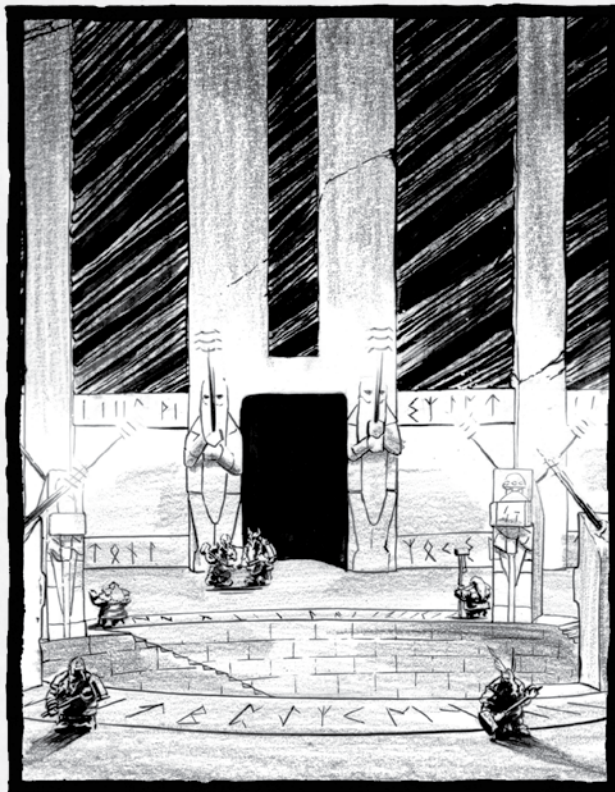
Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Fine clothing, 500 *gc* hidden in a secret compartment in her quarters

Balarika is very clever and fully aware of her own limitations. She's smart enough to know that she would never stand a chance to win in an open fight, as she lacks even the rudiments of swordplay. So, if confronted with violence, she quickly surrenders, and uses her real talents, speech and subtlety, to talk her way out of a tight spot—tools she's put to good use time and again. Though slippery, she also has a vengeful streak and has been known to take steps to right past wrongs, even going so far as to hire someone to deal with the offending party.



THE FOREIGN QUARTER

The Foreign Quarter got its name because it was originally an undeveloped portion of the hold settled by Dwarf immigrants. As it grew to fill all the space enclosed by the city walls, Humans and Halflings also settled there. The buildings are still all of Dwarf construction and made of stone because of the strength of the Stoneworker's Guild. Nothing was built in Skalf's Hold unless their guild worked on it.

Zambor's Well is the most important place in this quarter. The most commonly used legal entrance to the ruins of Karak Azgal, the well draws hundreds of people to this quarter every day. The gambling houses, taverns, and shops found here prey upon all those who seek their fortune, as only a brave few actually venture into the depths. It is by far the most raucous and dangerous place in Skalf's Hold, but not as wild by any stretch as the settlement of Deadgate.

Walking through the streets here is still an interesting experience. Vendors sell their wares from curbside stands. Merchants try to convince passers-by they have the item that will cure all their ills. Hawkers stand outside clubs and taverns luring customers inside with promises of the most amazing stage show ever or the latest sure-fire bet. Expert thieves move through the crowd picking the pockets of the unwary for good measure. Travellers here need to keep their wits about them or they soon find their hard-earned coins have disappeared from their pouches.

14. ZAMBOR'S WELL

When the Dwarf Zambor built his home on this spot many years ago, he discovered an entrance to the ruins. It proved an ideal place for adventurers to undertake trips into the depths, so the lord of the hold purchased the property from Zambor and made it the official entrance to the dungeons of Karak Azgal. His home was later demolished and the Dwarfs built stairs in all four compass directions leading down to a small building built over the actual shaft leading into the caverns below.

The Lawbringers control the site now, making sure all adventurers entering the ruins obtain a license and pay the appropriate fee. When they return from the ruins, the Lawbringers thoroughly search them and make sure that all taxes are collected and all Dwarf artefacts are confiscated as per the Great Book of the Lawgivers. For guidelines on what the players should be charged, see **Taxation** on page 10.

The building is open to admit adventurers to the ruins 24 hours a day. It is under constant guard by six Lawbringers; three outside to keep order and three inside to make certain that people exiting are searched. On most days Furagrum, the Commander of the Lawbringers, is here from 10 a.m. to 4 p.m. presiding over his men.

Once the players obtain a licence and pay the fee, they are escorted to the shaft where the Dwarfs have built a spiral staircase leading 100 feet down into the ruins.

Lawbringer

Career: Veteran (ex-Soldier)

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
63%	51%	45%	53%	43%	22%	52%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	19	4	5	3	0	0	0

Skills: Academic Knowledge (Law), Common Knowledge (Dwarfs) +10%, Consume Alcohol, Dodge Blow, Gamble, Gossip, Heal,

Intimidate, Perception +10%, Quick Draw, Secret Language (Battle Tongue), Speak Language (Khazalid, Reikspiel), Strike Mighty Blow, Strike to Injure, Strike to Stun, Trade (Miner, Smith, or Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-Born Fury, Night Vision, Resistance to Magic, Specialist Weapon Group (Gunpowder, Two-handed), Stout-Hearted, Strike to Stun, Sturdy, Very Resilient

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Great Weapon (Two-handed Battleaxe), 2 Pistols

15. TODT MUELLER'S TOTEM EMPORIUM

This shop is an example of the type of establishment all too common in the Foreign Quarter. Designed to take advantage of the desperate and those in need, it offers anything the intrepid adventurer or superstitious gambler might need to give him an edge. A charlatan from the Empire named Todt Mueller runs it. He is smart enough never to make ironclad promises about his products, and only sells the really rare and costly items to adventurers he thinks will not be coming back out of the ruins.

The shop is cluttered with all manner of junk, from racks with bottles of coloured liquid to tables and shelves with small statues and other trinkets. Todt does a good deal of personal selling, using his skills to convince people to purchase things they don't really need. He offers some basic items that actually work; stocking most of the items listed on **Tables 5-9, 5-10, and 5-11** in *WFRP*. Once he has sold some of these common items, he gauges the person he is working with and then decides whether or not to offer them one of his special items.

Some of Todt's specialties include a bottle of Auntie Mueller's Cure All for 5 *gc*. He says his dear relative specially brewed it to cure poison and remove headaches, but in actuality, it is nothing more than sugar water. He also has a rare item all the way from Middenheim—a piece of fur from the pelt of a wolf said to give the bearer good luck—for only 15 *gc*. Another rare item is a splinter of wood from Gal Maraz, the very warhammer wielded by Sigmar himself! He only has one and wouldn't sell it to just anybody, but he would let the right person have it for 50 *gc*.

Todt lives by his wits so he knows when it is time to cut and run. If anyone he conned comes looking for him, he flees as soon as possible and sorts things out later if he can.

Todt Mueller

Career: Charlatan (ex-Rogue)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	45%	36%	41%	45%	44%	46%	61%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Blather +10%, Charm +10%, Common Knowledge (Dwarfs, Empire), Evaluate +10%, Gamble +10%, Gossip +10%, Haggle +10%, Perception, Performer (Storyteller), Search, Secret Language (Thieves' Tongue), Speak Language (Khazalid, Reikspiel)

Talents: Flee!, Fleet-footed, Luck, Mimic, Public Speaking, Schemer, Seasoned Traveller, Suave

Armour: Light Armour (Leather Jack, Leather Leggings)

Armour Points: Head 0, Arms 1, Body 1, Legs 1

Weapons: Dagger

Trappings: Fine clothing, gold necklace worth 90 *gc*

16. THE GOLDEN MUG GAMBLING HALL

The Golden Mug, like Zambor's Well, is open 24 hours a day to serve all who enter. It is first and foremost a gambling house, running everything from card games to dice, and taking bets on almost anything. The ground floor is taken over by the gambling hall with a bar along the south end. The top floor has rooms for rent. Large signs mounted on the north and west sides of the building feature the name of the Golden Mug and its catchphrase: "All fun and plenty of games!"

One of the most popular games run by the Golden Mug is the Dead Pool. The object is for the bettor to select which teams of adventurers going into the ruins will not make it out alive. A group has to be gone for one week before payout. During that time, the pot grows bigger and bigger every time a new bet is placed or an adventuring party already bet on actually makes it to the surface. It costs 2 *gc* to get into the pool with the house taking 10% of all bets. Experts abound outside the Mug willing to sell their opinions about the skill of adventuring groups for a price. The Mug also comes up with clever names for each group so people will know on whom they are betting. Some examples are: The Lost Boys, Horgan's Heroes, Muscle Bound Maniacs, and Four Fools.

The Dwarf Crime Lord Harlok Balthorson runs the Golden Mug. Gambling and many sensual vices are not illegal in Karak Azgal, but running a black market in stolen goods and items pilfered from the ruins surely is. Harlok operates his black market in a warehouse around the corner from the Golden Mug. It is marked **18** on the map. He fences stolen goods, paying only 50% of their actual value; goods taken from the ruins will be bought at 40% of their value.

Harlok has an agreement with Dmitri Markov of Deadgate to fence all of the goods the Kislevian gets from his illegal entrance to the ruins. The two have a strange relationship not uncommon to leaders of crime organizations—they hate each other, but they need each other to make money. If Harlok could find a way to remove Dmitri without being implicated he would do so. The right party of adventurers might do the trick, so he is always on the lookout for new blood.

Harlok Balthorson

Career: Crime Lord, (ex-Bodyguard, ex-Fence, ex-Racketeer)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	48%	41%	56%	46%	56%	51%	67%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	5	3	0	0	0

Skills: Charm, Command +10%, Common Knowledge (Dwarfs, The Empire), Dodge Blow +20%, Evaluate +20%, Gamble, Gossip +20%, Haggle +20%, Heal, Intimidate +20%, Perception +20%, Secret Language (Thieves' Tongue), Secret Signs (Thief), Shadowing, Sleight of Hand, Speak Language (Khazalid, Reikspiel), Torture, Trade (Smith)

Talents: Dwarfcraft, Flee!, Fleet-footed, Grudge-born Fury, Luck, Mimic, Night Vision, Public Speaking, Resistance to Magic, Schemer, Seasoned Traveller, Specialist Weapon Group (Gunpowder), Stout-hearted, Sturdy, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword), 2 Pistols

Trappings: Fine clothing, three gold rings worth 60 *gc* each, 30 *gc*

17. GRONDELLA'S SUPPLY SHOP

This shop has a prime location directly across from Zambor's Well. It offers basic weapons, ammunition, and other spelunking necessities to those entering the ruins. The prices are expensive as per the table on page 10, but the items are of good quality and well maintained. The owner is Grondella Harkansdotr, a Dwarf born and raised in Karak Azgal. Her son Korgan, who makes many of the weapons on his forge in the back of the store, helps her run the place. He is muscular, with short black hair and a very short beard. She is slightly overweight with black hair and wears very simple leather clothing.

This shop is unique from the others in the area because of some of the special items and services offered here. Since it is likely those entering the ruins will never return, Grondella offers what she calls her memorial service for those that die in the ruins. For 10 *gc* she conducts a funeral service in the temple of their choice after they have been gone for an agreed-upon time. She then sends messages to inform their next of kin that they are dead. Other merchants have begun to copy this idea, but unlike them, Grondella actually conducts the services and sends the messages.

Grondella also has some black market items for sale that she purchased from Harlok of the Golden Mug. She does not offer these items to just anyone so she tries to make sure the buyer will be discreet about it before she shows them the goods. She keeps them in a back room behind the forge. Some samples of the items she has to offer are listed here:

- **Delver's Snuff:** A sharp inhale of this fine green powder grants the user a +5% bonus to Perception Tests and a +1 to Initiative tests. Each packet comes with 3 doses, and a single dose lasts for 2d10 rounds. 30 *gc*.
- **Manticore Spoor:** Victims of attacks from weapons smeared with this substance must succeed on a **Challenging (-10%) Will Power Test** or fall asleep. Worse, those who fail the initial test, must succeed on a **Hard (-20%) Toughness Test** or die. Manticore spoor costs 65 *gc* an application.
- **Black Helmet:** This black metal helm is forged from gromril, granting 3 AP to the Head location. She'll sell the item for 300 *gc*.

18. BLACK MARKET WAREHOUSE

This non-descript building houses the black market run by Harlok from the Golden Mug. The outer door opens into a small warehouse complete with boxes, barrels, and crates. A worker sits behind a desk and will ask anyone who enters to leave. That is their cue to give him the password. Harlok changes the password every day and those wanting access to this warehouse must get this word from him directly.

Most of the items here are stolen or have been illegally brought up from the ruins. The items available on the black market can vary wildly and so the exact list of what is available is left up to the GM to decide. As a rule, items are sold above market price in most cases.

Harlok always keeps three to five bodyguards here to protect the warehouse at all times.

Bodyguards

Career: Bodyguard

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52%	40%	38%	45%	28%	30%	35%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	0	0	0

Skills: Common Knowledge (Dwarfs), Dodge Blow, Drive, Gamble, Heal, Intimidate, Perception, Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Disarm, Dwarfcraft, Grudge-born Fury, Night Vision, Specialist Weapon Group (Crossbow), Stout-hearted, Strike Mighty Blow, Strike to Stun, Sturdy

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Sword), Shield, Crossbow with 20 Bolts

19. THE BABBLING FOUNTAIN

A marble fountain sculpted in the shape of a Dragon with two stone steps leading up to it was built here to honour Skalf. The water comes out of the dragon's mouth and splashes down into a pool at its feet. Known originally as simply the Dragon fountain, it has come to be known as the Babbling Fountain, after the demagogues and agitators who use the spot to speak out about issues of the day.

During daylight hours, there are at least one or two people here speaking their mind and trying to get their point across. Most of the citizens see them as a minor amusement and poke fun at them, but occasionally one has something interesting to say.

THE GOLD QUARTER

The Gold Quarter is located in the western end of the hold, north of the foreign quarter. It is the home of the merchants and guilders of Karak Azgal and takes its name from the many gold statues, gilded roofs, and other signs of wealth clearly visible in the area. The Stone Square and the three large guild houses dominate the quarter, but it is also home to numerous gem, jewellery, weapon, and armour shops.

The atmosphere here is a little more subdued than in the foreign quarter, but there is still plenty of activity going on. This is where the best craftsmanship products can be found. Those looking for better quality and having the means to pay for it come to the Gold Quarter.

20. STONE SQUARE

This open space was first used as a staging area for shipments of stone coming in to the city when it was being built. As the city grew, the space served as a market and has remained in that capacity ever since. Here, buyers can find many different types of raw gems for sale, as well as cut marble and stone. Hunters also come here to sell the meat they have trapped in the wild, along with furs. The composition of this market changes daily and there is no telling what someone might find here for sale.

This is also a place where the players may be able to sell items they have legally taken from the ruins. For a fee of 2 *gc* they can get a vendor's license and open up shop. This works especially well with things like ore and gemstones, as this market is known for both.

21. STONECUTTERS' GUILD

This two-storey marble building is the home of the Guild of Stonecutters. During the construction of the city, this guild was extremely powerful and made sure all buildings inside the city walls were made out of stone. They are now trying to convince the High Council to slowly demolish Deadgate and rebuild it using stone to make it look like a Dwarf city instead of the shantytown that it is. It is doubtful they will succeed, but their guild master Krorag Foragonson continues to try from his seat on the Small Council.

Zarador Svenginson, master of the Jewsmiths' Guild and a fellow member of the Small Council, is trying to convince Krorag to join the Cult of Gorlaz. He believes doing so may get Krorag the support he needs for the Stonecutters' Guild.

22. JEWELSMITHS' GUILD

The cornice of this ornate building is decorated with gems of many different colours, crafted right into the stone of the building. It also has stained glass windows in the front wall depicting various craftsmen at work. This is the home of the Jewsmiths' Guild. They are responsible for all of the gem cutting and jewellery making in Karak Azgal.

Their guild master Zarador Svenginson has recently joined the Cult of Gorlaz and has been spending much of his time and money there lately. Some of the members are getting upset because they believe he is using guild funds to support this temple. They may want to hire the players to get to the bottom of the cult and their guild master's activity.

23. MINING GUILD

This simple two-storey structure houses the offices of the mining guild. Although most of the mines in the ruins are too dangerous to work, there is an active mine run by the Norgunson Clan. The clan is currently sustaining the guild and providing employment for its members.

The guild master is Molatok Nokinson, a no-nonsense Dwarf who has served the organization well. Unbeknownst to the guild, Molatok is one of the leaders of a secret society known as the Brotherhood of the Forked Beard, a group of Dwarfs completely disgusted with what Karak Azgal has become. They abhor the rampant commercialism and all the non-Dwarfs prancing about the ruins. They believe all the treasure hunting is dishonouring their ancestors. Their goal is to ban all non-Dwarfs from entering the ruins and instead make plans for the Dwarfs to make a concerted effort to retake the hold.

Using his skill at mining, Molatok secretly built an entrance to the ruins under the Mining Guild. The Brotherhood planned to use this entrance to retake sections of the hold in secret, but so far, none of their forays have been successful. They also use the entrance to conduct raids on non-Dwarfs in the ruins, attacking them and taking whatever treasures and heirlooms they have looted from the ruins. One of the key architects of that plan is Captain Kragdin Rorganson, commander of the Karak Azgal army. As a member of the Brotherhood, he has enlisted some of his most trusted men to conduct the raids.

Molatok Nokinson

Career: Guild Master (ex-Artisan, ex-Tradesman)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46%	41%	45%	52%	41%	51%	46%	56%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	3	0	0	0

Skills: Charm, Command, Common Knowledge (Dwarfs, The Empire), Drive +10%, Evaluate +20%, Gossip +20%, Haggle +20%, Perception +10%, Read/Write, Secret Language (Guild Tongue) +10%, Speak Language (Khazalid, Reikspiel), Trade (Miner) +20%, Trade (Smith) +20%

Talents: Artistic, Dealmaker, Dwarfcraft, Etiquette, Grudge-born Fury, Linguistics, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Fine clothing, gold necklace worth 90 gc, silver ring worth 75 gc

24. DRAGON'S EYE PUB

A placard outside this place depicts a Dragon's head winking his eye at potential customers. Inside is one of the oldest pubs in all of Karak Azgal. A long bar hugs the north wall of the place and curtained booths line the other walls. It is not uncommon to see nobles and other high-ranking government officials taking a drink here.

The Dragon's Eye boasts a wide selection of Dwarf ales, including barrels of Bugman's finest they offer at the cost of 2 s per mug. They also offer food to their guests with the most popular being meat pies and venison as well as fresh mushrooms. They even reluctantly serve Elven wine to appease their human customers.

In the basement, the pub runs cockfights every night. Bets can be placed on either bird with odds being given to the challenger for that particular fight. It is an addictive sport and the Commander of the Lawbringers often comes here to drink and engage in some serious betting.

25. KARAK AZGAL BARRACKS

This building takes up the entire city block and houses the standing army of Karak Azgal. Charged with manning the walls of Skalf's Hold and the gates blocking the passes to the east and west, the army consists of 200 full-time soldiers. When not on duty, they train and live here in these barracks until their ten-year term of service is up. There is a fenced-in training yard east of the building that is used for melee combat training and target practice.

Captain Kragdin Rorganson, a member of the nobility, leads the army. His family comes from a strong warrior tradition and many of his clansmen are officers in the army. The captain takes his orders from the High Council of Karak Azgal, and in time of war he can conscript another 500 Dwarf warriors to defend the city from attack.

Kragdin Rorganson

Career: Captain (ex-Sergeant, ex-Soldier)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65%	44%	54%	64%	32%	46%	45%	49%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	20	5	6	3	0	0	0

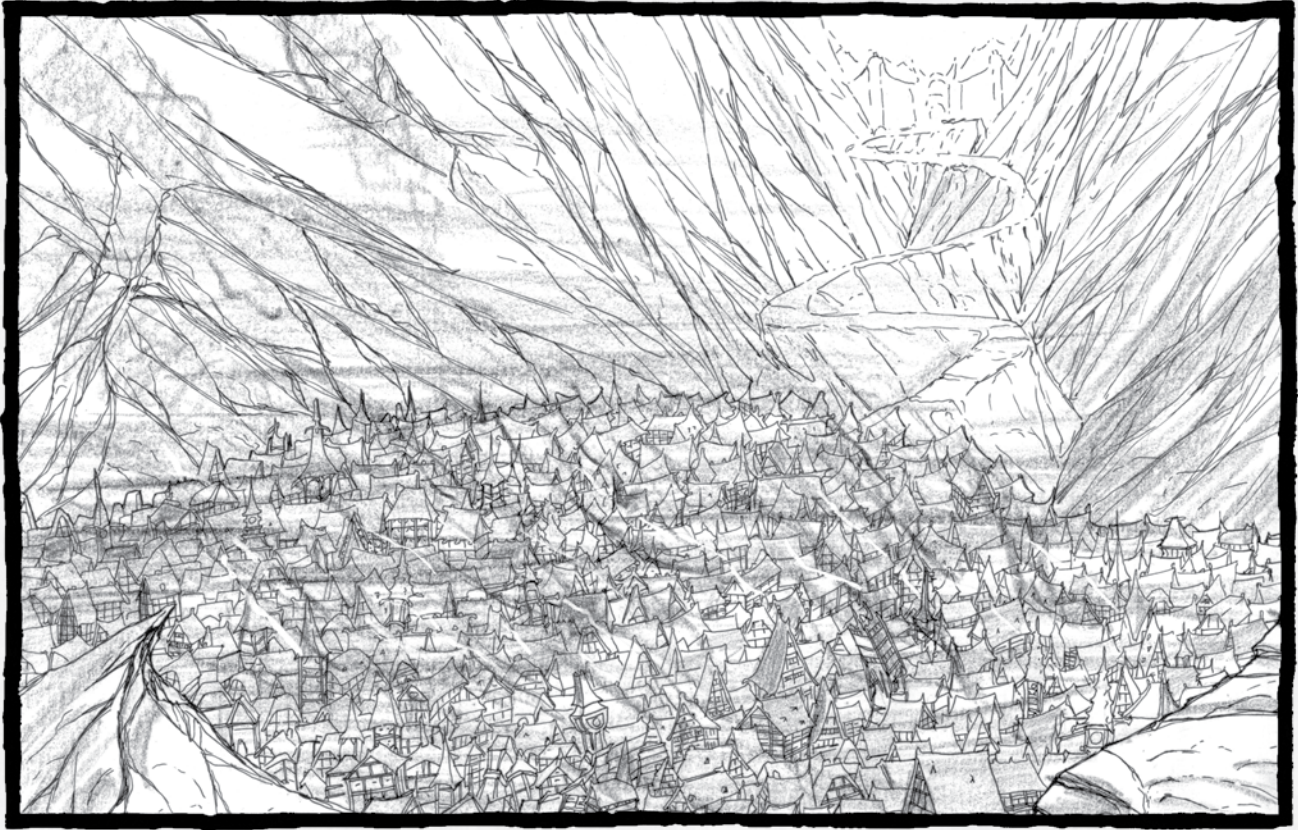
Skills: Academic Knowledge (Strategy/Tactics) +10%, Command +10%, Common Knowledge (Dwarfs) +20%, Dodge Blow +20%, Drive, Gamble, Gossip, Heal, Intimidate +10%, Perception +10%, Read/Write, Speak Language (Battle Tongue, Khazalid, Reikspiel, Tilean), Trade (Miner)

Talents: Disarm, Dwarfcraft, Grudge-born Fury, Lightning Parry, Menacing, Night Vision, Quick Draw, Specialist Weapon Group (Gunpowder, Two-handed Weapon), Stout-hearted, Street Fighting, Strike Mighty Blow, Strike to Stun, Sturdy

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Two-handed Axe: This gromril Great Weapon deals SB+1 Damage on a successful hit.



CHAPTER III: DEADGATE

Those visiting Karak Azgal for the first time most often arrive via the Dragon Tail Pass heading eastward from the Badlands. It is the end of a difficult trip, a long climb up to the plateau known as the Dragon Crag. From a distance, they can see the Dwarf city silhouetted against the sky with its high stone walls and towers beckoning them to complete the last stage of their trek. Hurrying forward over the last ridge, many are surprised to run into the sprawling settlement of Deadgate.

Deadgate is a ramshackle collection of wooden buildings clustered at the foot of Skalf's Hold. There are no walls or towers to protect against attacks, no carefully built Dwarf defences or buildings, no curb-lined avenues of tightly fitted stone—just a winding grey cobblestone street lined with taverns, surrounded by dirt roads and broken down buildings. The home of gamblers, thrill-seekers, and thieves, it is as dangerous as it is exhilarating.

The Dwarfs tolerate Deadgate as a necessary evil. Their logic is quite simple, really: Skalf's Hold was too small to support the large influx of immigrants. The Dwarfs understood the more people that headed into the ruins, the more treasure would be brought up from the depths and the more the Dwarf nobles would make in taxes. Rather than build an expensive extension, they allowed the shantytown to form and grow. With minimal expense, offering little in the way of protection or services, the Dwarfs now have a place where the more undesirable elements of Karak Azgal can reside and still provide tax revenue.

Lawbringers from Skalf's Hold patrol the streets, but their main purpose is to monitor comings and goings from the ruins, collect applicable taxes and fees, and to root out thieves. It is not uncommon for Lawbringers in Deadgate to walk right past two men fighting to the death in the streets to accost another whom they see carrying a heavily laden sack. Dwarfs have their priorities straight when it comes to Deadgate. Protecting treasure from thieves and closing down illegal entrances to the ruins comes first, protecting the lives of the derelicts living there comes second.

KEY FEATURES

Deadgate's streets bustle with activity day or night, especially on the Stoneway. This cobblestone street runs through the centre of the settlement from Dragon Tail Pass to the Dragon Stair leading up to Karak Azgal. All of the major taverns and gambling joints can be found along this road and it is the fastest way to get to the stronghold. Making good time along the Stoneway is impossible as it's crowded with street vendors selling everything from healing herbs to good luck charms and hawkers doing their best to draw passers-by into their place to see the latest show, gambling event, or pit fight. Duels in the street are common; tempers flare over money, lovers, or both. Add the influence of alcohol and drugs and it is hard not to see the cause of all the violence.

There is one legal entrance to the ruins in Deadgate. South of the Ice Maiden at the end of a winding road called Dead End Alley there is a cemetery at the top of a hill. The locals call it Barrow Hill. Whilst digging for a grave, the diggers uncovered a shaft leading into the ruins. The Dwarfs quickly took over the spot, moving other graves out of the area and establishing a post to monitor journeys into the ruins now known as the Palace of the Dead.

POPULATION

Deadgate's population fluctuates a great deal depending on the number of immigrants flowing in at any given time. The Dwarfs estimate there are about 7,000 people living in the settlement. Roughly 70% of these are Human, 20% are Halflings, 9% are Elves, and the rest are Dwarfs. These numbers account for the people actually living in the city, not those that visit during the day or night from Skalf's Hold.

KEY LOCATIONS

What follows is a description of the various places to be found in Deadgate.

I. THE APPLEBERRY TAVERN

The Appleberry Tavern holds a prominent place in Deadgate, positioned so that it's one of the first places visitors must pass. On a placard running the width of the building above the porch in front is the face and long nose of the Tavern's founder: Katella Appleberry. She is remembered for her long nose, hence the nickname "Big-Nosed Kate's Place." Aside from the gaudy appearance, the Appleberry Tavern is known for excellent food, tasty beer, and an overall rollicking good time.

For those who are unaware of what the tavern has to offer, two of her grandchildren, Bobbo and Lobo, will tell you all about it as you pass by, whether you like it or not. Here is a sampling of their spiel: "You look hungry ma'am. Why not shake the dust off your boots and take a look at the fine menu of dishes? Best food in the crag, I tell you. We have a wide assortment of pies, cheese, broths, and don't forget our 37 different kinds of sausages! We've got it all! And, you can wash it all down with a mug of Appleberry's finest ale, ta boot. [Leaning closer, they go on to say:] I hear it's better than most of the Dwarf ales in the city. Bored, are you? Well, if it's fun you're after, Appleberry's the right place for you. We've got shows runnin' all the time. Singin', dancin'—you name it! You can also get in on the bettin' on Moot Darts if you like. You never heard of Moot Darts, ya say? Well, step right in, and we'll show you how it's done..."

Inside, the place is more or less an upscale tavern with rooms for rent upstairs (typically priced). A bar runs along the far wall and tables fill the centre of the tavern. A small stage features room for singers and dancers as well as a smaller section cordoned off for musicians. The walls feature stuffed animal heads, paintings of bold Halfling heroes and famous cooks, to say nothing of the great wooden sausage that hangs suspended over the bar. Guests who drink 20 mugs of Kate's Best, a Good ale, earn the right to leave their mark on the sausage. Most patrons can't write in the first place, and after 20 or so ales, the markings they leave include dried vomit, charcoal smears, and less savoury substances.

In the back of the tavern, the Halflings have roped off an area for Moot Darts (see sidebar for details). Here, there's a large dartboard that literally bristles with darts. A chalkboard hangs a few feet over, marked with circles and crosses. Queerly, there's also a pile of odd props, including three legged stools, big feathers, a roll of canvas, a mallet, a bucket of vile-looking water, and more.

There are always at least two bouncers here hired by the owners, Jasper and Farlotta Appleberry, to make sure no one gets out of line. (Use the profile for sell-swords on page 235 in the *WFRP* rulebook.) In addition to the sons mentioned earlier their two daughters, Tayia and Gertrude, work in the place with their uncle Brogbelly who plays the lute to the delight of the guests. Jasper is also the champion Moot Dart player, but he can rarely find anyone willing to play against him.

Jasper Appleberry

Career: Innkeeper (ex-Hunter, ex-Targeteer)

Race: Halfling

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	85%	33%	35%	81%	41%	51%	63%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

MOOT DARTS

Moot Darts is an interesting game the Appleberrys claim to have invented, though the truth of this claim has never been proven. The rules of the game are simple. Each player has to throw darts until he hits the outer ring, the middle ring, and finally the inner ring. If a player hits the bull's-eye, he automatically wins. Where the game differs from other, more ordinary dart games, is in the conditions of the toss.

In Moot Darts, each contestant tries to come up with an outlandish way to throw the dart, and his opponent must match it. The trick is to make sure your challenge is a good one, or the patrons betting on you will let you know it. Examples include turning your back to the dartboard, bending over and throwing the dart between your legs with your eyes closed, or having your friends grab a piece of canvas and hurl you into the air whilst you throw darts at the board. The drunker the crowd, the more bizarre the challenges—hence the props nearby the dartboard.

After each declaration of what the contestants are trying to do there is a round of betting on whether or not it will be successful or who will win the game. The house takes 5% of all bets placed, of course. Most games end up with something silly happening like a contestant accidentally hitting himself or something (or someone) else in the tavern except the dartboard, to howls of raucous laughter. Weirdly, it seems that when the Halflings play, they make challenges more likely to harm the crowd rather than hit anywhere close to the wall.

The mechanics of the game are simple. Under normal circumstances, tossing a dart is a **Routine (+10%) Ballistic Skill Test**. Each degree of success moves the dart further in, thus a success hits the outer ring, one degree hits the middle ring, two degrees the inner ring, and three or more hits the bull's-eye. The difficulty of the test changes depending on the challenge. You can come up with any challenge you like, but if you're a bit starved for neat idea, feel free to roll on the following table. If you miss, you hit the wall, but if you miss by 20% or more, the dart flies out into the crowd, likely to hit one of the patrons.

MOOT DARTS DIFFICULTIES

Roll	Challenge	Suggested Difficulty
01–10	Throw while being tickled with a feather	Challenging (–10%)
11–20	Throw while drinking an ale or some other beverage	Challenging (–10%)
21–30	Throw while drinking from the bucket of vile water	Hard (–20%)
31–40	Throw blindfolded and spun around in three circles	Very Hard (–30%)
41–50	Throw while being tossed in the air	Very Hard (–30%)
51–60	Throw with your off hand	Hard (–20%)
61–70	Throw after smelling Old Man Pete's armpit	Challenging (–10%)
71–80	Throw while sniffing Grandma Slaw's sheets	Very Hard (–30%)
81–90	Throw while being pelted by rotten fruit	Hard (–20%)
91–100	Throw while holding an angry small dog	Hard (–20%)

Should the PCs not take part in Moot Darts, they would do well to steer clear of the game, though distance is no guarantee of safety. During a game, there's a 1 in 10 chance that a dart will come their way. If so, have the thrower make a **Ballistic Skill Test**. If he hits, he nails a random member of the party. A flung dart deals a Damage 1 hit.



Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Charm, Common Knowledge (The Empire, Halflings), Concealment, Consume Alcohol, Evaluate, Follow Trail, Gossip +20%, Haggle, Outdoor Survival, Perception +10%, Read/Write, Search +10%, Secret Signs (Ranger), Set Trap, Sleight of Hand +10%, Speak Language (Halfling, Khazalid, Reikspiel), Trade (Cook)

Talents: Dealmaker, Hardy, Lightning Reflexes, Marksman, Mighty Shot, Night Vision, Rapid Reload, Resistance to Chaos, Rover, Sharpshooter, Specialist Weapon Group (Longbow, Sling, Throwing), Streetwise, Sure Shot

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Throwing knife, Expertly Crafted Darts

Trappings: Apron, Gold Ring worth 60 gc

Jasper never wanted to be part of the family business. He scoured the hills as a hunter in his youth, eventually becoming so skilled he became a targeteer. When his father died, he was forced to assume the role of innkeeper for the family. He still shows off his prowess in marksmanship when he plays darts. His black hair is greying and he has a bit of a gut now, but he is still very nimble.

2. THE PIT OF BLOOD

Pit fighting has been part of the culture of the Old World for quite some time now. Some are drawn to it for the blood and death. Others find satisfaction in gambling on the outcome and cheering for their champion. Some combine the two. Whatever the reason, pit fighting is a thriving business for those who know how to exploit it.

The Pit of Blood here in Deadgate is a 10-foot deep, 50-foot diameter pit with stone sides surrounded by wooden seating about 15 feet above the ground. The arena can hold 300 screaming people, all with a good view of the battle below. The Pit of Blood hosts fights each weeknight to determine the lucky challenger who gets to face the undefeated Dwarf champion Buurf Treadknuckles during the main event each Holiday. The

merchant Bruno Widmann runs the place with the help of hired muscle from the Markov crime syndicate.

Spectators pay a fee of 5 p to watch the fights during the week and 10 p to watch the main event on Holidays. In addition, all gambling on site must go through Bruno and the house takes a percentage of all winnings. The fights start at dusk. There are always plenty of street vendors and performers around before and after the fights trying to earn their living from the spectators.

Characters can sign up to fight in the pits if they so desire. Bruno looks them over first (he lives in the house marked 2a on the map). If he thinks they would make a good fight, he signs them up. Pit fighters are paid 30 s a night, but they must pay 15 p to Bruno in advance just in case they die and he has to get them buried on the hill. This is non-refundable if they survive. Pit fighters make side bets on their own to increase their take. All fights are to the death. If the character manages to beat the current champion he assumes the mantle of champion and must fight once a week. The champion is paid 100 s per fight. The opponents, except for the champion, are left for the GM to generate to tailor to his particular players.

Bruno Widmann

Career: Merchant (ex-Burgher)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	34%	36%	38%	42%	56%	45%	61%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Charm, Common Knowledge (The Empire) +10%, Drive +10%, Evaluate +10%, Gossip +20%, Haggle +10%, Luck, Perception, Read/Write, Search, Secret Language (Guild Tongue), Sixth Sense, Speak Language (Kislevian, Reikspiel, Tilean), Trade (Merchant)

Talents: Dealmaker, Streetwise, Suave, Super-Numerate
Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Jewelled Dagger worth 10 gc

Trappings: Best craftsmanship clothing, 500 gc hidden in his townhouse

Bruno Widmann came to Deadgate 10 years ago from Nuln as the only surviving member of a doomed trade caravan. Ashamed to return home in disgrace, he decided to settle in Karak Azgal. At the time, the pit fighting business here was disorganized and poorly run. Bruno set about changing that. He convinced Dmitri Markov, the owner of the Ice Maiden, he could turn the pit fighting into a real moneymaker for both of them. Dmitri agreed and funded the deal.

With Dmitri's backing and Bruno's business sense it didn't take long for them to put all the other pit fighting operations out of business. Today, there is only one show in town and it's Bruno's. He has hawkers promoting the fights all day in both Skalf's Hold and Deadgate. He gets the best talent and makes sure his audience goes home satisfied.

There is one problem for Bruno. Although he did not realize it at first, he learned Dmitri is the most powerful Crime Lord in all of Deadgate. Now, two of Markov's thugs follow Bruno around all the time supposedly to keep him safe. (Use the profile for sell-swords on page 235 in the *WFRP* rulebook.) Dmitri also takes a bigger percentage of the gambling winnings and gate fees from the Pit. Bruno believes Dmitri no longer trusts him and he's now scared for his life. He would pay almost anything to hire the right people eliminate Dmitri for him.

Bruno is 5'8" tall and quite overweight. He wears fine clothing and a hat to cover his balding head.

Buurf Treadknuckles, Dwarf Pit Fighting Champion

Career: Champion (ex-Pit Fighter, ex-Veteran)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
81%	62%	65%	75%	55%	26%	40%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	22	6	7	3	0	0	0

Skills: Common Knowledge (Dwarfs), Consume Alcohol +20%, Dodge Blow +20%, Evaluate, Gamble, Gossip, Intimidate +20%, Perception +10%, Secret Language (Battle Tongue), Speak Language (Khazalid, Reikspiel), Trade (Stoneworker)

Talents: Dwarfcraft, Grudge-born Fury, Lightning Parry, Lightning Reflexes, Mighty Shot, Night Vision, Rapid Reload, Resistance to Magic, Specialist Weapon Group (Crossbow, Flail, Parrying, Throwing, Two-handed) Stout-hearted, Strike Mighty Blow, Strike to Injure, Sturdy, Very Resilient, Very Strong, Wrestling

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: His bare hands, or anything he can get his hands on

Buurf's real name is Dwalin Skinellason and he is originally from Altdorf in the Empire. He came to Karak Azgal to find his brother, who had come south with an adventuring group years before. Sadly, when he arrived he learned his brother had died. Shortly after, he took up pit

fighting as a way to work off his anger and frustration about his brother. His fighting name was made up by Bruno as a way to try to attract customers to the fights.

Buurf is a remarkable warrior with very little weaknesses in the ring. His problems are confined to alcohol addiction when not fighting. He tells himself he takes it to drown out all the screams of the men he has killed, but it is still the spectre of his brother's death that haunts him. Bruno and Dmitri encourage the addiction, as Buurf is a quiet drunk who falls asleep after going on a binge. He always fights with a few drinks in him, but it does not affect his skills. He lives in the Ice Maiden as the guest of Dmitri Markov.

Many people in Karak Azgal are fed up with Buurf's winning streak. They would like to see his reign come to an end. It is possible that the characters might be hired to poison the champion before a bout or perhaps sober him up and get him to quit. Of course, this will not make Dmitri or Bruno happy at all.

3. TOBARO SUPPLY SHOP

Like many of the shops lining the Stoneway and Dead End Alley, this one offers many different products useful to adventurers looking to travel into the ruins. Not a place to find weapons or armour, rather this shop specializes in dry goods, offering equipment, lighting, tools, and miscellanea as described on pages 116 – 119 in the *WFRP* rulebook. If you like, you may offer the players appropriate items from **Chapter Five** of the *Old World Armoury* as well.

This shop is unique because of the owners, Gaetano and Maria Grosso. They moved here many years ago from Tobar in Tilea after much prodding and pleading from Gaetano. He told his wife they would only stay in Deadgate for a few years and then return home after they had made their fortune, to live like kings. Years later, they are still here with no fortune, and Maria lets Gaetano know about it every day. They are constantly arguing and bickering with each other in Tilean, oftentimes whilst customers are trying to buy something in the store.

Shopping here can be quite comical, as this couple really knows how to get under each other's skin. Gaetano makes fun of Maria's weight and Maria makes fun of Gaetano's baldness. When they do get around to helping customers they are always making side remarks about each other, whispering under their breath to the customer to complain about their spouse.

Despite their poor manners and inconsiderate behaviour, the Grossos offer a special product that keeps their customers coming back for more. In the interest of making money, they are able to put their differences aside and work together to make a poultice of amazing potency. The recipe is a family secret from Tobar, and neither one will reveal it willingly. This healing salve can be rubbed on wounds even by the unskilled to restore 1d10+2 Wounds, even if the patient is heavily wounded. It also cures poison from an infected wound. They call it Grosso Rub and sell it for 5 gc in a small tin with 2 doses per tin. They have a total of 2d10 tins at any given time. Caravans come from Tilea every month with a shipment of the ingredients, so if they run out, it will take some time before they can prepare new rub.

Gaetano and Maria keep the secret of the poultice's ingredients to themselves. Since it serves to keep them supplied, ensuring a roof over their heads and food in their bellies, giving out their special ingredients could bankrupt them. Hence, they reveal it only if threatened with death, and even then, they lie about the ingredients if they think they can get away with it. Characters might also hijack or spy on the caravan bringing the components from Tilea. The recipe calls for a mixture of mandrake and belladonna mashed together with urine (whose exactly is best left unsaid). They also add some mint Maria grows in an herb garden outside the shop to take some of the smell away. PCs trying to make the rub after getting the recipe must make a successful **Very Hard** (~30%) **Trade (Apothecary) Test** or the stuff is useless.

4. THE CRYSTAL PALACE

The Crystal Palace is one of the most crowded taverns in Deadgate. Here thrill-seekers can find entertainment that does not revolve around gambling or pit fighting. From the outside, it is a two-storey building with a porch running the length of the place supported by long, white, wooden columns. A set of double-doors open inward with two hulking men in armour always on guard to make sure that the entry fee of 2 s is paid to the woman sitting on the porch. The Palace is open from two in the afternoon to four in the morning and there is always a barker outside using a cone to throw his voice into the street. His spiel goes something like this: "Hey there! Step right up and come on in to the Crystal Palace for an experience you'll never forget. You want dancing girls? We got 'em! You want Dwarf ale? We got it! You want music? We got it! You want comfort? We got it! Come on in and you won't be disappointed. Just two silvers and the fun begins. Don't miss today's juggling thrill show using flaming torches..."

After paying the fee, customers are escorted into a large open room with a crystal chandelier hanging from the ceiling filled with candles and tied off with a rope on one side of the room. Another four well-armed men stand along the fringes of the room watching everyone intently. There is a stage at the far end for performers and a bar along one wall serving all manner of drinks from wine to ale. The whole room is decorated very nicely with comfortable chairs and clean tables. Musicians and women walk around the place engaging the patrons in conversation or singing them a song, making this a pleasant place overall to spend an evening.

For some patrons, the evening will not end well. The Crystal Palace is a front for the thieves of the Cult of Ranaid in Deadgate. Whilst the women, musicians, and stage entertainers are distracting the patrons, the owner of the place, master thief Dieter Langmans, carefully scrutinizes guests, picking out those he thinks are the drunkest and who will net the cult the most loot. Once marked, women or men as appropriate go into the crowd to lure them away with suggestions of a special treat upstairs in the Crystal Room.

The marks are then discreetly taken upstairs via a staircase just inside the entrance to a room in the centre of the building with windows on all four sides. Once there, they are slipped a mickey, a hallucinogenic compound the guild has made from Mad Cap Mushrooms culled from the ruins. At first, the drug is very pleasurable for the user, but after 10 minutes they fall asleep. The thieves then move in and strip the victim of all his belongings, taking even his clothing. Two toughs take the unconscious body out by a back staircase to be thrown in an alley far away from the Palace.

Another interesting side effect of the drug is that it also creates memory loss in the user. The mark wakes up, stripped of his belongings in the street with no recollection of why he is there or how he was robbed. In some severe cases, the drug may kill the victim.

This opens up many interesting opportunities for characters. They might be hired by one of the victims to find out what happened to him, or stumble upon the dead body and want to investigate. Perhaps one of their friends falls victim to the thieves and they now want revenge. The symptoms of drug use can be detected on a successful **Challenging (-10%) Trade (Apothecary)** or **Heal Test**.

Confronting Dieter and exposing or eliminating him complicates things for the characters. He is a member of the Cult of Ranaid (see page 28 for details on the Cult) and they certainly come looking for the PCs if they cause Dieter any trouble.

Statistics for Dieter's agents can be found in the *WFRP* rulebook. For bouncers and toughs, use the Sell-sword statistics on page 235. For thieves and entertainers, you can use the statistics for Footpads and Pickpockets on page 234. Finally, use other generic statistics for other guests.

Dieter Langmans

Career: Master Thief (ex-Cat Burglar, ex-Charlatan, ex-Thief)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	55%	41%	45%	65%	60%	47%	61%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	0	0	0

Skills: Blather, Charm +10%, Common Knowledge (The Empire, Tilean), Concealment +20%, Disguise +20%, Dodge Blow, Evaluate +20%, Gamble, Gossip +20%, Haggle +10%, Lip Reading, Perception +20%, Pick Lock +20%, Read/Write, Scale Sheer Surface +20%, Search +20%, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Sleight of Hand +20%, Speak Language (Reikspiel, Tilean)

Talents: Alley Cat, Flee!, Excellent Vision, Mimic, Public Speaking, Resistance to Magic, Schemer, Seasoned Traveller, Specialist Weapon Group (Throwing), Street Fighting, Streetwise, Super Numerate, Swashbuckler, Trapfinder

Armour: Light Armour (Full Leather Armour)

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: 4 Throwing Daggers, Hand Weapon (Club)

Trappings: Expensive Clothing, Jewelled Scabbard worth 50 gc, 2 Bronze Rings (20 gc each), 2 Healing Draughts, Disguises kept in his quarters, Best Craftsmanship Lock Picks, Cloak

Dieter is a thin, wiry man with straight brown hair. When seen at the Crystal Palace, he always wears his best clothing, his jewellery, and his gem-studded scabbard.

5. THE ICE MAIDEN

The most crowded area of Deadgate is located where Dead End Alley intersects with the Stoneway. The Ice Maiden was built here to take advantage of the traffic. It has a fenced-in yard for horses, two storeys of rooms, and loads of gambling fun. The sign for the hostel depicts a beautiful woman with long black hair encased in a block of ice, and is mounted on the roof. The sign is so large it's visible during the day as soon as someone enters Deadgate from the west. Standing on either side of the door are two strangely dressed men wearing large curved swords and fur-lined boots. A successful **Common Knowledge (Kislev) Test** reveals they are from Kislev.

Inside, the gambling hall takes up almost the entire ground floor. Gaming tables take up the first 50 feet, followed by a bar and dining tables at the back. All manner of games are available here: dice, cards, and roulette being the most prominent. A bookmaker sits in one corner taking bets on the pit fights, who might die in the ruins today, or just about anything else someone is willing put money on. There are always at least four of the men wearing the same strange clothing as those outside located at strategic intervals inside.

The main attraction seems to be a large flat table with enclosed wooden sides in the far left corner of the room. The table is 3 feet by 6 feet and covered with clear glass. The people standing over it stare intently at the glass, cheering and clapping. The table has a wooden maze carved into it with small doors on either side. At the centre of the maze are four small ramps leading down and out of the maze. Two rats are let loose in the maze, one on each side. To win, players must choose which rat will exit the maze first and by which of the four ramps. A winning bet pays 4 to 1 odds so things are tilted in favour of the house. The game is called the Rat House.



If there is too much money riding on one rat and one number combination, the dealer has a way to rig the game. There is a small trapdoor under the table just big enough for a Halfling to get into from the basement level. After getting the signal from the dealer, the Halfling gets a piece of meat and places it just out of sight in one of the ramps to entice the rat in that direction. Characters observing the game can detect this by making a successful **Very Hard** (–30%) **Perception Test**. If they have the **Gamble** skill, the test drops to **Hard** (–20%). If they make any trouble, the Kislevite mercenaries move over quickly to escort the character from the place, calling their friends outside for help if necessary.

Dmitri Markov, an immigrant from Kislev, owns the Ice Maiden. The hostel makes good money, but he built a criminal organization behind the scenes here in Deadgate that is far more lucrative. Beneath the Ice Maiden, Dmitri excavated an entrance to the ruins that he operates illegally. He has some unique relationships with Dwarfs in Skalf's Hold that make this possible. The Commander of the Lawgivers is a degenerate gambler who pays off some of his debts by looking the other way when it comes to Dmitri's illegal activities. Although the Commander also gets a percentage of the take from the ruins when he is on a winning streak, it is still well worth it to Dmitri. Another deal with the owner of the Golden Mug to fence items taken from the ruins allows Dmitri to make even more profit.

The secret entrance beneath the hostel is not for everyone. Dmitri is very selective when it comes to those he allows to go into the ruins. Although he sometimes uses his own men to go on specific missions, he is also on the lookout for capable adventurers to send into the ruins. When he identifies a particular group, he sends one of his minions to invite them to a special private party. If satisfied with them after this personal meeting, he sends them on a mission into the ruins. Dmitri is interested

in Dwarf artefacts he can sell in the black market in Skalf's Hold. If the characters turn over all of the Dwarf artefacts they find to Dmitri and 5% of the treasure, they can use his secret entrance. Dmitri deals ruthlessly with anyone who threatens to expose his secret or who holds out on him.

Markov also owns a major stake in the Pit of Blood fighting operation, with Bruno Widmann. (See the description of **The Pit of Blood** on page 24.) Bruno is an excellent merchant who runs the pit fighting well, but Dmitri does not trust him, so he is putting the squeeze on him to test his loyalty. Dmitri increased the percentage Bruno has to pay him and has two of his men watching him. If Bruno fails to pay or moves against him, Dmitri kills him.

The basement serves as the base for Dmitri and his men. There are 20 Kislevian mercenaries employed by Dmitri as well as 1d10 footpads (use the profile for footpads on page 234 of the *WFRP* rulebook) at any given time. The entrance to the ruins is down a short flight of natural stairs and then down a 50-foot long shaft. The shaft is covered with a stone lid that weighs 300 pounds. Iron rungs have been fitted into the stone for climbing up and down. Dmitri tells the characters a secret code to tap on the stone cover so his guards will let them back up. There is also a secret treasure room in the basement that holds Dmitri's valuables. He has amassed 1,000 *gc* in coin and another 2,000 *gc* in gems.

Dmitri and his organization often have difficulties with the Cult of Ranald, for Dmitri has no use for them or their god. They are not as organized as he is, but they still manage to make things difficult for him on occasion by stealing from his hostel or robbing his men. For more information on the Cult of Ranald see page 28.

Dmitri Markov, Crime Lord

Career: Crime Lord (ex-Master Thief, ex-Protagonist, ex-Racketeer)
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55%	53%	46%	53%	78%	55%	52%	63%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	4	0	0	0

Skills: Charm +10%, Command, Common Knowledge (The Empire) +20%, Common Knowledge (Kislev), Concealment, Dodge Blow +20%, Evaluate +20%, Gamble, Gossip +20%, Haggle +20%, Intimidate +20%, Perception +10%, Pick Lock, Read/Write, Ride, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Shadowing, Silent Move, Sleight of Hand, Speak Language (Kislevian, Reikspiel), Swim
Talents: Dealmaker, Menacing, Public Speaking, Quick Draw, Resist Poison, Sixth Sense, Specialist Weapon Group (Crossbow, Parrying, Throwing), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Swashbuckler, Trapfinder, Very Resilient

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Crossbow Pistol with 10 bolts, 2 Throwing Daggers, Hand Weapon (Sword with jewel-encrusted hilt worth 50 gc)

Trappings: Best craftsmanship clothing, 120 gc

Magic Items:

Ring of Iron: This simple ring of white gold was crafted by the Dwarf smith Thraim Hammerforge for his own son Morgrin. It is enchanted with a Dwarf rune of protection giving the wearer +1 Armour Point to the arm on which it is worn (maximum 5 AP). This item is obviously valuable to the descendants of the Hammerforge Clan and they would pay dearly for its return.

Dmitri is a long way from home, having spent his childhood as an orphan on the streets of Kislev far to the north. He rose up out of the gutter with his belligerent attitude and brawn making him a very able protagonist. He took jobs as an enforcer and soon developed his own side operations to make money. As his power grew, he attracted the attention of the local crime boss and was forced to leave the city. He made his way south to Karak Azgal thinking, like so many others, he would find his fortune there.

Not wanting a repeat of what happened in Kislev, Dmitri decided to maintain a low profile in his new home. He became a Master Thief taking only the highest profile jobs with the biggest payoffs. Biding his time, he learned everything he could about the criminal underworld of Karak Azgal. When the time was right, he made his move, assassinating a minor underworld boss from the Empire named Adolphus Grimm and taking over his operation.

With Grimm's outfit now under his control, Dmitri used the steady stream of gold and silver to expand his operation. He purchased the Ice Maiden, formerly just a tavern, and expanded its operation to specialize in gambling and other darker activities. His agents moved on from petty theft to extortion rings, fixed games, coercion, and major thieving operations, ambushing trade caravans and preying upon adventurers in the depths of the mines. The achieve the latter, he hired a few miners to carve an entrance into the mines in the backroom of the hostel, and has thus far kept existence secret from all but a few. He uses it to dispatch his own agents, using them to retrieve some item of value or to eliminate a rival or enemy group. Occasionally, Dmitri hires capable mercenaries to do the same.

Kislevite Mercenaries

Career: Mercenary (ex-Kislevite Kossars)
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	41%	43%	45%	38%	29%	40%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Gamble, Gossip, Outdoor Survival, Perception +10%, Search, Secret Language (Battle Tongue), Speak Language (Kislevian)
Talents: Acute Hearing, Quick Draw, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Warrior Born

Armour: Medium Armour (Mail Coat, Leather Jack, Leather Leggings)

Armour Points: Head 0, Arms 1, Body 3, Legs 3

Weapons: Great Weapon (Two-Handed Curved Sword), Bow with 10 Arrows

Trappings: Fur-lined Boots, Fur-lined Hat, 25 gc, Metal Flask with Liquor, Healing Draught

6. THE CULT OF RANALD

This location is provided as an example of what a typical Cult of Ranald hideout might be like. Since the cult tends to move about regularly, it is quite possible that in the course of your game the location of the hideout for the cult will change multiple times. Five other buildings have been marked on the map of Deadgate with an "R" to denote possible alternate hideout locations. You may use these as necessary or make up your own.

From the outside this building appears to be a rather mundane two-storey wooden house set back about 5 feet from the street. The interior contains apartments where some of the less fortunate citizens of Deadgate are forced to live in cramped conditions. It is a building that most people would simply pass in the street without looking twice. If a character with the Secret Signs (Thief) or Academic Knowledge (Religion) skills passes the building he can make a **Challenging (-10%) Perception Test** to notice a hidden message on one of the windows marking this as a safe house of Ranald.

At the end of a long hallway on the ground floor is a painting of a black cat, another symbol of Ranald. A successful **Challenging (-10%) Search Test** reveals a small secret hatch beneath the picture. Beyond the door is a shaft with a ladder leading down to a small room with only one door. Another successful **Challenging (-10%) Secret Signs (Thief) Test** or a **Very Hard (-30%) Search Test** reveals the way to open the door using a hidden latch.

The room beyond is long and narrow with a small shrine to Ranald at one end and sleeping mats lining the floor. Against the wall opposite the shrine is a table with flasks of water and wine as well as dried beef and bread. It is customary to leave a donation to Ranald in a box near the shrine before using the safe house.

The cult currently has four initiates, two priests, and High Priest Cosimir Knorren with a following of 10d10 thieves at any given time. The priests move the shrine around to prevent the safe houses from being compromised. There is a 50% chance that at least a priest or an initiate will be present at a particular safe house when a character visits it.

The cult exists to help thieves ply their trade and to make sure they pay the proper respect and donations their god requires. The safe houses are open to all thieves that make a donation to Ranald. Members are entitled to special services including access to the cult stores of items for sale at

TABLE 3-1: CULT OF RANALD ITEMS AND SERVICES

Weapons	Cost	General Equipment	Cost	General Equipment	Cost	Poison	Cost
Arrows (5)	1 s	Pouch	4 s	Tinderbox	1 gc	Black Lotus	25 gc
Dagger	15 s	Flask, Leather	10 s	Crowbar	5 s	Chimera Spittle	140 gc
Main Gauche	3 gc	Cloak	3 gc	Disguise Kit	5 gc	Mad Cap Mushroom	20 gc
Net	2 gc	Hood or Mask	10 s	Lock Picks, Best Quality	90 gc	Mandrake Root	20 gc
Rapier	15 gc	Sack	1 gc	Antitoxin Kit	2 gc	Manticore Spoor	60 gc
Shortbow	5 gc	Sling bag	1 gc	Healing Poultice	5 p	*(Improves Gamble Test difficulties by one step)	
Throwing Dagger/Star	2 gc	Loaded Dice (Bone) *	5 gc	Healing Draught	4 gc		
		Marked Cards*	10 gc	Relic of Ranald	4 gc		
		Lock Quality	9 gc	Spike	3 s		
		Rope 20 yards	10 s	Spade	1 gc		

reduced prices, help from other members of the cult when they ask for it, and protection from the law or other hostile forces by the cult if it is within their power. The entrance fee is 10 gc and all members must agree to pay a tithe of 10% of all the treasure they acquire to honour Ranald. **Table 3-1: Cult of Ranald Items and Services** lists the products available to members.

All members receive a special round medallion that they can use to identify each other. It has a black chevron on both sides: "<". When the medallion is spun quickly, it appears to have the letter "X" on it: the symbol for Ranald.

The cult protects members if possible, or avenges their deaths if not. They prefer blackmail, ambushes, and assassination to a direct fight, and often bide their time waiting for the right strategic moment. If characters take actions against cult members, there will certainly be reprisals.

One of the most prominent members of the cult is Dieter Langmans, the owner of the Crystal Palace. He is known to meet often with High Priest Cosimir to discuss important issues. Their main enemy is Dmitri Markov, the crime lord who owns the Ice Maiden. The Kislevian does not pay any money to the cult and is therefore considered an unbeliever. They do not want to risk open warfare with Dmitri, so they instead steal from him by bits and pieces themselves, or secretly hire operatives like the PCs to do their dirty work for them. The cult also keeps an eye out for thieves operating in town who do not donate 10% of their treasure to Ranald. Such thieves are usually sent a message to change their ways or else. The second message usually involves pain.

Cosimir Knorren High Priest of Ranald

Career: High Priest of Ranald (ex-Anointed Priest, ex-Initiate, ex-Priest, ex-Thief)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	55%	46%	43%	46%	45%	60%	62%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	4	5	0	0	0

Skills: Academic Knowledge (History, Religion, Theology) +20%, Charm +20%, Channelling +20%, Common Knowledge (The Empire) +20%, Common Knowledge (Dwarfs), Concealment, Disguise, Gossip +20%, Heal +20%, Intimidate, Magical Sense +20%,

Perception +20%, Pick Locks, Read/Write, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Arcane Language (Magick), Speak Language (Classical, Khazalid, Kislevian, Reikspiel, Tilean)
Talents: Aethyric Attunement, Alley Cat, Divine Lore (Ranald), Etiquette, Fast Hands, Fleet Footed, Lesser Magic (Dispel, Move, Silence, Skywalk), Lightning Reflexes, Luck, Master Orator, Meditation, Petty Magic (Divine), Public Speaking, Resistance to Poison, Seasoned Traveller, Strike to Stun, Strong Minded, Suave, Trapfinder
Armour: Blessed Leather Armour of Ranald
Armour Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Dagger, Hand Weapon (Short Sword)
Trappings: Disguise Kit, 5 gc, Key to Cult Vault, 2 Healing Draughts, Holy Symbol of Ranald

Cosimir was born and raised right here in Deadgate. Orphaned at the age of four, he grew up on the streets, turning to thievery for survival. As he grew into his teens, a priest of Ranald saved his life. The experience influenced Cosimir greatly as he began to think the only reason he had survived at all was because Ranald had been looking out for him. Soon after he became an initiate and has followed the path of Ranald ever since.

Now at 50, he is known as the "old man" by most of the cult members. This is something of a misnomer however; as Cosimir is still rather fit and his skills are formidable. He is bald with a white beard and blue eyes. He wears a suit of leather armour decorated with the familiar "X" pattern of Ranald. Ranald blesses the armour and it grants him 3 armour points to all locations except the head.

Cosimir runs the cult with the master thief Dieter Langmans. They have amassed quite a fortune here in Deadgate and only they know the location of the cult's treasure. It is buried in one of the hideouts behind a door with two intricate locks that cannot be picked. Each of them holds one key so that neither one of them can access the treasure without the other. The cult has stored 3,000 gc in coins and 2,000 gc in gems.

Cosimir is sensible and friendly to all guild members. When not in his official capacity he prefers to be in disguise walking around the streets. Anyone bumping into him would think he was just another derelict. Cosimir uses this opportunity to learn developments in the city and to watch for other thieves in action. He always keeps a mental note of thieves who are not members of the cult so he can send some of his men to see them.

7. THE BIRDCAGE THEATRE

A huge 5-foot wide by 15-foot tall sign on the front of this building depicts a colourful bird in a gold cage. Rodrigo Jose Eusebio from Estalia opened the Birdcage Theatre here 10 years ago. Since then, it has become

a popular spot for gamblers and entertainment lovers alike. The theatre itself is a rounded room with a stage in the centre and seats all around. Cages hang from above holding a variety of colourful birds.

During the day, Rodrigo treats customers to a variety of shows ranging from dancing girls to snake charmers. Tickets sell for 5 *p*. The bar serves ale, but also has the best wine list in the city. Estalian, Tilean, and Bretonian wine can sell here for up to 1 *gc* a glass.

At night, the Birdcage takes on another face as the stage is replaced with a gilded cage and the entertainment is cockfighting. Known for their ferocity and action, Rodrigo offers the best fights in the city. Bookmakers in the theatre take bets from the customers and the action and the odds are shown on a big chalkboard. Characters with the Gamble skill will have to roll a successful **Gamble Test** to win with the difficulty increased or decreased one step to a maximum of **Very Hard** for each difference in odds. For example: a bet on a 4-1 long shot would require a **Very Hard (-30%) Gamble Test**.

The Cult of Ranald uses this place as a way to find some easy marks, and has done well concealing its efforts, for Rodrigo has no idea, seeing the thieves as any other paying customers. The cultists, upon seeing a vulnerable mark, may try to rob the target in the theatre. Observant characters may notice others being robbed, or may very well become the thieves' next victims.

8. SIEGFRIED'S ARMS AND ARMOUR

This shop enjoys a prime location on Dead-End Alley very close to Barrow Hill—the only legal entrance to the ruins in Deadgate. The proprietor is a tall Norscan named Siegfried Helgenheimer. Once a successful adventurer, he retired here to ply his trade as a smith. His shop offers weapons and armour of good quality. Displayed above the forge in his shop is a mighty great axe with a single diamond set in its pommel. It is chained to the wall during the day and Siegfried takes it with him when he leaves for the night.

If asked about the axe, Siegfried relates it is a relic from his younger days when he travelled the Old World in search of adventure. Siegfried is not very talkative, but if someone presses, have the character make a **Challenging (-10%) Fellowship Test** to see if they can convince Siegfried to talk. Is successful, the Norscan opens up and tells a story about how he once went on a quest and killed a Daemon with that axe. If the characters continue to engage Siegfried in conversation, he shows them his diary that is filled with a list of the many creatures he slew over the years with a brief description of each.

Showing continued interest in Siegfried's former career and coming back to hear more adventuring stories is a good way for the characters to befriend him. Once they have, he can be used as an excellent source of information. He has good knowledge of the city and the ruins of Karak Azgal and he has fought almost every monster in the Old World. He gladly mentors the characters if they are seeking that kind of relationship.

Siegfried also has something special he can offer the characters once they have gained his confidence. His father taught him how to make a weapon that is more balanced than most made in the Empire. He calls it the Axe of Norsca, and he will make it for someone he considers a good friend. The process takes a full month and costs 500 *gc*. When completed, the axe is of Best Quality and has the Impact quality, but without the Slow quality normally associated with Great Weapons.

The PCs can take this in the opposite direction as well, seeing the book and the axe Siegfried has as valuable items to steal. The Norscan keeps the book in a locked chest to which only Siegfried has the key. A successful **Hard (-20%) Pick Locks Test** opens it. The book is worth 500 *gc* to interested parties. The axe is more difficult. The chain is locked to the wall and Siegfried has the key. A successful **Hard (-20%) Pick Locks Test** unlocks it. The hard part is doing all this while Siegfried is in the shop. Getting it from him at night will also be difficult, as he never

leaves the shop without it. He lives in a room above and the axe is always at his side. The axe is worth 1,000 *gc*, mostly because of the diamond in the pommel, but is also an Axe of Norsca as described previously. If the PCs steal the axe or book, Siegfried closes the shop and hunts down the thieves. He is a formidable enemy.

Siegfried Helgenheimer

Career: Tradesman (ex-Champion, ex-Veteran, ex-Norse Berserker)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
70%	68%	64%	65%	60%	38%	60%	32%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	20	6	6	4	0	0	0

Skills: Common Knowledge (The Empire) +10%, Common Knowledge (Norsca), Consume Alcohol +10%, Dodge Blow +10%, Evaluate +10%, Gamble, +20%, Haggle, Intimidate +20%, Perception +20%, Performer (Storyteller), Read/Write, Secret Language (Battle Tongue), Speak Language (Reikspiel, Norse), Swim, Trade (Smith) +10%

Talents: Dealmaker, Lightning Parry, Lightning Reflexes, Master Gunner, Menacing, Mighty Shot, Quick Draw, Rapid Reload, Savvy, Specialist Weapon Group (Entangle, Gunpowder, Longbow, Parrying, Throwing, Two-handed), Strike Mighty Blow, Strike to Injure, Very Strong, Very Resilient, Wrestling

Armour: None (although Siegfried does own a suit of Full Plate Armour)

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Axe of Norsca with diamond in hilt

Trappings: Good Clothing, Key to chest with diary in it, Key to lock on chain holding sword, 2 Healing Draughts

9. BARROW HILL CEMETERY

The early days of Deadgate were brutal and ruthless. The Dwarfs would not allow anyone from Deadgate to be buried in the crypts of Skalf's Hold, so there was no place to bring the dead. Bodies were simply dragged up to the top of this hill and thrown into a pit, left to rot in the sun.

Then a priest of Morr named Baldred Staark came to Deadgate, following a vision from his god. He established a temple to Morr on the very spot of the burial pit. It is a square stone building with a domed ceiling and a crypt underneath. After the construction was complete, Baldred worked hard to serve his god up until his death, which was shrouded with mysterious circumstances. He was buried in the temple, and the entire place has become known as Staark's Tomb.

The priests of Morr here perform the rites of the dead, including body preparation and burial in the cemetery at a cost of 3 *gc*. Burial in the crypt beneath the temple costs 10 *gc*. There are four initiates at the temple and one priest. The priest is a man from Altdorf named Rufus Grunenwald. He took over 10 years ago after the death of Baldred.

Rufus Grunenwald

Career: Priest of Morr (ex-Assassin, ex-Duellist, ex-Initiate, ex-Protagonist)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63%	60%	50%	55%	60%	51%	53%	50%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	16	5	5	4	0	0	0

Skills: Academic Knowledge (History, Theology) +10%, Arcane Language (Magick), Channelling, Charm +10%, Common Knowledge (Karak Azgal), Common Knowledge (The Empire) +10%, Common Knowledge (Dwarfs), Concealment, Disguise, Dodge Blow +10%, Gamble, Gossip +20%, Heal +10%, Intimidate +10%, Magical Sense, Perception +20%, Prepare Poison, Read/Write, Ride, Scale Sheer Surface, Secret Signs (Thief), Shadowing, Silent Move, Sleight of Hand, Speak Language (Classical, Reikspiel)

Talents: Ambidextrous, Armoured Caster, Etiquette, Lightning Parry, Marksman, Master Gunner, Menacing, Mighty Shot, Petty Magic (Divine), Public Speaking, Quick Draw, Resistance to Poison, Sharpshooter, Specialist Weapon Group (Entangling, Fencing, Gunpowder, Parrying, Throwing), Strike Mighty Blow, Strike to Injure, Strike to Stun, Street Fighting, Streetwise, Swashbuckler, Very Strong, Warrior Born

Armour: Light Armour (Full Leather Armour)

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Rapier, Main Gauche, Net, Pistol with 10 Shots, 5 Throwing Stars

Trappings: Black Cape, Mask and Hood, Disguise Kit, 2 Healing Draughts, Holy Symbol of Morr, 2 doses of Heartkill poison, 4 doses of Manticore Spoor poison

Though a Priest, Rufus is in Karak Azgal for other reasons. Years ago, his brother was found out to be a Mutant, and though Rufus did his best to discretely hide this fact, ultimately the Witch Hunters located the afflicted man and burned him at the stake, as all Mutants deserve. Broken and devastated, Rufus tried to bury his brother's remains on holy ground, but the High Priest refused to say the rites over those touched by Chaos. From then on, Rufus swore revenge, honing his skills to become a competent killer.

It took many years, but Rufus eventually tracked down his enemy to Karak Azgal. Baldred had no recollection of the man he wronged, and so accepted the man as an assistant. The two worked side-by-side until the moment was right and Rufus tortured the man to death, reminding him of the past misdeed. Now, ten years later, none of the initiates know about the murder or Rufus' role in it, but there are some rumours floating around about their founder's death. A successful **Very Hard (-30%) Gossip Test** reveals the rumour that Baldred was murdered, though not by whom.

From the temple, Rufus built an assassination ring. He currently has two other assassins working for him. Rufus believes killing is the perfect way to serve Morr, sending souls for his kingdom. The PCs could become the target of assassination from the ring or they may try to hire it. A successful **Hard (-20%) Gossip Test** reveals the existence of the ring, but not that it is based at the temple. Contact is usually made through the cult of Ranald or other underworld figures. Suggested prices for assassinations are given here: Commoner, 25 gc; NPC with up to 2 careers, 50 gc; NPC with more than 2 careers, 100 gc; NPC figure well-known in Karak Azgal, 250 gc.

Rufus plays a dangerous game. While he continues on as the head of the Morr cult, he knows that it is but a matter of time before someone outs him, and should that happen, he has a plan to escape the city unnoticed, having a longstanding relationship with Dmitri. Rufus fears discovery by the Dwarfs, knowing they would shut down his assassination business once they learned of it. Thus, to forestall the inevitable, Rufus is very selective about the jobs he takes, and rarely takes a job involving a mark of significance. The price for such a service is well beyond the means of most people; Rufus has charged up to 500 gc for exceptionally well-placed individuals.



10. THE PALACE OF THE DEAD

Excavations to build a mausoleum here uncovered an entrance to the Karak Azgal ruins. The Dwarfs quickly took over, building a stone wall around the building and setting up a legal entrance that they could police effectively. The same rules for entry apply here as at Zambor's Well in Skalf's Hold. (See page 18 for details about Zambor's Well.)

The entrance is a 10-foot-wide sloping shaft with natural stairs leading 150 feet down into the ruins. The entrance is open at all times and is always guarded by at least three Lawbringers. To prevent anything unwelcome from getting out of the ruins, the Dwarfs can seal the shaft with iron bars.

11. THE WALL OF HEROES

A 40-foot-long, 5-foot-high, grey stone wall bears rows of names carved into the rock. The wall is the invention of an entrepreneurial Dwarf named Gotki Skarginson. He built the wall and then sold spots on it to adventurers headed into the ruins. As they move along Dead End Alley on the way to the ruins, Gotki begins his sales pitch about the wall. For just 2 gc, paid in advance of course, he will carve the name of those that do not return from the ruins into the wall so they will be remembered as heroes. A typical pitch goes like this, "You there, before going in to the ruins to face death, why not consider a spot on our wall here? If you should fall bravely facing foes in the depths, don't be forgotten. Be forever remembered with a spot on our wall, so all those coming here henceforth will know your name."

If the PCs purchase a spot on the wall, Gotki carefully takes down the name, but always tries to embellish it to stroke the ego of the person buying a space. Monikers like Ludwig the Mighty and Bertold the Brave are not uncommon. If clients do not return from the ruins in two weeks, Gotki carves their names on the wall for posterity.



CHAPTER IV: RUINS OF KARAK AZGAL

The Dwarfs are well versed in the legends of Dragon Crag. Ask any Dwarf living in Karak Azgal, and he'll recount with perfect detail of the splendour of Karak Izril, of how it fell, and how it came back into the hands of the Dwarfs through Skalf's heroism and valour against the terrible Dragon. So ingrained are these tales, even the Humans and Elves living in Deadgate know most of the details, which have even spread throughout much of the Known World, luring adventures and fools alike to brave the depths just for the chance to find fortune and glory or die trying. These ancient halls are indeed fraught with peril, but the rewards are great for those bold enough to take them.

This chapter gives you what you need to explore the world below Karak Azgal and to create adventures of your own. A cross-section map of the Karak Azgal ruins puts all the locations above and belowground into perspective. Two additional maps illustrate the caverns directly beneath Deadgate and Skalf's Hold where most explorations begin, each left blank so you can fill them with beasts of your own. In addition, there are a number of tables detailing the kinds of creatures one might find, as well as the challenges heroes face, plus the rewards they can earn, all of which is designed to help you to create flavourful encounters and interesting treasures on the fly.

— DESIGNING ADVENTURE SITES —

The important thing to remember before you start adding tunnel systems of your own is that prior to the Greenskin invasions, Karak Izril was a thriving Dwarfen community, and it followed certain Dwarfen architectural designs common in nearly all of holds. Visualizing what the place was like can help you build what it has become.

Essentially, a Dwarfen Hold has five bands of settlements. At the very top, near the peaks of the mountains, are small landing pads for gyrocopters to take off and land. These places also double as watch stations, where sentries monitor traffic moving through the nearby valleys, and warn the hold of attackers. In addition to the landing pads, they also include a number of small rooms for housing sentries and supplies. Reaching one of these watch stations is arduous and daunting, requiring a long climb up a switchback stair carved out of the face of the mountain itself.

The main portion of the hold, or at least what visitors are allowed to see, are the fortifications and trade centres. Constructed with defence in mind, this level consists of tall walls and looming gates flanked by great

towers mounted with bolt throwers. The Dwarfs permitted traders and travellers to enter, but the extent of their exploration of the hold was limited to this level. Dwarfs can interact with visitors in the markets or in the few taverns and hostels that cater to Humans and other civilized peoples. For more information on shops and trade goods, be sure to check out *Old World Armoury*.

The heart of the Dwarfen hold, though, lies beneath the fortress. Here, just below the surface, is a veritable maze of corridors that connect personal quarters and living spaces to temples, feast halls, and civic areas. Personal space is at a premium, and most families live in small homes carved out of the mountain, with a few attached rooms for sleeping and storage.

Underneath the living quarters are two separate areas. The first are the vaults of the dead, great catacombs where those found worthy are interred and honoured for all time. The second are the forges. Here Dwarfs turn the raw ore into finished product, which they sell in the markets above. The forges are ventilated great halls, capable of providing space for dozens of smithies.

THE WORLD BELOW

This section details what adventurers can expect when entering into the depths; from the creatures they can encounter in the ruins, to the strange locales they inhabit and the treasures found there. What is provided here is by no means a complete description of anything and everything one might encounter in Karak Azgal. The ruins of the Dragon Crag are vast, and even the Dwarfs did not uncover all of the caverns and passages beneath the mountain. The opportunity for adventures here is almost limitless. The intention is for GMs to use what is given here and then create adventures for their own group to make the ruins really come alive.

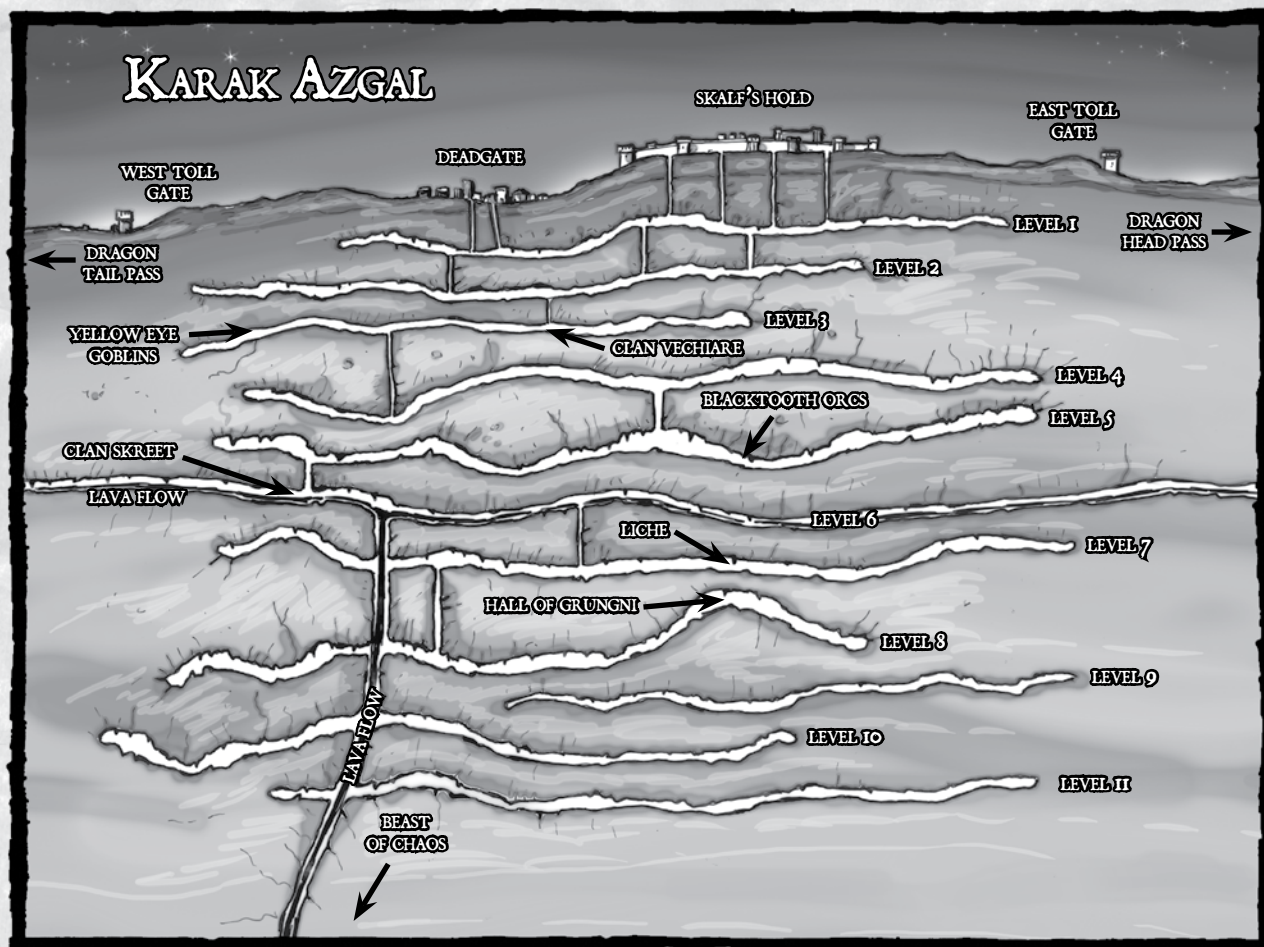
Chapter Four: The Ruins of Karak Azgal provides a general description of what lies within the ruin complex. A map is provided showing the relative location of each area detailed in the book. A sample section of dungeon is also detailed that can be used to introduce the characters to the ruins for the first time. There are also random tables to generate encounters quickly.

Chapter Five: The Skaven Hordes of Karak Azgal provides a detailed description of two Skaven warrens found in the ruins. One is the domain of a Grey Seer and his clan with a dark power dwelling beneath them. The other is the home of a paranoid Clan Skryre Warlock who builds a strange machine that only makes sense to his twisted mind.

Chapter Six: The Walking Dead details the lair of a powerful Elven Liche who has moved into the old Dwarf burial chambers in the ruin. The characters face undead Dwarf warriors awakened from their slumber by dark necromantic magic. With the help of an ancient Dwarf artefact, they may just be able to defeat the Liche and give the Dwarfs eternal rest.

Chapter Seven: Greenskins explores both a Night Goblin tribe and an Orc tribe. The Orcs, under the rule of a mighty warlord, found a cache of Chaos-tainted stone and use it to their advantage. The Night Goblins, dominated by a wily sorcerer, use stealth and cunning to stay alive.

Chapter Eight: Beast of Chaos describes the lowest level of Karak Azgal and the twisted Chaos creature dwelling there. It is rumoured the largest treasure horde in the world is down there, but none have ever returned from an encounter with the beast. This chapter also describes the Altar of Slaanesh, a ruined temple to the Lord of Pleasure that may lie anywhere below.



Access shafts in the forges allow Dwarfs to bring their lodes directly to the metalworkers and jewellers. These tunnels are often vertical and are lined with stairs or feature marvellous elevator systems to lift the material out of the depths. The mines themselves are carefully constructed and supported with stone columns to prevent cave-ins. Dwarfs typically begin excavating an area by digging a narrow tunnel through the rock to probe for metals, and so there are many of these smaller tunnels that branch off from the main passages.

ENVIRONMENTS

Derived from the essential layout of the Dwarfen hold, there are four essential environments in the ruins beneath Karak Azgal.

DWARFEN CONSTRUCTION

The Dwarfs are renowned across the Old World for their skill at craftsmanship. When a Dwarf lays stone or builds an arch, it lasts as long as the mountain itself. The proof of this is in the Dwarf ruins standing in the depths of Karak Azgal. Earthquakes or flowing water may damage the works, but many of the original halls and passages remain intact despite their age.

Most passages are three yards high and are built from tightly fitted stones with barely a crack between them. Doors are also made of stone with handles often placed in the middle. Larger caverns are supported by barrel-vaulted arches or carved stone columns. The Dwarf constructions in Karak Azgal were all created for a purpose, so encounters in these areas would be in areas like old holds, forges, burial chambers, and so on.

One is likeliest to find pockets of intact Dwarfen Construction closer to the surface, such as the old living quarters, but also the forges and the

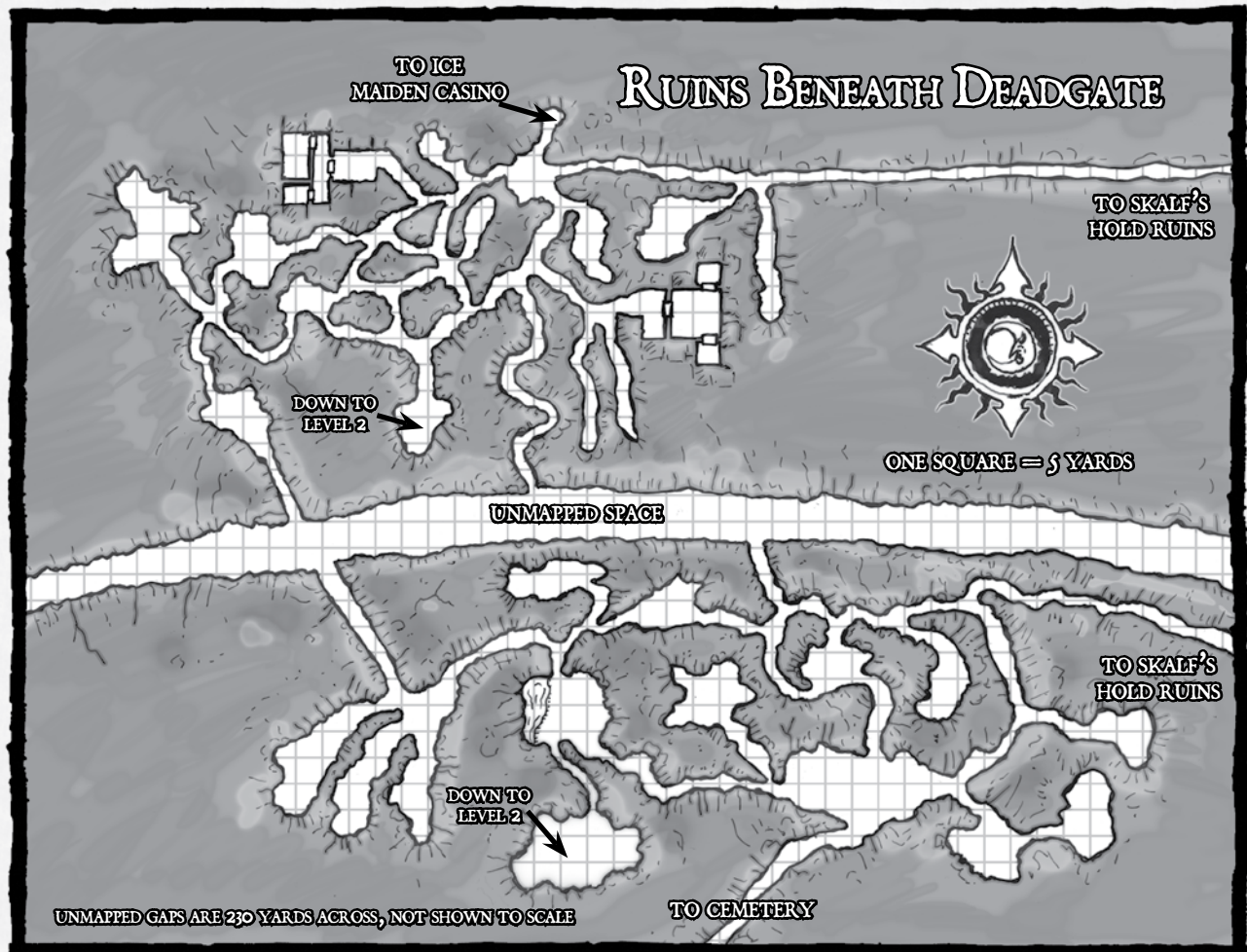
tombs. As seen in later chapters, Undead are the most common types of monsters found here, but probing mobs of Greenskins and Skaven are also likely.

DWARFEN MINES

Of all the miners in the Old World, the Dwarfs are by far the most skilled. Each tunnel, even the ones used for simple probing are carefully constructed and reinforced to prevent collapses. Marked by sturdy stone beams and columns fitted with strong joints, only the most dire of quakes are a threat to these ancient passages. Also, though excavated for exploration and reach the precious lodes of gemstones and rare metals, they are also aesthetic. Miners tend to embellish even the most mundane works, adding small details like runes or names to adding statuettes, bas-reliefs, and more all to convey a sense of what it means to be a Dwarf.

There are many kinds of tunnels that count as Dwarfen mines. Primary tunnels are wide corridors with tall, even by Human standards, ceilings. Rails run down the center of these passages to move ore quickly to the upper levels. Secondary tunnels are narrower with lower ceilings, and Tertiary tunnels are little more than long crawlspaces, used to explore a particular area for metals. These smallest passages can be as tight as two feet tall and wide. While in such a space, all tests, including Weapon Skill Tests, are worsened by two steps. Ballistic Skill Tests with any weapon other than a crossbow are impossible.

Veins of ore still exist within the Dragon Crag, but they are difficult to find. Even in the rare cases where one still remains untapped, characters must devise a way to mine the ore and then transport it must be arranged. For more notes on mining in Karak Azgal, see the sidebar on page 36.



NATURAL CAVERNS

Many of the passages and tunnels beneath Karak Azgal are natural formations uncovered by the Dwarfs as they dug deep into the mountain or unknown areas never before seen by surface dwellers. The tunnels can be many different shapes and sizes ranging from narrow passages barely wide enough for a Halfling, to vast caverns with ceilings reaching beyond sight.

Though home to a great many horrors, the caves are also strangely beautiful. Limestone formations of stalagmites and stalactites are frequently seen, as well as flowstone formations from water running over the stones for thousands of years. The passages are also very colourful due to the large variety of minerals in the rock. White, green, grey, yellow, bronze, and rust blend to create incredibly beautiful sights, especially when illuminated by a torch. The temperature is cool, unless otherwise noted in the text.

BURROWED CAVERNS

The depths of the Dragon Crag are home to an assortment of sinister creatures. Skaven, Orcs, Goblins, and other hideous creatures have gnawed at the earth here for centuries. The passages and caves they created are often little more than crawl spaces excavated, often by claw, in search of gems and ore or a way to surprise their enemies. These caverns are often haphazard and tend to follow the lowest density of stone in an area, resulting in passages that zigzag and criss-cross one another. These passages also have a tendency to collapse, which should be taken into account when the characters are travelling through or fighting in these passages.

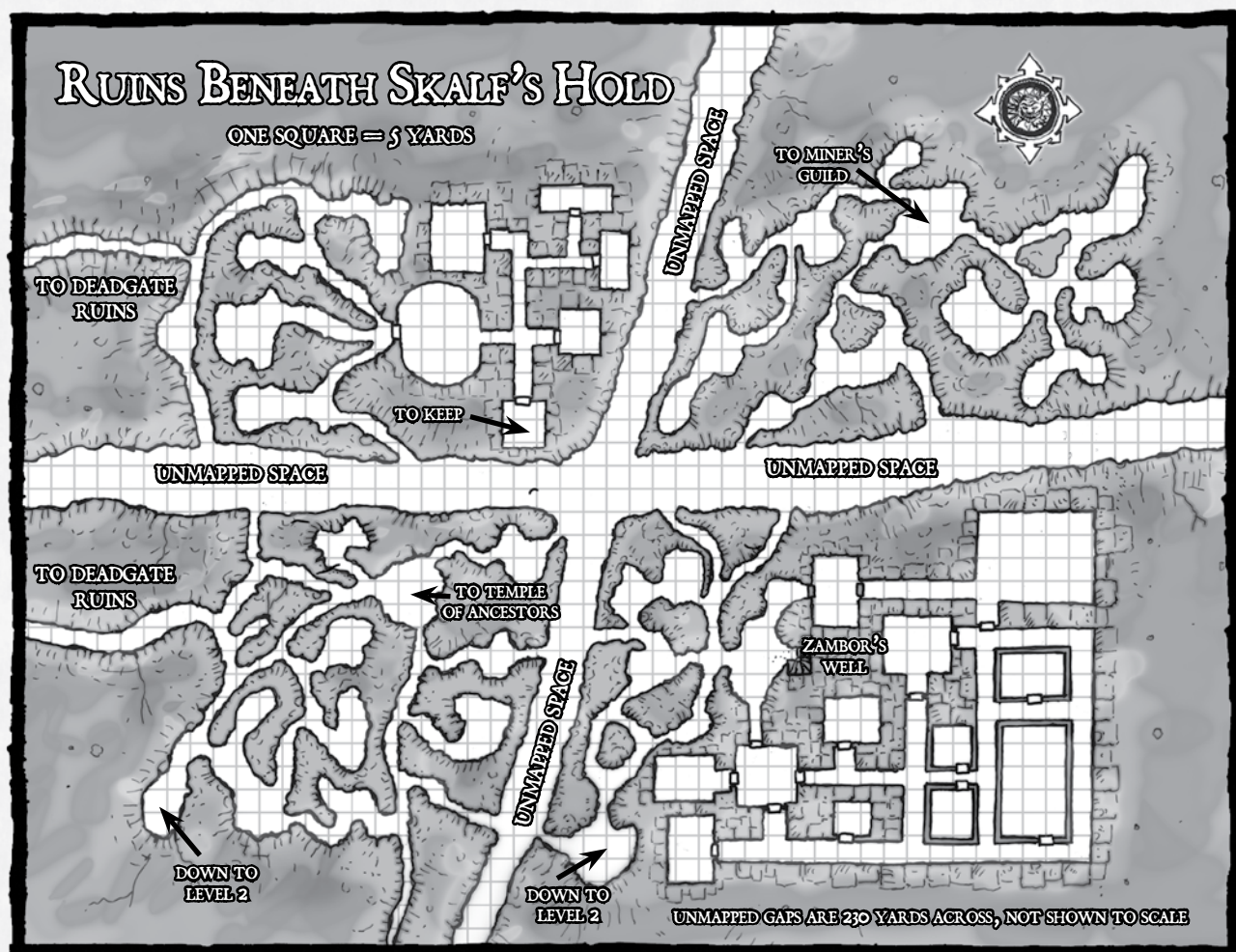
THE MAP OF KARAK AZGAL

The map of Karak Azgal on page 33 shows a cutaway view of the city and the caverns and passages beneath. Dotted lines between each level denote areas where shafts or stairs connect them together. Suggested locations for each of the detailed sections found in this sourcebook are marked as well. There is also a river of lava shown on the eastern end of the map.

The ruins beneath the city are vast and there are many areas yet undiscovered. This map provides a template for your use to detail your own areas in relation to the ones described in these pages. The map is by no means complete, so feel free to add in your own shafts, access points, or even levels as you like.

MAPPING ADVENTURE SITES

When building a new adventure site, you should first determine where to place it. Where you place this new “dungeon” determines the kinds of creatures likely to populate it, as well as giving you an idea of the types of architecture and general flavour of the region. For example, say you want to build a location near the surface. This place is likely to be of Dwarfen architecture—sturdy, defensible, and built to last. Also, this is probably a place that has already been picked over—many adventurers plumb these depths after all, so the denizens should be more along the lines of the standard nuisances one might encounter. Good examples would include rats, Snotlings, bats, and perhaps spiders too, though patrols of Orcs and Night Goblins also work well.



Once you've determined where you want the adventure site, you need to establish its size. Start with the number of rooms. If this is your very first adventure, keep it small, no more than a few rooms. On a sheet of graph paper (noting each square is 2 yards), sketch out the general size and shapes of the places. If this is an area of Dwarfen construction, the rooms should have straight walls, though they can be of any shape you desire. Rooms for a mining area may have central hubs that serve as gathering places from which they can send ore to the Forges. Natural and burrowed caverns can be jagged or gently curving.

Next, connect these rooms with passages of similar design to the rooms you've already drawn. At this stage, you need to establish how the adventure site can be reached, either branching from a wider tunnel or a descending shaft. Some corridors and passages can cross through, or even go over or under other tunnels. If you like you can also add smaller corridors that result from Goblins tunnelling through the earth and stumbling into an area of Dwarfen craftsmanship.

With the basic structure of the place mapped out, you can add all sorts of set dressing, from doors and gates, to toppled statues and columns, to pools, altars, fountains, old furniture, rubble, and more. As you add these details, take notes about how these environments might affect play. A room covered in debris might slow characters down. A room full of support pillars should offer protection against missile fire. Adding detail

makes individual rooms far more interesting, although with that said, don't overdo it either—too much detail can confuse or bore players.

GENERAL NOTES

The first level of the Karak Azgal ruins is the most active and often the most dangerous for adventurers, as the creatures living beneath the city have learned to come there to search for food, slaves, and plunder. Even though an area may be cleared one day, there is a good chance another creature or monster will be there the next, looking for a meal or just to cause mischief. For this reason, the maps for the areas directly below Deadgate and Skalf's Hold on page 34 and 35 do not have set encounter locations. Each map is described briefly and then the encounter tables provided on pages 37–40 allow you to roll randomly to determine what kinds of creatures are present to challenge the party. These tables can also be used for random encounters elsewhere in the ruins. Tables are also provided on page 44 for traps or difficult terrain the characters may encounter. Profiles are not provided for the entries that use monsters or creatures already contained in the *Old World Bestiary* or *WFRP* rulebook. If you don't have the *Old World Bestiary*, you can easily substitute creatures found elsewhere in this book. Finally, there are a number of new monsters and characters mentioned in the encounter tables that are described later in this chapter.

Ruins Under Deadgate

The first level of the ruins here was once an active Dwarf mine. Most of the passages are natural caverns or mine passages with the occasional area featuring Dwarf construction built for operational purposes. The mines were depleted long ago and the walls are scarred from the picks and shovels that removed the ore. The map does not show the entire level, but only the areas close to the entrances.

Ruins Under Skalf's Hold

The first level of the ruins here is mostly natural caverns and Dwarf construction. There is one legal entrance to the ruins here for non-Dwarfs, but as detailed in the Skalf's Hold section, the Great Temple of the Ancestors and the Mining Guild also control entrances to the ruins they use for their own purposes. Feel free to add your own entrances to the ruins as you add more detail to your campaign. The map does not show the entire level, but only the areas close to the entrances.

MINING IN KARAK AZGAL

Karak Azgal was well known in the Dwarf kingdoms as one of the richest gem mines in all of the Old World. Over the course of many centuries, skilled Dwarf miners discovered most of the veins of gems that were easily accessible, and a good many of those that were not. After the hold's fall, most of the gem mines were plundered and cleared out, making it very difficult now to find raw gemstones in the ruins.

Miners are persistent to the point of stubbornness, and many Dwarfs and others on the surface still believe there are veins of gems just waiting to be uncovered in the depths of the Dragon Crag. Characters can try to use their Trade (Miner) skill to search for raw gemstones in the ruins. It is a difficult and time-consuming task, fraught with danger and disappointment. Characters must contend with the denizens of the ruins as well as the dangerous terrain found here.

To find veins of raw gemstones that have not been taken out of the earth yet, characters have to go down to at least **Level 3** of the ruins, as the two upper levels are completely barren. Characters first need to decide where they begin searching for uncut gems. Finding a likely spot takes 1d10 days of poking and prodding around the ruins. At the end of that time, the player makes a **Trade (Miner) Test**. If unsuccessful, the search has turned up nothing. The character can try again in another area of the ruins. If successful, he must spend another 1d10 days searching that particular area in detail. The PC must then make a **Very Hard (–30%) Trade (Miner) Test**. If unsuccessful, nothing is found and the character can try again tomorrow. If successful, the character finds a vein of raw gemstones.

Once a vein is located, getting to the gemstones is difficult. Miners must spend 2d10 days digging out the rock around the raw gems and then they need to find a way to transport them to the surface. The Dwarfs are certainly interested if someone begins to bring large amounts of raw gems to the surface and may confiscate them. Miners also have to worry about thieves finding the mine and making it their own.

Feel free to restrict the amount of gemstones recovered as is appropriate to your campaign. *The Old World Armoury* lists the type and value of raw uncut gemstones on **Table AP–44: Sample Gemstones**. This can be used as a guideline for what the characters find and how much it is worth.

ENCOUNTER TABLES

The encounter tables provide logical monsters and clusters of monsters adventurers are likely to encounter. While you should feel free to mix and match as you like, avoid building encounters with conflicting or inconsistent creatures. Try to pick creatures that match the surrounding encounter locations. For instance, in undefined tunnels near the Greenskins, you should probably use Orcs and Goblins rather than Beastmen and Skaven. Likewise, Haunts, Scavengers and Undead are all suited for the tunnels near those described in **Chapter Six: The Walking Dead**.

Though many of the creatures mentioned here are described in the *Old World Bestiary*, you can substitute creatures found in *WFRP* in their places. Also, the Brute, Sneak, and Chief careers give you important tools to customize these creatures, making each encounter unique.

When building an encounter, first roll on **Table 4–1: Encounters** to determine how many creatures are present. Then roll on a table of creatures appropriate to the region to be explored, using the Creature column for Single Creature results and the Group column for Group results. If you rolled “two opposing groups,” select creatures that would ordinarily oppose one another, such as Greenskins and Greenskins or Skaven and anything else.

For example, Kate decides to create an encounter location. She rolls an 86 on **Table 4–1: Encounters**, resulting in two opposing groups. The

area she's populating is near the Greenskin's lair, so she rolls once on **Table 4-3: Greenskins** and once on **Table 4-4: Interlopers**.

For the Greenskins, she rolled a 41, getting Night Goblins. She rolls again to see how many she gets. She rolled a 75, so she has 2d10 Night Goblins, 1d10/2+1 Night Goblin Sneaks with 6 advances, and 1d10/2+1 Night Goblin Fanatics. For the interlopers, she rolls a 68, getting 1d10/2 Footpads from Deadgate.

Based on her rolls, she decides the thieves tried to sneak into the ruins through an illicit entrance and couldn't find their way back out. Now, they are lost and the Night Goblins hunt them—a perfect conflict to ensnare the player characters.

LOGICAL ENCOUNTERS

A big part of building “dungeons” is the selection of creatures you pit against the adventurers. It might be fun to put a Manticore in one room, a mob of Orcs in the next, and then a group of shuffling Zombies

after the first two, all because it's fun to see what the characters can do. However, the best adventures establish logical connections between the encounters. So, in our previous example, based on what we know about these adversaries, the Orcs probably would have wiped out the Zombies, and if not, the Manticore could easily take out everyone. The proximity of these creatures invites a friction that would guarantee the elimination of one or more groups. A better series of encounters might feature a small tribe of Orcs spread out over a few rooms connected by well-protected passages. The Chieftain likely occupies the largest room with the best goodies, while lesser Orcs might congregate in the shadows of their idols, divided between the rooms. Given the nature of the mines, the Orcs wouldn't last long without some sentries, so you can position a few guards at the entrances to the complex. Now, let's say you want a broader mix of creatures. You could add a few advances in the Brute or Sneak career, but you could also add a few Night Goblins, Squigs, and even a Land Wyvern to serve as the Chieftain's mount. By putting some thought into the encounters, you create an interesting place for the characters to explore that is both fun and logically consistent.

TABLE 4-1: ENCOUNTERS

Roll	Number Encountered
01–30	Single creature
31–50	Single creature with allies nearby (roll as group, but only one of the number is encountered)
51–70	Group
71–80	Two allied groups (roll twice on the same selected table)
81–90	Two opposing groups
91–98	Bizarre (roll on Table 4-2: Bizarre)
99	Roll twice more ignoring results of 99 or 100
100	Roll three times more ignoring results of 99 or 100

TABLE 4-2: BIZARRE

Roll	Creature	If Group	Slaughter Margin
01–05	Bloodletter of Khorne	1d10/2 Bloodletters of Khorne	Hard
06–10	Cave Spider ¹	—	Very Hard
11–15	Daemonette of Slaanesh	1d10/2 Daemonettes of Slaanesh	Hard
16–20	Dragon Ogre	01–50: 2 Dragon Ogres 51–70: 3 Dragon Ogre Brutes with 3 advances 71–90: 4 Dragon Ogre Brutes with 6 advances 91–100: 5 Dragon Ogre Brutes with 12 advances	Hard
21–60	Giant Rat	01–20: 1d10 Giant Rats 21–40: 2d10 Giant Rats 41–60: 3d10 Giant Rats 61–80: 4d10 Giant Rats 81–90: 5d10 Giant Rats 91–100: 10d10 Giant Rats	Easy
61–80	Giant Spider	01–30: 2 Giant Spiders 31–50: 3 Giant Spiders 51–70: 4 Giant Spiders 71–80: 5 Giant Spiders 81–90: 8 Giant Spiders 91–100: 1d10+5 Giant Spiders	Hard
81–85	Horror of Tzeentch	1d10/2 Horrors of Tzeentch	Hard
86	Hydra	—	Very Hard
87–90	Monstrous Squig ²	—	Very Hard
91–95	Plaguebearer of Nurgle	1d10/2 Plaguebearers of Nurgle	Hard
96–98	Rock Worm ³	—	Very Hard
99–100	Land Wyvern ⁴	—	Very Hard

1 See page 41. 2 See page 41. 3 See page 42. 4 See page 42.

TABLE 4-3: GREENSKINS

Roll	Creature	If Group	Slaughter Margin
01-05	Black Orc	01-20: 1d10 Black Orcs 21-40: 1d10 Black Orcs, 1d10/5 Black Orc Brutes with 3 advances 41-60: 1d10+2 Black Orcs, 1d10/5 Black Orc Brutes with 6 advances 61-80: 1d10+5 Black Orcs, 1d10/2 Black Orc Brutes with 6 advances, 1 Black Orc Chief (ex-Brute) with 3 advances 81-100: 1d10+5 Black Orcs, 1d10 Black Orc Brutes with 6 advances, 1 Black Orc Chief (ex-Brute) with 6 advances	Challenging
06-20	Common Orc	01-20: 1d10 Common Orcs 21-40: 1d10 Common Orcs, 1d10/5 Black Orc 41-60: 1d10+2 Common Orcs, 1d10/5 Black Orc 61-80: 1d10+5 Common Orcs, 1d10/2 Common Orc Brutes with 3 advances, 1 Black Orc Brute with 3 advances 81-100: 2d10 Common Orcs, 1d10 Common Orc Brutes with 3 advances, 1 Black Orc Brute with 6 advances	Average
21-30	Giant Rat	01-20: 1d10 Giant Rats 21-40: 2d10 Giant Rats 41-60: 3d10 Giant Rats 61-80: 4d10 Giant Rats 81-90: 5d10 Giant Rats 91-100: 10d10 Giant Rats	Easy
31-40	Giant Spider	01-30: 2 Giant Spiders 31-50: 3 Giant Spiders 51-70: 4 Giant Spiders 71-80: 5 Giant Spiders 81-90: 8 Giant Spiders 91-100: 1d10+5 Giant Spiders	Hard
41-60	Night Goblin	01-10: 1d10/2 Night Goblins 11-20: 1d10+1 Night Goblins 21-30: 1d10+1 Night Goblins and 1d10/5 Night Goblin Fanatic 31-40: 1d10+2 Night Goblins and 1d10/5 Night Goblin Fanatics 41-50: 1d10+2 Night Goblins, 1d10/5 Night Goblin Sneaks with 3 advances, and 1d10/5+1 Night Goblin Fanatics 51-60: 1d10+3 Night Goblins, 1d10/5+2 Night Goblin Sneaks with 3 advances, and 1d10/5+1 Night Goblin Fanatics 61-70: 1d10+6 Night Goblins, 1d10/2 Night Goblin Sneaks with 6 advances, and 1d10/2 Night Goblin Fanatics 71-80: 2d10 Night Goblins, 1d10/2+1 Night Goblin Sneaks with 6 advances, and 1d10/2+1 Night Goblin Fanatics 81-90: 2d10+5 Night Goblins, 1d10 Night Goblin Sneaks with 6 advances, and 1d10/2+2 Night Goblin Fanatics 91-100: 3d10 Night Goblins, 1d10 Night Goblin Sneaks with 12 advances, and 1d10 Night Goblin Fanatics	Easy/Routine
61-70	Night Goblin Fanatic	2d10 Night Goblin Fanatics	Routine
71-80	Squig	01-30: 1d10/5+1 Squigs 31-60: 1d10/2 Squigs 61-90: 1d10/2 Squigs and 1d10 Night Goblins Squigherders 91-100: 1d10 Squigs	Challenging
81-95	Snotling	01-20: 1d10 Snotlings 21-40: 2d10 Snotlings 41-60: 3d10 Snotlings 61-80: 4d10 Snotlings 81-100: 5d10 Snotlings	Very Easy
96-100	Chameleon Snake	1d10/2 Chameleon Snakes ¹	Average

¹ See page 40.

TABLE 4-4: INTERLOPERS

Roll	Creature	If Group	Slaughter Margin
01-10	Manticore	—	Average
11-30	Mutant	01-20: 1d10 Mutants 21-40: 1d10+5 Mutants 41-60: 2d10 Mutants 61-80: 2d10+5 Mutants 81-100: 3d10 Mutants	Routine
31-35	Ogre	1d10/5+2 Ogres	Hard
36-45	Troll	01-33: 1d10/5 Common Trolls 34-66: 1d10/5+1 Common Trolls 67-99: 1d10/5 Common Troll Brutes with 6 advances 100: 1d10/5 Common Troll Brute with 12 advances	Hard
46-65	Adventurer	Adventuring Party ¹	Varies
66-85	Footpad from Deadgate ²	1d10/2 Thugs	Varies
86-95	Markov's Kislevite Mercenary	Markov's Kislevite Mercenaries ³	Challenging
96-100	Brother of the Forked Beard	Brotherhood of the Forked Beard ⁴	Hard

1 See page 42 for details 2 Use Footpad statistics in *WFRP*. 3 See page 28 for details 4 See page 43 for details

TABLE 4-5: HAUNTS, SCAVENGERS, AND UNDEAD

Roll	Creature	If Group	Slaughter Margin
01-05	Banshee	01-40: 2 Banshees 41-50: 1d10/2 Banshees 51-70: 1d10/2+1 Banshees 71-90: 1d10/2+2 Banshees 91-100: 1d10/2+3 Banshees	Challenging
06-25	Ghoul	01-30: 1d10/2+2 Ghouls 31-60: 1d10/2+3 Ghouls 61-100: 1d10/2+4 Ghouls	Average
26-40	Giant Rat	01-20: 1d10 Giant Rats 21-40: 2d10 Giant Rats 41-60: 3d10 Giant Rats 61-80: 4d10 Giant Rats 81-90: 5d10 Giant Rats 91-100: 10d10 Giant Rats	Easy
41-50	Giant Spider	01-30: 2 Giant Spiders 31-50: 3 Giant Spiders 51-70: 4 Giant Spiders 71-80: 5 Giant Spiders 81-90: 8 Giant Spiders 91-100: 1d10+5 Giant Spiders	Hard
51-60	Skeleton	01-20: 1d10/5+2 Skeletons 21-40: 1d10/2+2 Skeletons 41-60: 1d10+2 Skeletons 61-80: 1d10+5 Skeletons 81-90: 2d10 Skeletons 91-100: 3d10 Skeletons	Routine
61-65	Ghost	1d10/5+2 Ghosts	Average
66-70	Poltergeist	1d10/5+3 Poltergeists	Routine
71	Spectre	1d10/5 Spectres	Hard
72-77	Wight	01-33: 1d10/2 Wights 34-66: 1d10/2+2 Wights 67-99: 1d10/2+4 Wights 100: 1d10+4 Wights	Challenging

TABLE 4-5: HAUNTS, SCAVENGERS, AND UNDEAD (CONT'D)

78-88	Wraith	01-33: 1d10/5 Wraiths 34-66: 1d10/5+1 Wraiths 67-99: 1d10/5+2 Wraiths 100: 1d10/5+3 Wraiths	Hard
89-100	Zombie	01-20: 1d10 Zombies 21-40: 1d10+5 Zombies 41-60: 2d10 Zombies 61-80: 2d10+5 Zombies 81-100: 3d10 Zombies	Easy

TABLE 4-6: SKAVEN

Roll	Creature	If Group	Slaughter Margin
01-40	Giant Rat	01-20: 1d10 Giant Rats 21-40: 2d10 Giant Rats 41-60: 3d10 Giant Rats 61-80: 4d10 Giant Rats 81-90: 5d10 Giant Rats 91-100: 10d10 Giant Rats	Easy
41-80	Clanrat	01-30: 1d10/5 Clanrats 31-50: 1d10/2 Clanrats 51-80: 1d10 Clanrats 81-100: 1d10+5 Clanrats	Routine
81-86	Clan Eshin Night Runner	01-30: 1d10/5 Clan Eshin Night Runners 31-50: 1d10/2 Clan Eshin Night Runners 51-80: 1d10 Clan Eshin Night Runners and 1d10/2 Clan Eshin Night Runner Sneaks with 3 advances 81-100: 1d10+5 Clan Eshin Night Runners and 1d10/2 Clan Eshin Night Runner Sneaks with 6 advances	Average
87-91	Clan Moulder Packmaster	01-30: 1d10/5 Clan Moulder Packmasters 31-50: 1d10/5 Clan Moulder Packmasters and Rat Ogre 51-80: 1d10/2 Clan Moulder Packmasters and 1d10/5 Rat Ogres 81-100: 1d10 Clan Moulder Packmasters and 1d10/5+1 Rat Ogres	Routine/Hard
92-95	Clan Pestilens Plague Monk	01-30: 1d10/2 Clan Pestilens Plague Monks 31-50: 1d10 Clan Pestilens Plague Monks 51-80: 1d10 Clan Pestilens Plague Monk Sneaks with 3 advances 81-100: 1d10+5 Clan Pestilens Plague Monk Sneaks with advances	Routine
96-100	Clan Skryre Skirmisher	01-30: 1d10/5 Clan Pestilens Plague Monks 31-50: 1d10/2 Clan Pestilens Plague Monks 51-80: 1d10 Clan Pestilens Plague Monks and Clan Pestilens Plague Monk Shaman with 3 advances 81-100: 1d10+5 Clan Pestilens Plague Monks and Clan and Pestilens Plague Monk Shaman with 9 advances	Average

— NEW MONSTERS —

The following new monsters are known to only exist in the ruins beneath Karak Azgal.

CHAMELEON SNAKE

Indigenous to Karak Azgal, these serpents have evolved to change the colour of their skin to match the surrounding rock, and so are almost invisible when motionless. Ranging in size from 2 to 5 feet long, they use their sharp fangs to inject poisonous venom into their prey. The poison renders the victim unconscious and the snake then swallows it whole. They eat mostly rats and other small creatures, but when startled, they attack to defend themselves.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32%	0%	35%	32%	75%	10%	25%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	6	0	0	0

Skills: Concealment +20%, Perception, Silent Move +20%

Talents: Keen Senses, Natural Weapons, Night Vision

Special Rules:

Poisonous Bite: The bite of a Chameleon Snake is poisonous and renders the victim unconscious so the snake can swallow it whole. A creature bitten by a Chameleon Snake must make a **Toughness Test** or be rendered unconscious for 1d10 rounds. Unconscious characters can take no actions and are considered to be helpless.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Fangs

CAVE SPIDER

From nests buried deep in the roots of the mountains, these monstrosities live alone seeking only to consume living things. Warped by chaos, these horrors have bloated to twice the size of Giant Spiders and are often barely able to squeeze themselves through passages. Their massive grey bodies almost blend into the cavern walls making them difficult to see and they move quickly using their powerful legs, in spite of their size. They are far more intelligent than their smaller cousins, preferring to toy with their prey by laying traps for them. They spin webs of sticky fibre that are also hard to break.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58%	0%	56%	65%	70%	50%	44%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	30	5	6	6	0	0	0

Skills: Concealment, Perception +20%, Silent Move +10%

Talents: Terrifying, Keen Senses, Natural Weapons, Night Vision

Special Rules:

Armoured Skin: The Cave Spider's carapace provides 2 Armour Points to all locations.

Poisonous Bite: A Cave Spider's bite is poisonous and any target bitten by a Giant Spider must make a **Challenging (-10%) Toughness Test** or become paralysed for 1d10 rounds. Paralysed characters can take no actions and are considered to be helpless.

Wall Climbing: Cave Spiders can climb walls like Giant Spiders at their normal movement rate.

Webs: Cave Spiders have the ability to spin webs of a sticky fibrous material. Anyone coming in contact with a web must make a **Challenging (-10%) Agility Test** or become stuck. Stuck characters can take no actions except to try to pull themselves out of the web, an effort requiring a **Strength Test**. After paralysing a victim with their poison, the Cave Spider wraps them in a web cocoon. Escaping from the web cocoon requires a successful **Hard (-20%) Strength Test**.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Mandibles

MONSTROUS SQUIG

Squigs are quite common in the caves of Karak Azgal, but they are normally somewhat bulbous and round with short legs. Occasionally, the unpredictable warping powers of chaos cause Squigs to grow to an enormous size, making them even more formidable. Monstrous Squigs come in many shapes and sizes, but they are at least three times the size of normal Squigs and often have many more legs to support their weight. Upon hearing the roar of this creature, many an adventurer has cowered in fear. These creatures have a huge maw filled with sharp teeth that they use to swallow their prey whole.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58%	0%	61%	48%	35%	5%	38%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	25	6	4	5	0	0	0

Skills: Dodge Blow, Perception

Talents: Natural Weapons, Night Vision, Terrifying, Will of Iron

Special Rules:

Chaos Mutations: A sample set of chaos mutations is provided here. Bizarre colourations (cosmetic), Eye Stalks (+1d10 on initiative rolls), Metallic Skin (+2 AP all locations). Alternatively, you may determine mutations randomly using the tables provided in the WFRP rulebook or the Old World Bestiary. Roll 1d10 to determine the number of mutations: 1-4: 2 mutations, 5-8: 3 mutations, 9-10: 4 mutations, and then roll percentile dice to determine the exact mutation for your Monstrous Squig.

Blood-Curdling Roar: A Monstrous Squig can let out a loud roar as a half-action. Anyone hearing this roar must take a **Terror Test**.

Gaping Maw: Monstrous Squigs have enormous maws; they often simply swallow their enemies whole. A Monstrous Squig can try to swallow a target whole by making a special attack that takes a full action to complete. If the target is wounded, the Monstrous Squig has swallowed him. Each combat round afterwards, the swallowed target can attempt to get out of the Monstrous Squig by making an opposed **Strength Test**. If the test fails, the target takes damage as if struck by one of the Monstrous Squig's attacks. Swallowed targets may also attack using thrusting weapons like daggers. Attacks hit automatically, but Damage is at SB -2 due to lack of leverage.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Claws and Teeth

LAND WYVERN

When the Orcs moved into the tunnels, they brought with them a rare breed of Wyvern—one slightly smaller and meaner than others of its kind but without wings. These are generally solitary creatures unless they've been tamed by the Orcs, and appear quite similar to normal Wyverns, complete with a poisonous tail. Land Wyverns are famously stupid and one will fling itself into combat without concern for numbers or the threat to its own life.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	0%	65%	51%	35%	5%	30%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	40	6	5	4	0	0	0

Skills: Perception +10%

Talents: Natural Weapons, Night Vision, Scales (4), Strike Mighty Blow, Strike to Injure, Terrifying, Unstoppable Blows, Will of Iron

Special Rules:

Tail Attack: At the end of any round in which the Land Wyvern made a swift attack, after all other attacks (including those of the Land Wyvern's opponents) have been resolved, the Land Wyvern may make a tail attack as a free action. This is resolved exactly like any other of the Land Wyvern's natural attacks, except that it is also poisonous. If the attack inflicts at least 1 Wound, the target loses 3 additional Wounds unless that target makes a **Challenging (–10%) Toughness Test**.

Armour: None

Armour Points: Head 4, Arms 4, Body 4, Legs 4

Weapons: Claws and Teeth

ROCK WORM

These monstrous worms are a sickly brown colour and can grow over 15 feet long. Their powerful maw has three rows of teeth and can cut through rock aided by the strong acid secreted by glands in their mouth. In combat, the Rock Worm vomits this acid at its enemies. It is not uncommon to find gems and other ores in the stomach of these creatures after they have been slain.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	0%	52%	58%	22%	5%	30%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	28	5	5	6	0	0	0

Skills: None

Talents: Frightening, Natural Weapons, Strike Mighty Blow

Special Rules:

Acid Spit: As a full action, a Rock Worm spits a stream of acid out of its mouth in a straight line 2 yards wide and 10 yards long. Anyone in the path of the acid stream can try to jump out of the way with a successful **Agility Test**. Failure means that the target has been struck with the acid and takes a Damage 8 hit. The acid will cause a Damage 4 hit each round for 3 rounds after the target has been struck. At the GM's discretion, equipment, arms, and armour of the target may also be damaged.

Calloused Skin: Years of burrowing through solid rock has made the skin of the Rock Worm calloused and hard. This gives it +2 Armour Points in all locations.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Biting Maw

— SPECIAL ENCOUNTERS —

Many of the encounters described on the previous tables include special creatures or groups of creatures.

ADVENTURER/ADVENTURING PARTY

There are of course many different groups of adventurers plumbing the depths of Karak Azgal. It is inevitable your characters will meet up with others like them trying to find their way in the dark halls of the Dwarf ruins. These encounters can be friendly or hostile, depending on your preference. The sample party below is of four characters in their second careers. If the encounter result is for just one adventurer, select one of the following.

Gimnir Okamirson

Career: Giant Slayer (ex-Troll Slayer)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
66%	29%	48%	58%	29%	38%	47%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	3	0	0	0

Skills: Common Knowledge (Dwarfs), Consume Alcohol, Dodge Blow +10%, Intimidate, Perception, Speak Language (Khazalid, Reikspiel), Trade (Miner)

Talents: Disarm, Dwarfcraft, Fearless, Grudge-born Fury, Hardy, Lightning Reflexes, Night Vision, Resistance to Magic,

Resistance to Poison, Specialist Weapon Group (Two-handed), Stout-hearted, Street Fighter, Strike Mighty Blow, Sturdy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Axe), Great Weapon (Two-Handed Axe)

Trappings: 5 gc

Gimnir Okamirson burns with a terrible shame. A celebrated warrior, he was the hope of his clan, but his indecision in the face of an Orc raid cost him his family, his loved ones, and the lives of many innocent Dwarfs. He never talks about the choice he couldn't make, but it fuels his rage, driving him to audacious acts that could be seen as bold or suicidal.

Istilam Seamist

Career: Journeyman Wizard (ex-Apprentice Wizard)

Race: Elf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	41%	35%	46%	52%	60%	56%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	2	0	0

Skills: Academic Knowledge (Magic) +20, Channelling, Common Knowledge (Elves), Magical Sense +10%, Perception, Read/Write, Search, Speak Arcane Language (Classical), Speak Language (Classical, Eltharin, Reikspiel)

Talents: Aethyric Attunement, Arcane Lore (Lore of Metal), Coolheaded, Excellent Vision, Fast Hands, Lesser Magic (Aethyric Armour, Dispel), Meditation, Petty Magic (Arcane), Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Grimoire, Backpack, Healing Draught, 5 gc

The fourth son of a minor Sea Elf trading house operating in Marienburg, Istilam was always fascinated by magic and so when he came of age, he naturally left Marienburg to study under the Gold Wizards in Altdorf. He proved an able student, but faced too much bigotry at the hands of his peers. He left Altdorf and joined up with Kurt Steiner to see the world and unlock the secrets of Chamon, the Yellow Wind of Magic.

Kurt Steiner

Career: Veteran (ex-Pit Fighter)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	42%	51%	45%	41%	31%	48%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	5	4	4	0	0	0

Skills: Common Knowledge (The Empire), Dodge Blow +10%, Gossip, Intimidate, Perception, Speak Language (Reikspiel)

Talents: Disarm, Hardy, Quick Draw, Specialist Weapon Group (Flail, Parrying, Two-Handed), Strike to Injure, Strike Mighty Blow, Very Resilient, Very Strong

Armour: Heavy Armour (Sleeved Mail Coat, Breastplate, Mail Leggings)

Armour Points: Head 0, Arms 2, Body 4, Legs 2

Weapons: Flail, Great Weapon (Great Sword), Hand Weapon (Axe), Main Gauche

Trappings: Gold necklace worth 90 gc, 43 gc, 2 Healing Draughts

Kurt Steiner has fought since he was just a boy. A scrapper in his youth, he was famous for his left-hook, earning the nickname Lefty. Lacking an appreciable skill and being a bully, he found life in the pits to his liking, at least for a while. He eventually met and befriended Istilam and they left Altdorf to seek their fortunes.

Wulf Altmann

Career: Thief (ex-Outlaw)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43%	45%	29%	32%	53%	37%	32%	38%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	2	3	4	0	0	0

Skills: Animal Care, Charm, Common Knowledge (The Empire), Concealment +10%, Dodge Blow, Evaluate, Gossip, Perception +10%, Pick Lock, Scale Sheer Surface +10%, Secret Signs (Thief), Set Trap, Silent Move +10%, Speak Language (Reikspiel)

Talents: Alley Cat, Rover, Sharpshooter, Trapfinder

Armour: Full leather armour

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon (Sword), Dagger, Bow with 10 Arrows

Trappings: 57 gc, 1 Healing Draught, Lock Picks, Hood and Cloak

When Wulf was 9, he stole a pig. At 11, he stole a horse, and when he was 13, he stole Farmer Braun's daughter—well, at least her heart and virtue. By 16, he was an outlaw, running for his life in Drakwald until he just so happened to come across a rather angry Dwarf named Gimmer. They became fast, if not unlikely friends, and with Kurt and Istilam, the quartet has had many adventures, though Wulf has never given up his larcenous ways.

BROTHERHOOD OF THE FORKED BEARD

The Brotherhood of the Forked Beard is an organisation of Dwarfs who oppose the intrusion by outsiders into the halls of their ancestors. They see the adventuring types as tomb robbers and desecrators, each act defiling the dead. To respond to these intrusions, the Brotherhood regularly sends forays into the ruins to eliminate outsiders, butchering them, and recovering the treasures for themselves. While there, these Dwarfs are also likely to attack Skaven, Orcs, or just about whatever and whomever they encounter. Many adventuring parties met a terrible end trying to help a group of Dwarfs fight Greenskins only to have the Dwarfs turn on them once the Orcs and Goblins were destroyed.

A typical Brotherhood raiding party consists of 1d10 Brotherhood Raiders and one Brotherhood Raid Leader. They wear unmarked armour and clothing so they don't give away their membership to the secret society. In fact, the only identifying characteristic they have is a forked beard for which the brotherhood is named. They do not take prisoners and in many cases, fight to the death.

Brotherhood Raider

Career: Shieldbreaker

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	30%	38%	44%	19%	29%	31%	18%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	3	0	0	0

Skills: Common Knowledge (Dwarfs), Dodge Blow, Navigation, Perception, Scale Sheer Surface, Shadowing, Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Acute Hearing, Dwarfcraft, Grudge-born Fury, Night Vision, Orientation, Resistance to Magic, Stout-hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Medium Armour (Helmet, Mail Coat, Leather Jack, Leather Leggings)

Armour Points: Head 2, Arms 1, Body 3, Legs 3

Weapons: Hand Weapon (Axe), Crossbow with 10 Bolts, Shield

Trappings: Grappling Hook, 10 Yards of Rope, Water Skin

Brotherhood Raid Leader

Career: Sergeant (ex-Shieldbreaker)

Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62%	30%	43%	54%	29%	34%	36%	23%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	5	3	0	0	0

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Dwarfs), Dodge Blow +10%, Intimidate, Navigation, Perception, Scale Sheer Surface, Shadowing, Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Acute Hearing, Dwarfcraft, Grudge-born Fury, Menacing,

Night Vision, Orientation, Resistance to Magic, Stout-hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Medium Armour (Helmet, Full Mail Armour)

Armour Points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Axe), Crossbow with 10 Bolts, Shield

Trappings: Grappling Hook, 10 Yards of Rope, Water Skin

— CHALLENGES —

There are dangers in the ruins of Karak Azgal that have nothing to do with monstrous creatures, sneaky Skaven, or murderous thieves. The environment itself can be difficult to manage as well. **Table 4-7: Challenges** adds random natural obstacles to the mix for your characters to overcome (or die trying). A description of each entry follows.

Sinkhole

Sinkholes are difficult to spot as their surface often looks like a normal section of passage or cavern. Characters can spot a sinkhole by making **Hard (-20%) Perception Test**. Stepping in a sinkhole requires the character to make a successful **Agility Test** or sink to his death. A victim has four rounds to escape. Struggling only makes things worse, and characters trying to scramble out sink in two rounds. To escape, a victim must be pulled free or be able to grab something to pull herself out.

Chasm

The way is blocked by a chasm with no discernible bottom. The distance across is 1d10×10 feet. Larger chasms may have stone pillars with flat tops rising up from below that characters can jump on in order to cross the chasm. These should be spaced far enough apart to make it **Challenging (-10%) Strength Test** for the characters to leap across. (See the rules for **Leaping** on page 138 of the *WFRP* rulebook.)

Rock Slide

Passage through the caverns or some loud noise causes a rockslide from a ledge or passage above. The rocks can be avoided on a **Challenging (-10%) Agility Test**. A hit from a rock deals a Damage 5 hit.

Falling Stalactites

Many of the caverns in the ruins have stalactites on the ceiling that can become dislodged by seismic activity or loud noises. When this occurs, 1d10 stalactites fall from the ceiling and may hit the characters below. A character can avoid a falling stalactite by succeeding on an **Agility Test**. Characters hit by a falling rock formation take a Damage 5 hit.

Cavern Collapse

This section of the cavern or passage collapses as the characters pass through it. Characters can throw themselves free by succeeding on a **Challenging (-10%) Agility Test**. Failure means that the character takes a Damage 6 hit disregarding armour and is now buried under a pile of rock. A trapped character can crawl free by succeeding on a **Very Hard (-30%) Strength Test**. Otherwise, companions may dig out the victim, as the GM adjudicates. If the character is left behind, he eventually expires in a few uncomfortable days.

Lava River

Although there is no active volcano nearby, there are various lava tubes and rivers of lava in the ruins. Crossing a river of lava is difficult, as falling in means certain death. The width of the lava river is 1d10×10 feet. If too wide to leap directly, it is also possible for pieces of volcanic rock to float in the river, giving the character the means to leap across and get to the other side. In this case it takes a successful **Hard (-20%) Strength Test** to leap onto or from a floating chunk of volcanic rock. Failure means a very warm welcome to Morr's realm for the character. (See the rules for **Leaping** on page 138 of the *WFRP* rulebook.)

Underground River

A cold and swift underground river blocks the characters' progress here. The width of the river is 1d10×10 feet wide. Swimming in the river requires a **Hard (-20%) Swim Test** to keep from drowning due to the powerful currents.

Slippery Ground

The continual dripping of water over the rocks in this area has caused the ground to become extremely slick. Running or fighting in this area requires a **Challenging (-10%) Agility Test** to avoid falling on the stones. Characters who slip must take a stand action to regain their feet.

Unstable Passage

PCs making successful **Challenging (-10%) Perception Tests** notice this cavern or passage is in danger of collapse. There is a 25% chance for the passage to collapse just from the characters moving through it. There is also a 60% chance for the noise and swirl of combat as well as powerful spells to cause the area to collapse. Consult the rules for **Cavern Collapse**, above, for details.

Poisonous Gas

There are many different kinds of harmful gases wafting through the ruins, most of which are odourless and colourless. Characters breathing

TABLE 4-7: CHALLENGES

Roll	Result
01-06	Sinkhole
07-12	Chasm
13-18	Rock Slide
19-24	Falling Stalactites
25-30	Cavern Collapse
31-36	Lava River
37-42	Underground River
43-48	Slippery Ground
49-54	Unstable Passage
55-60	Poisonous Gas
61-66	Geothermal Steam
67-72	Fissures
73-78	Traps
79-84	Damaged Bridge
85-00	Pits

the gas must make a **Toughness Test** or suffer one of the following effects: 1–2: Fall unconscious for 1d10 rounds; 3–4: Suffer 4 Wounds; 5–6: Suffer 2 wounds; 7–8: Fall unconscious for 1d10 rounds and make another **Challenging (–10%) Toughness Test** or die; 9–10: Lose 1d10% Strength and Toughness for 1 day.

Geothermal Steam

Bursts of steam from vents in the walls or ceiling prevent progress here. To get past the steam, characters must make a **Challenging (–10%) Agility Test**, with failure indicating the character takes a Damage 4 hit bypassing armour.

Fissures

Fissures in the rock have blocked progress along this passage. The fissures are 1d10×5 feet wide and are usually 100 feet deep. (See the rules for **Leaping** and **Falling** on page 138 of the *WFRP* rulebook.)

Traps

Many intelligent creatures live in the ruins beneath Karak Azgal. They frequently set traps to catch prey or to protect their lair from intruders. Traps can be of many different varieties, but the most frequently used are pits and trip wires. Pit traps are usually disguised by dirt and debris to

look like a normal section of floor. They can be detected on a successful **Challenging (–10%) Perception Test**. Most pits are at least 3 yards deep and are designed to trap prey so they can be killed and eaten later. A **Challenging (–10%) Agility Test** prevents a character from falling into a pit, but failure means the character suffers a standard falling damage based on the pit's depth. (See the rules for **Falling** on page 138 of the *WFRP* rulebook.)

Damaged Bridge

A damaged stone bridge spans a chasm or underground river here. A successful **Perception Test** reveals the bridge may not be stable enough to cross. Moving over a damaged bridge should be done with care and requires a successful **Challenging (–10%) Agility Test** to avoid the weak areas. A failed test means the bridge begins to collapse. Anyone on the bridge must make another **Challenging (–10%) Agility Test** or fall to their doom.

Pits

Huge naturally formed pits in the rock pockmark the cavern or passage here. These are roughly circular with a diameter of 1d10×5 feet. Combat near these pits requires characters taking damage to make an **Agility Test** to avoid falling in. Pits are 1d10×3 feet deep. (See page 138 in *WFRP* for **Falling** rules.)

— REWARDS —

What would be the good of all this risk taking if there was no reward of gold or jewels awaiting the brave adventurers at the end of the day? This section can be used to generate random treasures for your characters. The following tables are keyed to the Slaughter Margins of the base creature. In some instances, increase the treasures depending on the number of opponents present. Obviously, some creatures probably don't carry coins and so treasure indicated is incidental, such as being left on the remains of a previous victim or in a nearby tomb or even just scattered amidst the rubble.

GENERATING TREASURE

In every encounter, there's a chance there's additional treasures beyond the creature's trapping. To determine the kinds of treasure present, compare the creature's Slaughter Margin to **Table 4–8: Treasures Found**. Under each column, there's either a “—” or a percentage. If the former, there is nothing of the type. Otherwise, roll percentile. If you roll under the listed number, roll again on the corresponding table.

You can increase the number of rolls by one for each column shift to the left from the creature's Slaughter Margin. For example, say a party defeats a Very Hard opponent. To create a more robust treasure, you could shift over two to get three rolls on the Challenging column.

For example, Kate had the party face off against five Snotlings. As creatures with a Very Easy Slaughter Margin, the Snotlings have a 30% chance of having coin and nothing else. So, Kate rolls a 24, resulting in the possible presence of coins. She then turns to **Table 4–10: Coins** and rolls again, getting an 86. So between all the Snotlings, they have 1d10/5 *gc*. If Kate chooses, she could convert the gold crowns to shillings, or even pence.

COIN

Table 4–19: Coins need not deal exclusively with coins. You could exchange coins for mundane items of an equal value. Say you rolled 25 *gc* for the treasure. To make the items more interesting, you could replace the coins with silver inlaid wooden teeth, left over from a long dead, toothless, Dwarf hero. So long as the goods equal the coin value, the characters are bound to find all sorts of strange things in the

ruins. For ideas on goods, be sure to check out *The Old World Armoury* sourcebook.

GEMS

The corresponding table deals with raw gem values. *Old World Armoury* includes a broad selection of gemstones listing their cut and uncut value. To find out what kind of gem is found, simply compare the rolled value to the closest uncut or cut price for a particular gem. For example, Jon finds a gem worth 30 *gc* and wants to know what it is. Looking at **Table AP–44: Sample Gemstones** in *Old World Armoury*, the GM decides it's a cut chalcedony of exceptional quality, increasing the ordinary value from 25 *gc* to 30 *gc*. As with coins, you can use substitute jewellery for gems. Simply “purchase” the pieces of jewellery with the gem price.

For the purposes of taxation, the Dwarfs impose about a 15% tax on gemstones (30% for Elfs).

IZRIL STONES

There are a great many gemstones buried in the ruins of the old mines, but none compare to the Izril stones, which are unique to Karak Azgal.

TABLE 4–8: TREASURES FOUND

Slaughter Margin	—Percentage Chance of Being Present—		
	Coin	Gems	Special
Very Easy	30%	—	—
Easy	35%	—	—
Routine	40%	30%	—
Average	45%	35%	—
Challenging	50%	40%	30%
Hard	55%	45%	35%
Very Hard	60%	50%	40%

TABLE 4-9: COINS

Roll	—Slaughter Margin—						
	Very Easy	Easy	Routine	Average	Challenging	Hard	Very Hard
01-05	—	—	—	—	—	—	1 <i>p</i>
06-10	—	—	—	—	—	1 <i>p</i>	1d10/5 <i>p</i>
11-15	—	—	—	—	1 <i>p</i>	1d10/5 <i>p</i>	1d10/2 <i>p</i>
16-20	—	—	—	1 <i>p</i>	1d10/5 <i>p</i>	1d10/2 <i>p</i>	1d10 <i>p</i>
21-25	—	—	1 <i>p</i>	1d10/5 <i>p</i>	1d10/2 <i>p</i>	1d10 <i>p</i>	2d10 <i>p</i>
26-30	—	1 <i>p</i>	1d10/5 <i>p</i>	1d10/2 <i>p</i>	1d10 <i>p</i>	2d10 <i>p</i>	1 <i>s</i>
31-35	1 <i>p</i>	1d10/5 <i>p</i>	1d10/2 <i>p</i>	1d10 <i>p</i>	2d10 <i>p</i>	1 <i>s</i>	1d10/5 <i>s</i>
36-40	1d10/5 <i>p</i>	1d10/2 <i>p</i>	1d10 <i>p</i>	2d10 <i>p</i>	1 <i>s</i>	1d10/5 <i>s</i>	1d10/2 <i>s</i>
41-45	1d10/2 <i>p</i>	1d10 <i>p</i>	2d10 <i>p</i>	1 <i>s</i>	1d10/5 <i>s</i>	1d10/2 <i>s</i>	1d10 <i>s</i>
46-50	1d10 <i>p</i>	2d10 <i>p</i>	1 <i>s</i>	1d10/5 <i>s</i>	1d10/2 <i>s</i>	1d10 <i>s</i>	2d10 <i>s</i>
51-55	2d10 <i>p</i>	1 <i>s</i>	1d10/5 <i>s</i>	1d10/2 <i>s</i>	1d10 <i>s</i>	2d10 <i>s</i>	1 <i>gc</i>
56-60	1 <i>s</i>	1d10/5 <i>s</i>	1d10/2 <i>s</i>	1d10 <i>s</i>	2d10 <i>s</i>	1 <i>gc</i>	1d10/5 <i>gc</i>
61-65	1d10/5 <i>s</i>	1d10/2 <i>s</i>	1d10 <i>s</i>	2d10 <i>s</i>	1 <i>gc</i>	1d10/5 <i>gc</i>	1d10/2 <i>gc</i>
66-70	1d10/2 <i>s</i>	1d10 <i>s</i>	2d10 <i>s</i>	1 <i>gc</i>	1d10/5 <i>gc</i>	1d10/2 <i>gc</i>	1d10 <i>gc</i>
71-75	1d10 <i>s</i>	2d10 <i>s</i>	1 <i>gc</i>	1d10/5 <i>gc</i>	1d10/2 <i>gc</i>	1d10 <i>gc</i>	2d10 <i>gc</i>
76-80	2d10 <i>s</i>	1 <i>gc</i>	1d10/5 <i>gc</i>	1d10/2 <i>gc</i>	1d10 <i>gc</i>	2d10 <i>gc</i>	4d10 <i>gc</i>
81-85	1 <i>gc</i>	1d10/5 <i>gc</i>	1d10/2 <i>gc</i>	1d10 <i>gc</i>	2d10 <i>gc</i>	4d10 <i>gc</i>	8d10 <i>gc</i>
86-90	1d10/5 <i>gc</i>	1d10/2 <i>gc</i>	1d10 <i>gc</i>	2d10 <i>gc</i>	4d10 <i>gc</i>	8d10 <i>gc</i>	12d10 <i>gc</i>
91-95	1d10/2 <i>gc</i>	1d10 <i>gc</i>	2d10 <i>gc</i>	4d10 <i>gc</i>	8d10 <i>gc</i>	12d10 <i>gc</i>	16d10 <i>gc</i>
96-100	1d10 <i>gc</i>	2d10 <i>gc</i>	4d10 <i>gc</i>	8d10 <i>gc</i>	12d10 <i>gc</i>	16d10 <i>gc</i>	20d10 <i>gc</i>

TABLE 4-10: SPECIAL

Roll	—Slaughter Margin—		
	Challenging	Hard	Very Hard
01-05	—	—	Fragments
06-10	—	—	Fragments
11-15	—	—	Fragments
16-20	—	Fragments	Fragments
21-25	—	Fragments	Oddity
26-30	—	Fragments	Oddity
31-35	Fragments	Fragments	Oddity
36-40	Fragments	Oddity	Oddity
41-45	Fragments	Oddity	Heirloom
46-50	Fragments	Oddity	Heirloom
51-55	Oddity	Oddity	Heirloom
56-60	Oddity	Heirloom	Heirloom
61-65	Oddity	Heirloom	Gromril Weapon
66-70	Oddity	Heirloom	Gromril Weapon
71-75	Heirloom	Heirloom	Gromril Weapon
76-80	Heirloom	Gromril Weapon	Gromril Armour Component
81-85	Heirloom	Gromril Weapon	Gromril Armour Component
86-90	Heirloom	Gromril Armour Component	Gromril Armour Component
91-95	Gromril Weapon	Gromril Armour Component	Ancient Grimoire
96-100	Gromril Armour Component	Ancient Grimoire	Full Suit of Gromril Armour

Named for the former Dwarf hold, these stones are precious beyond compare, worth 30d10 × 10 *gc* for uncut stones and up to five times more for finished stones. There are two varieties of these stones. The rainbow gem changes colours when viewed from different angles. The other, and far rarer, is the yellow diamond. These stones sparkle with a yellow tint and almost seem to glow. Fair or not, these stones are always confiscated upon exiting the ruins.

SPECIAL

For the most part, special items count as the sorts of things the Dwarfs are looking for. Their content with taking a cut of the coins and gemstones, but they are vigilant about heirlooms, rune items, and other objects sacred to Dwarfen culture. Descriptions, including guidelines for whether or not the object is confiscated, follow.

BROKEN WEAPON OR ARMOUR

The shattered remains of a Dwarfen weapons and armour are scattered throughout the ruins beneath Skalf's Hold, but what makes these unique is that they once belonged to mighty Dwarf heroes. Whenever such an object results, there are one to three fragments. Each fragment is worth 1d10 *gc* to a collector. There is a 20% chance that a Dwarf guard knows these items for what they are and confiscates them.

ODDITY

It's important to remember that long ago, these mines were teeming with Dwarfs, and as with many lost civilisations, the Dwarfs left behind all sorts of objects, some valuable, others absolutely worthless, their purpose long forgotten. When an oddity results, you can literally have the object be anything you can think of, as purposeful or useless as you like. For instance, the object could be a false eye made of stone or an old stone doll, once adored by a little Dwarfen girl centuries ago. These objects are usually not all that valuable, being worth no more than a few gold crowns, but you could insert a particularly nasty item if you like, such

TABLE 4-II: GEMS

—Slaughter Margin—					
Roll	Routine	Average	Challenging	Hard	Very Hard
01–05	—	—	—	—	—
06–10	—	—	—	—	—
11–15	—	—	—	—	—
16–20	—	—	—	—	—
21–25	—	—	—	—	—
26–30	—	—	—	—	—
31–35	—	—	—	—	1d10/5 gc
36–40	—	—	—	1d10/5 gc	1d10/2 gc
41–45	—	—	1d10/5 gc	1d10/2 gc	1d10 gc
46–50	—	1d10/5 gc	1d10/2 gc	1d10 gc	2d10 gc
51–55	1d10/5 gc	1d10/2 gc	1d10 gc	2d10 gc	3d10 gc
56–60	1d10/2 gc	1d10 gc	2d10 gc	3d10 gc	4d10 gc
61–65	1d10 gc	2d10 gc	3d10 gc	4d10 gc	5d10 gc
66–70	2d10 gc	3d10 gc	4d10 gc	5d10 gc	6d10 gc
71–75	3d10 gc	4d10 gc	5d10 gc	6d10 gc	7d10 gc
76–80	4d10 gc	5d10 gc	6d10 gc	7d10 gc	8d10 gc
81–85	5d10 gc	6d10 gc	7d10 gc	8d10 gc	9d10 gc
86–90	6d10 gc	7d10 gc	8d10 gc	9d10 gc	10d10 gc
91–95	7d10 gc	8d10 gc	9d10 gc	10d10 gc	15d10 gc
96–100	8d10 gc	9d10 gc	10d10 gc	15d10 gc	Izril Stone

as an object tainted by Chaos or even warpstone tokens left by a Skaven Grey Seer. In any event, if the object is of Dwarfen manufacture, there's a 50% chance (100% chance for Elf characters) for the guards to recognize the item and confiscate it. If you need help coming up with neat ideas, roll on the following table.

HEIRLOOMS

Heirlooms, unlike oddities, are often valuable, at least to a family living in Karak Azgal. Objects typically include vases, statue, ornamental weapons, or other crafted objects that feature an identifying rune. A successful **Academic Knowledge (Runes) Test** identifies the name of the creator and a clue possibly pointing to a Dwarf on the surface who might want to purchase the item. Heirlooms are typically worth 1d10×5 gc.

GROMRIL WEAPON

One of the better treasures found in the ruins are the rare gromril hammers and axes (essentially hand weapons, though 30% are great weapons). A weapon forged from gromril increases the damage dealt by +1. These weapons are always of the Best Craftsmanship and are worth four times the

TABLE 4-12: ODDITIES

Roll	Oddity
01–10	A long and thin metal rod with sharp blade on one end, used to help Dwarfs scrape clean their toenails.
11–20	One Gromril-toed boot.
21–30	A necklace of Dwarf teeth.
31–40	A stone tablet listing 23 reasons not to like Elves.
41–50	A prosthetic granite tongue.
51–60	A vial of mercury.
61–70	A scrap of parchment bearing an odd rune.
71–80	An intact petrified Dwarf
81–90	A bundle of Goblin scalps
91–100	A stone box containing the shrivelled remains of a creature's heart, likely once belonging to an Elf.

TABLE 4-13:
GROMRIL ARMOUR COMPONENTS

Roll	Result
01–20	Gromril Helmet
21–60	Gromril Breastplate
61–80	Gromril Plate Bracers
81–100	Gromril Plate Leggings

listed price. As expected, gromril weapons count as heirlooms to the Dwarf guards and they are also confiscated upon exiting the ruins.

GROMRIL ARMOUR AND COMPONENTS

In addition to the gromril weapons scattered throughout the ruins, there are also parts of gromril plate. Gromril components provide 3 AP to the protected location. When **Table 4-10: Special** indicates a gromril armour component, roll on **Table 4-13: Gromril Armour Components**. Components are sized for Dwarfs 90% of the time, with the rest being sized for a Human. Full suits of armour are always sized for Dwarfs. Gromril armour is priceless and is always confiscated.

ANCIENT GRIMOIRE

A rare find, these musty old tomes are filled with information about the arcane arts. They are sought after by wizards who study them to learn all they can about the mysteries of magic. The tomes lost in the ruins of Karak Azgal are particularly old and focus mostly on the Rune magic of the Dwarfs, and so are written in Khazalid. They can be sold on the surface for 1d10×10 gc to interested parties. A player may study a tome and make a **Challenging (–10%) Intelligence Test** after one month. Success indicates the player gains the Arcane Language (Runes) skill or a level of skill mastery in that skill.

RUNE ITEMS

Legends tell of the mighty rune weapons and rune-inscribed armour used by Dwarf champions of old. More valuable than a king's hoard, these items are some of the most coveted in the Old World. As such, rune items should be exceedingly rare, if used at all, but in some instances you may want to introduce such an item in the mines and tombs beneath the hold. Feel free, but do so sparingly. *Realms of Sorcery* covers rune armour and weapons in full detail.



CHAPTER V: RATS IN THE BASEMENT

For most, Skaven are nothing more than the subject of old tales, lies spread to scare children. Sure, everyone knows the stories about old Mandred Ratslayer, but that was a long time ago. And surely, he's called "Ratslayer" and not "Skavenslayer," right? Well, beneath Karak Azgal, contrary to popular belief, the Skaven are very real and over the centuries have carved out a vast network of tunnels, the full extent of which even they are unable to remember. Ordinarily, Skaven of different clans do not work together, often preying on one another, unless they are held together through the raw power of a Grey Seer, such as in the case of those found here. This chapter details the two largest Skaven clans in the ruins, including maps of their warrens with keyed descriptions of each area as well as full descriptions of their leaders and their motivations.

CLAN SKREET

Founded by Skreet, a Clan Skryre Warlock, this group of Skaven claims the largest of the old Dwarf forges beneath Karak Azgal (see page 33 for the location of the forges on the map). There, Skreet crafts strange weapons, constructing bizarre devices using the equipment left behind by the Dwarfs along with his own twisted Clan Skryre methods. Skreet's Clanrats wield strange weapons infused with the power of warpstone. His appetite for the substance is insatiable, and he will stop at nothing to obtain more of it to complete his great experiment—a horrific machine, even by Clan Skryre standards.

CLAN VECHIARE

A ruthless and cunning Grey Seer named Farquan leads Clan Vechiare. He despises all other races and has refused to live in any of the Dwarf ruins. As the Skaven have done for centuries, his clan carved out a convoluted and twisted warren. (See page 33 for the location of the

warren on the map.) He is obsessed with destroying Warlock Skreet and his clan ever since they abandoned the Grey Seer to strike out on their own, but he and his Skaven lack the Clan Skryre weaponry employed by his enemies. Instead, their strength lies in their sheer numbers; they have almost twice as many Clanrats as Clan Skreet. Furthermore, they have the magic of the Grey Seer himself. For more information on the Skaven, be sure to check out the forthcoming *Children of the Horned Rat*.

THE PERILS OF WARPSTONE

The Skaven are creatures of Chaos and their entire existence is based on the corrupting influence of warpstone. Throughout this section, the players encounter many strange weapons, devices, and items the Skaven crafted using the Chaos-infected ore. Proximity to the warping influence of Chaos is perilous for other races and characters attempting to use objects infused with warpstone risk gaining a chaos mutation. Each day a player uses or keeps in his possession a warpstone item, he must make a **Challenging (–10%) Toughness Test**. If failed, the subject gains a chaos mutation and must roll on the chart located on page 229 in *WFRP* or on **Table 2–1: Expanded Chaos Mutations** in the *Old World Bestiary*.

WANDERING SKAVEN

Due to their incessant burrowing and the large network of tunnels, the Skaven can be a nuisance anywhere in the ruins. Though this sourcebook details just two major clans, there are many smaller groups scattered throughout the ruins, and so you can easily add a clan of your own design. Generally, the rat men pop up unexpectedly looking for a meal, gems, slaves, or their precious warpstone when adventurers least expect it.

— SERVANTS OF THE HORNED RAT —

Clan Vechiare carved out a warren deep within Karak Azgal on Level Three. From there, they strike out on hit-and-run missions to scavenge for supplies, capture prisoners to be sacrificed to their patron god the Horned Rat or to attack their archenemies, Clan Skreet. An ancient Grey Seer named Farquan rules the clan. His devotion to the Horned Rat is fanatical and he constantly sacrifices captured prisoners to appease the god and maintain its favour. Although devoted to the Horned Rat, Farquan hates the Warlock Skreet and their abominable clan, and so he devotes his efforts to their eradication.

The clan hid their lair well using cleverly concealed passageways and shaft ways, making it difficult for the casual spelunker to find. All of the passages are natural formations or have been carved from the rock by the Skaven themselves. They have also constructed small tunnels linking various passages and caverns throughout their warren. These passages are only about two feet high and wide making them difficult for creatures other than Skaven to get through. The Skaven use these to encircle their enemies and catch them by surprise.

Grey Seer Farquan

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43%	41%	37%	51%	62%*	68%	78%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	5	2†	4	8	0

* When riding on Skarl, Farquan's Agility Characteristic is the listed value. Otherwise, it is 20%. † Due to the Grey Seer's poor physical condition, his Movement characteristic is 2.

Skills: Arcane Knowledge (Magic), Channelling, Common Knowledge (Skaven) +10%, Common Knowledge (The Empire) +10%, Concealment, Intimidate, Magical Sense, Outdoor Survival, Perception, Read/Write, Ride, Scale Sheer Surface, Silent Move, Speak Arcane Language (Daemonic, Magick), Speak Language (Eltharin, Khazalid, Queekish, Reikspiel), Swim

Talents: Aethyric Attunement, Dark Lore (Chaos)*, Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour, Blessed Weapon, Dispel, Magic Lock, Silence, Skywalk), Meditation, Night Vision, Petty Magic (Arcane), Specialist Weapon Group (Sling), Tunnel Rat, Very Resilient

***Special Rules:** *Children of the Horned Rat* provides additional information on Dark Lore (Skaven). If you do not have this book, you can simulate Grey Seer spells by using Dark Lore (Chaos) and by substituting *lightning bolt* for *summon lesser daemon* and *lightning storm* for *summon daemon pack*.

Armour:

Shroud of the Horned Rat: This magic item is a gift the Grey Seer found on the altar of the Horned Rat. It appears to be a tattered brown hooded robe that covers the Grey Seer from head to toe. In combat, it affords great protection to the wearer, giving 4 armour points to all locations. This item is sacred to the Horned Rat and can only be worn by Skaven. If put on by any other race, they must succeed on a Challenging (–10%) Will Power Test or gain 2 Insanity Points. If the wearer does not immediately remove the Shroud, the wearer gains a random insanity, regardless of current Insanity Points. Also, if the Shroud is not in Skaven hands, the Horned Rat sends his minions to find it and get it back. A priest of Sigmar can destroy the Shroud by casting Dispel and rolling a successful Hard (–20%) Channelling Test. Destroying the Shroud also upsets

the Horned Rat, who certainly sends some of his minions to teach the infidels a lesson.

Armour Points: Head 4, Arms 4, Body 4, Legs 4

Weapons: Sling, Dagger.

Magic Items:

Six Warpstone Tokens: The Grey Seer can consume a Warpstone Token to add a +3 to his casting roll. There is a price for this power, as using raw Warpstone in this manner increases the strength of Tzeentch's Curse. Treat all doubles rolled as triples and all triples rolled as quadruples.

Symbol of the Horned Rat: The Grey Seer wears a silver medallion around his neck shaped with the crossed sign of the Horned Rat. The medallion gives the Grey Seer immunity to all poisons and diseases and gives him a +1 bonus to all of his casting rolls. This item cannot be destroyed by normal means. While the Rat Daemon in the depths of the warren still lives, the medallion gives the Grey Seer another +1 on casting rolls, for a total of +2.

Farquan comes from a long line of Skaven in the great city of Skavenblight, the decrepit and decaying capital of Skaven. In his early years, he moved up quickly in the hierarchy using deceit and guile to serve his ruthless ambition. Then, in an attempt to grab more power, he crossed the wrong faction. They retaliated with brutal swiftness, but rather than having Farquan assassinated, his enemies had him exiled instead. Within a week of his failed power grab, he was "chosen" to lead a force to Karak Azgal to reinforce an existing outpost. Since, he has never returned to Skavenblight.

Farquan found Karak Azgal to his liking. The established Skaven warlord was weak and his rats were scattered throughout the ruins, allowing Farquan to quickly eliminate the warlord and gain control of his clan. Farquan constructed his own warren complete with a large shrine devoted to the Horned Rat. If he could build a clan large and powerful enough, he knew the Council of Thirteen would have to take notice, allowing him to return to Skavenblight in triumph.

Just as he was beginning to think he had a force to be reckoned with, a Clan Skryre warlock named Skreet betrayed him. Skreet did not have the same ambitions as Farquan; he was interested in creating new weapons with warpstone and he wanted to use the Dwarf forges and kilns to do it. When Farquan refused, Skreet left the clan to start his own. Since then Farquan has plotted vengeance, concocting convoluted schemes to undo his rival and nemesis, for as long as Skreet defies him, his chances at taking back his rightful place in Skavenblight are dim. To achieve his ends, he hunts for suitable sacrifices to give over to the Rat Daemon that dwells under his chambers, for by doing so, he'll surely gain the Horned Rat's favour.

Farquan is very old. So old that he cannot walk without assistance. If forced to go into battle, a specially engineered Rat Squig named Skarl carries him. Like all good leaders, Farquan commands his forces from behind, ordering his Skaven and planning their attacks while using his spells to help them. He knows surprise and subterfuge are the best weapons for the Skaven and he avoids a direct confrontation at all costs. When possible, he orders his forces to encircle his enemies or trap them.

Skarl the Rat Squig

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	0%	41%	43%	66%	5%	22%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	15	4	4	7	0	0	0

Skills: Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron

Mutations: Hulking, Leathery Skin, Regeneration

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Teeth

Unlike other Rat Squigs, Skarl is a mutant, larger and with a flat back capable of bearing the Grey Seer into battle. Skarl is typically fitted with a specially made saddle.

— CLAN VECHIARE WARREN —

The Clan Vechiare Warren and the Rat Daemon lair below it correspond to the keyed maps below and on page 55. Keep in mind this is an active warren of living creatures, and although the map is keyed with descriptions of what can be found in each area, the actions of the players certainly result in reactions by the clan. You should run the Skaven intelligently, having them respond as appropriate to developments in your adventure.

A. THE SHAFT

This is a natural stone shaft which you can place anywhere in the ruins above as a way to access the warrens. It should be at least 40 yards deep. The Skaven carved handholds and footholds into the walls of the shaft to make it easier to climb without tools. If the characters attempt to descend the shaft without using ropes or climbing tools, they must succeed on a **Hard (–20%) Scale Sheer Surface Test**, with a failed test indicating a fall. See page 138 in the *WFRP* rulebook for guidelines on falling damage.

The shaft opens 6 yards above the floor of the chamber below. There 1d10+3 Skaven guard the shaft, as creatures and adventurers

alike have a tendency to use it. If the Skaven detect any intrusion, they hide in the recesses of the chamber to the south. They wait for the intruder to fall in the concealed pit they have placed directly beneath the shaft opening. The pit is 12 yards deep and the walls are damp, requiring a **Very Hard (–30%) Scale Sheer Surface Test** to ascend. After the pit trap is been sprung, the Skaven attack from cover. If things go badly, they escape to spread the alarm throughout the warren. Attentive characters can spot the concealed pit with by making a successful **Hard (–20%) Perception Test**.

Clanrats

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	25%	30%	30%	40%	25%	25%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	5	0	0	0



Skills: Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

Armour: Light Armour (Leather Jack and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Sling, and Shield

B. GRANITE BLOCK

The passageway widens somewhat here before ending in a huge block of granite. There are numerous axe marks and grooves in the granite and the surrounding walls. The Skaven tried to make it look like this was a section of an old Dwarf mineshaft that was stopped when it came to the granite block. A successful **Knowledge (Miner or Stoneworker) Test** reveals the marks have been placed there deliberately and not as a result of normal mining. A **Hard (-20%) Perception Test** reveals a hidden switch near the bottom that causes the block to swing back into the passageway beyond with a grating noise. Opening the door certainly draws the attention of the Skaven guards from **Locations 1 and 2**.

C. SHRINE TO GRUNGNI

This natural cavern is damp and barren except for a curious stalagmite at the far end. A **Routine (+10%) Perception Test** reveals that the stalagmite looks almost like a Dwarf. Characters who succeed on this test, or are informed of this by someone who did, may attempt an **Academic Knowledge (Religion)** or **Common Knowledge (Dwarfs) Test** to realize that this cave is actually a shrine to Grungni, the Dwarf god of mining and artisans. Grungni's priests disguise their shrines to make them appear to be natural caves.

To the side of the stone formation, there is a locked stone chest on the floor. The lock is well crafted and difficult to open with a key, requiring a **Hard (-20%) Pick Locks Test** and five minutes of work. The chest is empty.

The Skaven found this cave when they built their warren, sensing something unusual about it, and so decided to use it to trap potential interlopers. A **Magic Alarm** spell has been placed in front of the chest. It alerts the Skaven wizard that cast it in **Location 2** of intruders. The Skaven use the time it takes to unlock the chest to sneak around behind the players through the two concealed passages. When in position, about the time when the PCs open the chest, the Skaven attack them from the rear. The Grey Seer has 1d10+3 Skaven (use statistics presented in **Location A. The Shaft**) under his command and can summon more from the warren if necessary. Characters succeeding on **Hard (-20%) Perception Tests** spot the concealed passages.

A careful search of the stalagmite, a **Hard (-20%) Search Test**, reveals a hidden lever in the rear near the base. Pulling the lever causes the formation to slide back into the passage behind, allowing access to the Skaven warren.

Journeyman Seer

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	30%	30%	42%	50%	40%	40%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	2	0	0

Skills: Academic Knowledge (Magic, Daemonology), Channelling, Common Knowledge (Dwarfs), Common Knowledge (Skaven) +10%, Common Knowledge (Under-Empire) +10%,

Concealment, Gossip, Magical Sense, Intimidate, Outdoor Survival, Perception, Read/Write, Ride, Scale Sheer Surface, Search, Silent Move, Speak Arcane Language (Magick), Speak Language (Khazalid, Queekish, Reikspiel), Swim

Talents: Aethyric Attunement, Dark Lore (Chaos)*, Fast Hands, Lesser Magic (Aethyric Armour, Magic Alarm), Meditation, Night Vision, Petty Magic (Arcane), Specialist Weapon Group (Sling), Tunnel Rat, Very Resilient

***Special Rules:** *Children of the Horned Rat* provides additional information on Dark Lore (Skaven). If you do not have this book, you can simulate Grey Seer spells by using Dark Lore (Chaos) and by substituting *lightning bolt* for *summon lesser daemon* and *lightning storm* for *summon daemon pack*.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword) and Sling

D. UNDERGROUND RIVER

The most difficult way to enter the Skaven warren is by traversing the underground river. It is fast moving and treacherous with various ceiling heights and dangerously sharp curves. Travelling though the tunnel by swimming would be almost suicidal, as the water is very cold and there is a strong undertow. All **Row** and **Swim Tests** are **Very Hard (-30%)**.

I. SKAVEN GUARD CAVERN

The Skaven use this cavern to guard the concealed entrance behind the granite block in **Location B**. There is a pen in the rear of the chamber with floor to ceiling metal bars, where they keep between 1 and 3 Rat Ogres at all times. If the Skaven detect intruders, their Packmasters unleash the Rat Ogres to defend the warren. There are two Packmasters for each of the Rat Ogres present. If things go badly, one of them attempts to escape to raise the alarm in the warren.

Skaven Packmasters

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32%	25%	32%	33%	40%	27%	29%	22%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Animal Training +20%, Command +20%, Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception +10%, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Entangling), Tunnel Rat

Special Rules:

Masters of the Lash: Packmasters are experts at controlling Rat Ogres, Giant Rats, and other creations of Clan Moulder. When leading a pack of such creatures, they gain +20% to Animal Training and Command Tests.

Armour: Light Armour (Leather Jack and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Whip

Rat Ogres

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	0%	54%	47%	25%	12%	17%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	28	5	4	6	0	0	0

Skills: Dodge Blow, Intimidate +10%, Perception, Scale Sheer Surface

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure

Special Rules:

In Need of Direction: Rat Ogres are bred for a single purpose: fighting at the command of a handler. Without a clear set of orders, or a commanding Skaven to lead them, they mill about uncertainly. Rat Ogres attack and kill anything that harms them, but their behaviour otherwise is highly erratic if they've lost their handler or finished their last order. Before a Rat Ogre can act, it must succeed on a Will Power Test, with failure indicating that it stands slack-jawed and drooling.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws

2. SKAVEN WIZARD CAVERN

There is always a Skaven journeyman seer (see page 51 for statistics) in this cavern to guard the concealed entrance to the warren in **Location C**. He directs the 1d10+3 Clanrats (see page 50 for statistics) under his command to use the passages from this room to attack intruders in the most effective way. If time permits, he also summons the Skaven from **Location 3**. The Skaven in this cavern also respond to intruders entering the warren through the granite block in **Location B**.

There are mats strewn across the floor along the southern wall for the Skaven to sleep on. The tiny alcove in the north is where the journeyman seer sleeps. Next to his mat are a chair and a small writing table with parchment, a quill pen, and a candle. He keeps four gems stashed beneath his mat. They are worth a total of 50 *gc*. A **Challenging** (–10%) **Search Test** reveals the gems.

3. SKAVEN DREGS

The Skaven live in a rigid hierarchy and the strong and clever quickly rise to the top by climbing on the backs of their less fortunate brothers. This chamber is home to the lowest of the low amongst Clan Vechiare's Skaven. This room smells terrible and the cave is filled with refuse and dung. The few Skaven that prove their worth defending the warren may be assigned to a warrior clan. There are 2d10 Skaven here at all times.

Skaven Dregs

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	25%	30%	35%	25%	25%	15%

DWARF BILE

Dwarf Bile is a fungus that grows only in the caverns of Karak Azgal. It is reddish in colour and flourishes in damp environments often close to the well-known Mad Cap Mushroom. It got its name by the Elves long ago because Dwarfs knew how to prepare the fungus as food despite its bitter taste. To be an effective poison, the fungus must be crushed and then heated in water to create a very viscous liquid. The liquid is then applied to a weapon. Anyone wounded by a weapon coated in Dwarf Bile poison must succeed on a Toughness Test or become paralysed for 1d10 rounds.

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8	2	3	5	0	0	0

Skills: Common Knowledge (Skaven), Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword)

4. AMBUSH CAVERN

This cavern is the perfect place for a Skaven ambush, as six different passages converge here. If the Skaven are aware of intruders in the warren, they lure them here and attack from all sides at once. Since the Grey Seer is always in need of new sacrifices, the Skaven try to capture as many of the intruders as possible. The number of Skaven here springing the trap depends on who has been alerted in the warren. Examples of Clan Vechiare Skaven are in other numbered descriptions of this level. Choose those that will most challenge your group.

5. MUSHROOM CAVERNS

The two caverns in this area are damp and filled with a variety of fungus and mushrooms. Skaven assassins come here to pick Mad Cap Mushrooms and another fungus unique to Karak Azgal, Dwarf Bile, to use in battle against their enemies. For those who know what to look for, a character can cull 1d10 batches of both from the cave. There is a 25% chance that a Skaven assassin will be in one of the caverns doing the same.

Clan Eshin Assassin

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	41%	30%	43%	53%	26%	30%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	3	4	6	0	0	0

Skills: Common Knowledge (Skaven) +10%, Concealment +10%, Dodge Blow, Navigation +10%, Outdoor Survival, Perception +10%, Prepare Poison, Scale Sheer Surface, Silent Move +10%, Speak Language (Queekish), Swim

Talents: Fleet Footed, Lightning Parry, Night Vision, Orientation, Quick Draw, Rover, Specialist Weapon Group (Sling, Throwing), Tunnel Rat

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: 2 Hand Weapons, Sling or Throwing Stars, Poison

6. GIANT RAT LAIR

Mounds of earth and filth are scattered all over the floor of these two chambers, giving off a horrible smell. Clan Moulder Packmasters use this cave to house their mutant giant rats. These monsters travel throughout the warren, but return here to nest. The Packmasters have a special whistle they use to summon the rats when needed. At any given time there are 2d10 giant rats here.

Anyone with the fortitude to search through the mounds and who succeeds on a **Challenging** (–10%) **Search Test** uncovers 1d10 gems, each worth 1d10 *gc*.

Giant Rats

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	31%	30%	42%	14%	18%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	7	3	3	6	0	0	0

Skills: Concealment, Perception +10%, Silent Move, Swim +10%

Talents: Keen Senses, Natural Weapons, Night Vision

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Teeth

7. ENTRANCE TO THE MAIN WARREN

This empty cavern has a high, vaulted ceiling, about 6 yards on average. In the northeast corner, a ledge hangs out over the room at a height of 3 yards. There, a concealed passage leads to the Skaven warren. The passage can be found by succeeding on a **Challenging (-10%) Search Test**.

If the Skaven are aware of intruders, and all their other attempts to thwart them have failed, they make a stand here to defend the main warren. Two Skaven Plague Monks armed with poison wind globes hide in crannies on the ledge. When the intruders reach the centre of the room, the Skaven throw the deadly globes. When the poison clears, Skaven attack the intruders from the small passages on either side of the room whilst the plague monks climb down to close with the survivors. The exact numbers of Skaven present here varies depending on the previous engagements in this region. Pull surviving Skaven from appropriate sections for this last stand.

Plague Monks

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34%	25%	30%	41%	40%	25%	29%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	5	0	0	0

Skills: Academic Knowledge (Religion) +10%, Ambidextrous, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Fearless, Frenzy, Night Vision, Resistance to Disease, Tunnel Rat

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: 2 Hand Weapons, Poison Wind Globe

8. PACKMASTER LAB

This cavern is cluttered with benches and tables laden with foul looking tools and tarnished manacles. There is a stone-ringed pit built into the floor that is four yards deep with bloodstains on the rim. Five barred caves are spread out along the walls. This is where the Packmasters experiment and mutate creatures to do their bidding. There is a 50% chance there will be two Packmasters here working with a Rat Ogre when the players arrive (use statistics on pages 51 and 52, respectively). The large cage contains four Rat Ogres and the other four cages contain two Rat Squigs each.

The number of Packmasters and creatures in this room varies depending on what has happened so far within the warren. The clan currently has a total of five Rat Ogres and ten Rat Squigs at their disposal as well 20 to 30 Giant Rats from **Location 6**.

Rat Squig

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	0%	33%	35%	66%	5%	22%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	10	3	3	7	0	0	0

Skills: Dodge Blow

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Unsettling, and Will of Iron

Special Rules:

Chaos Mutations: When creating a Rat Squig, Clan Moulder Packmasters are very careful to select Squigs that have a beneficial chaos mutation. Roll a d10 for each Rat Squig to determine which mutation any particular creature has. Their favourite choices are 1–2) Scaly Skin, 3–4) Regeneration, 5–6) Leathery Skin, 7–8) Hulking, 9–10) Blood Lust.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Teeth

POISON WIND GLOBE

This devious creation of Skaven Plague Monks is a deadly missile weapon thrown like a grenade. It is a glass sphere filled with a gaseous, green, poisonous mixture infused with warpstone. The sphere explodes on impact, creating a cloud of poisonous gas. The attacker chooses a target and then makes a **Ballistic Skill Test**. If successful, place the small spell template centred on the point of impact. Anyone under the template must make a **Challenging (-10%) Toughness Test** or take 4 Wounds disregarding armour or toughness. The cloud remains in place for 2 rounds and then dissipates. Anyone that does not move out of the cloud as their next action or entering the cloud must pass the test again or suffer an additional 4 Wounds.

If the Ballistic Skill Test fails, roll a d10. On a roll of 1 the wind globe falls out of the attacker's hand and breaks at his feet. Place the small spell template centred on that square and handle damage as normal. On a roll of 10, the sphere falls at the attacker's feet, but does not break on impact. It can be picked up as a half action. On a roll of 2 to 9 refer to the table below to see the direction of the miss and roll another d10 to determine the number of yards away from the original target the small spell template should be placed.

POISON WIND GLOBE MISS LOCATIONS

2	3	4
5	Target	6
7	8	9

9. PACKMASTER LAIR

This large cavern is the home of the Packmasters of Clan Vechiare. Messy sleeping mats are scattered throughout, and in the centre of the room is a large pillar the Skaven use to practice their skills with the whip. There are a total of 15 Packmasters (see page 51 for statistics) in the clan. They respond to any noise from **Location 8**.

The chief Packmaster Thrakk lives in the northeast corner of the cave in an alcove. His sleeping mat is larger and just a little cleaner than those of his brethren. There is also a locked chest in the alcove. A **Hard (-20%) Pick Locks Test** can open the chest to reveal 20 *gc*, two gems worth 10 *gc* each, and an ivory handled whip worth 23 *gc*.

Chief Packmaster Thrakk

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47%	35%	42%	43%	55%	27%	39%	32%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	5	0	0	0

Skills: Animal Training +20%, Command +20%, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Intimidate, Outdoor Survival, Perception +10%, Scale Sheer Surface, Search, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Entangling), Strike Mighty Blow, Strike to Injure, Tunnel Rat

Special Rules:

Masters of the Lash: Packmasters are experts at controlling Rat Ogres, Giant Rats, and other creations of Clan Moulder. When leading a pack of such creatures, they gain +20% to Animal Training and Command Tests.



Armour: Medium Armour (Mail Shirt and Helmet)

Armour Points: Head 2, Arms 2, Body 2, Legs 0

Weapons: Hand Weapon (Sword)

Rat's Teeth Whip: Thrakk made this whip himself so he could deal more damage with each strike. He affixed very sharp teeth onto the end of the whip to bite into his victim's skin. This whip deals SB-2 damage instead of SB-4.

10-II. CLANRAT WARRIORS

These caverns are home to the bulk of the Clan Vechiare clan. There are a total of 60 Clanrats (see page 50 for statistics) in the clan with about thirty of them living in each of the caves. A fire pit is used to cook food and there are mats strewn about the floor for the Skaven to sleep on. There is very little of value in each chamber. A **Search Test** turns up about 50 *gc* in gems total for both rooms.

12. CLAN PESTILENS LAB

Noxious fumes seep out of this cavern along the corridor leading to the entrance. There are four large vats in this cave filled with a greenish liquid. Plague Monks use this chamber to create poison wind globes. A rack with two-dozen empty glass spheres lines the northeast wall.

The Plague Monks use the table along the north wall to produce poison wind globes. A sharp diamond (15 *gc*) used to make the holes in the glass spheres sits in a brass cradle next to a small block of dark yellow wax for sealing the globes once filled with gas. A kiln and a long, hollow, metal tube used for creating the glass spheres stand next to the table.

There is a 50% chance that 5 Plague Monks (see page 51 for statistics) are here hard at work creating more of these sinister devices.

13. CLAN PESTILENS LAIR

This vile lair serves as the sleeping quarters for the clan's Plague Monks. Against the south wall of this room is a small shrine made of bones, whereupon sits the crossed symbol of the Horned Rat. At any given time, 1d10 Plague Monks can be found here. (See page 51 for statistics.) Note, though, that the clan has only 10, so deduct any already killed from this number. Any Plague Monks encountered scream invocations to the Horned Rat and attack. There is nothing of value here.

14. UNDERGROUND RIVER

The churning dark waters of this underground river hold a great many pale fish. The Skaven use this water for drinking and occasionally snare fish with nets. At any time, 1d10 Clanrats (see page 50 for statistics) mill about, drinking, disposing of wastes, or fishing. They attack PCs on sight.

15. SEER GUARD

This empty foul chamber houses the elite guard that serve the Grey Seer. Clustered around smoking cook fires are three groups of five Skaven Seer Guards for a total of 15 warriors. If the Grey Seer is threatened they respond in two rounds. Otherwise, they bark a warning to their master and attack any non-Skaven that intrudes.

Skaven Seer Guard

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	30%	40%	45%	45%	25%	35%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	4	5	0	0	0

Skills: Command, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Two-handed), Specialist Weapon Group (Sling), Strike Mighty Blow, Tunnel Rat

Armour: Medium Armour (Sleeved Mail Coat and Helmet)

Armour Points: Head 2, Arms 2, Body 2, Legs 0

Weapons: Hand Weapon (Sword), Great Weapon (Halberd), Sling

16. CHAMBER OF THE GREY SEER

Farquan spends almost all of his time in this chamber studying ancient tomes, praying to the Horned Rat and trying to figure out how to crush his archenemy: Warlock Skreet. His Rat Squig Skarl sits just inside the entrance to the room, guarding against unwelcome intruders. A bookcase, a small desk littered with papers, and a cushioned sleeping mat rest along the southeast wall of the cave.

A shrine to the Horned Rat and a raised dais surrounding a large open pit dominates the northeast corner of the room. The pit is 15 yards deep with smooth sides. Bloodstains mar the rim of the pit, left from Farquan's many sacrifices. See the description of **Location 19** to find out what lives at the bottom of the pit.

Should the PCs attack Farquan here, he looses a terrific squeak, alerting the Seer Guards at Location 15. On the same round, Skarl (see page 49 for statistics) lunges forward, placing itself between the PCs and its master. Meanwhile, Farquan hobbles back to safety and eats a warpstone token before calling upon the terrible dark powers of his master, to unleash his foul spells. If things go badly for him and his death is imminent, he throw himself into the pit as a final sacrifice to the Horned Rat in the hopes his attackers follow him and meet their doom in the caverns below.

Characters can spot the concealed door in the southern end of the chamber with a successful **Very Hard (-30%) Perception Test**.

17. SACRIFICIAL PENS

The Grey Seer uses this room to hold his captives before he can sacrifice them to the Horned Rat. Iron bars block the entrance with a locked door in the centre, requiring a **Challenging (-10%) Pick Locks Test** to open. The only key lies with the Grey Seer. At any given time, there are 1d10-1 captives here. They can be of any racial composition you like, but most should be Dwarfs, Humans, or Skaven. If you plan to use Karak Azgal in conjunction with an ongoing campaign, this could be a great location to plant an important NPC.

18. TREASURE ROOM

This room holds the Clan's treasure. If the adventurers came here to find an artefact or heirloom, this is where it should lie. Inside this otherwise ordinary cavern are four chests. Each is locked, requiring a **Very Hard (-30%) Pick Locks Test** to open. The chests hold 55 gc, 120 gc, 51 gc, and 105 gc respectively. In hidden cache in the floor, spotted by succeeding on a **Hard (-20%) Perception Test**, are 2d10 gems each worth 2d10 gc.

19. LAIR OF THE RAT DAEMON

The sacrificial shaft that descends 15 yards from the Grey Seer's lair opens onto a large chamber littered with bones and debris. This cave and the network of passages here are home to a chaos spawn of the Horned Rat himself. The daemon feeds on the sacrifices from the Grey Seer,



and in return, the Daemon helps to power the Seer's spells. Those who foolishly descend this shaft, by choice or otherwise, find themselves faced with this abomination. The Rat Daemon attacks immediately, using its familiarity of the caverns to trap his victims.

Rat Daemon

The warping influence of Chaos and the Horned Rat god of the Skaven have created this hideous creature. It has a rat-like head and enormous curved horns. It walks on two legs or four, often varying mid-movement. The Daemon has sharp claws and a spiked tail to attack enemies. Despite its grotesque appearance and disgusting environment, the Daemon is intelligent and likes to taunt its victims in the tongue of Daemons or Skaven depending on its meal.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
71%	25%	52%	48%	60%	30%	56%	9%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	17	5	4	5	0	0	0

Skills: Dodge Blow, Intimidate, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, Queekish)

Talents: Ambidextrous, Daemonic Aura, Fearless, Frightening, Natural Weapons, Night vision, Strike Mighty Blow

Special Rules:

Mutations: Animalistic Legs, Bestial Appearance, Claws, Horns, Spiked Tail, Thick Fur

Armour: None

Armour Points: Head 1, Arms 1, Body 1, Legs 1

— CLAN SKREET —

Clan Skreet found a home in the old Dwarf forges in Karak Azgal on **Level Six**. A lava flow from deep within the mountain supplies the heat for the forges even now, long after the Dwarfs have left. From here, Warlock Skreet uses his Clan Skryre methods to create weapons powered by warpstone. His clan is small, but they have a very defensible lair and powerful weapons to help them survive.

Warlock Skreet of Clan Skyre

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55%	45%	63%	51%	70%	50%	45%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	16	6	5	5	0	0	0

Skills: Command, Common Knowledge (Skaven) +20%, Concealment, Dodge Blow, Evaluate, Intimidate, Outdoor Survival +10%, Perception +10%, Scale Sheer Surface +10%, Silent Move, Speak Language (Goblin Tongue, Queekish, Reikspiel), Swim

Talents: Lightning Parry, Night Vision, Quick Draw, Specialist Weapon Group (Engineer, Gunpowder, Sling), Strike Mighty Blow, Tunnel Rat, Very Resilient

Armour: Warpstone Mail **Armour:** Skreet has imbued his Sleeved Mail Coat and Mail Coif with the power of warpstone, causing it to give off a green glow. The warpstone increases the armour protection by +2 in each location. Anyone other than a Skaven who touches the armour must succeed on a Hard (–20%) Will Power Test or gain a chaos mutation.

Armour Points: Head 4, Arms 4, Body 4, Legs 0

Weapons:

Custom Warlock Pistols: Skreet crafted these two pistols himself to fire bullets imbued with the power of warpstone. They are

considered gunpowder weapons with Damage of 5 and Range of 12/24, and require 2 full rounds to reload. The weapon also has the Unreliable quality.

Warp Lightning Spear: Skreet crafted this spear from meteoric iron he found in the Dwarf forges. It has a small warpstone-fuelled generator on the end that creates a charge of warp lighting. On a successful hit, the lighting discharges and deals an additional Damage 4 hit to the victim. The spear takes one full round to re-charge, but Skreet can use it to attack normally during that time. This weapon has the Experimental trait and the generator slows it down, so it loses the Fast quality.

Skreet was once the advisor and lieutenant of Grey Seer Farquan and trusted member of Clan Vechiare. When he learned the Orc warlord Gorgol had stumbled upon the remains of a meteor filled with warpstone, he implored Farquan to attack the Greenskins and take the stone for themselves. With the idea coming from an underling, the Grey Seer refused to consider attacking the Greenskins, claiming the clan had a sufficient supply of warpstone already.

Skreet, being far more intelligent than the Grey Seer, saw the cache of warpstone as a means to gain the respect and power he deserved, and so he crept from his lair and sought out the Greenskins. At first, the Orcs were not amenable to a trade and tried to kill the ambitious Skaven, but Skreet promised the Orcs mighty weapons powered by warpstone—a promise he did not intend to keep. Gorlag, not known for his genius, agreed, himself secretly plotting to slaughter the Skaven once they acquired the weapons. With the deal struck, Skreet returned to his people, gathered his loyal followers, and made off with warpstone and supplies, enraging the Grey Seer and gaining his eternal enmity. In their flight, Skreet and his renegades settled in the old Dwarf forges where they busily work to construct terrible weapons of war.

Skreet is short-tempered and domineering, expecting absolute obedience from the members of his clan. He has his minions fling any who dare to disobey him into the lava. He is paranoid, constantly afraid either Farquan will come for him or the warlord will tire of their arrangement and try to destroy him, so he keeps a constant guard on the entrances to his domain. His strength is enhanced by warpstone through implants in each of his arms of his own design. Metal rods in each arm are attached to a small warpstone generator on his back that gives him a +20% bonus to his Strength.

A. LAVA CHAMBER

This room is shown on the inset box on the map with an A marking where the characters enter the area. The top of the inset box matches up with the bottom left of the the main map, as noted.

This cavern is roughly 44 yards wide and 68 yards long. Islands of rock jut upwards 10 yards above flowing lava, making this room very hot. Crudely built rope bridges with wooden planks connect some of these islands, creating a walkway to the opposite end of the cavern. There the Skaven keep two ratling guns (their starting locations are marked “G” on the map) to defend this entrance to their lair.

There are always five Skaven on duty here, but they sometimes lose concentration and are not always vigilant about watching for intruders. If the characters enter this area, the Skaven must make a **Challenging (–10%) Perception Test** to notice them. If any succeed, four Skaven immediately pick up the ratling guns, get behind the cover marked “G” on the map, and shoot at the adventurers as soon as they come within range. The fifth Skaven runs up to the rope bridge marked with an R on the map and pulls it back so the characters cannot use it. It takes him one full action to do so. After, he runs to **Location 1** to warn the clan of intruders.

RATLING GUN

Another twisted creation of Clan Skryre, the ratling gun is capable of firing multiple shots, each one infused with a tiny piece of warpstone. The weapon requires two Skaven to operate—one must hold the barrel of the gun whilst the other holds the metal container full of warpstone-laden ammunition. A flexible metal hose connects the ammunition and barrel so the Skaven must always stand next to one another or otherwise be forced to drop the weapon. It is not possible to operate the weapon alone, for the Skaven holding the ammunition must operate a switch to control the flow of ammunition to the weapon.

The ratling gun operates similar to a blunderbuss, as it fires a blast of shots from the barrel covering everything in a 2-yard wide area up to the limit of the weapon's range of 32 yards. The main difference from a blunderbuss is this weapon does not need to be reloaded. It can fire continuously until it suffers a misfire or runs out of ammunition (25 shots)—there isn't time to reload. Anyone caught in the blast must make a successful **Agility Test** or take damage. Keep in mind, failed **Agility Tests** in the lava chamber could mean characters are at risk of falling.

RATLING GUN

Group	Damage	Range	Reload	Qualities
Engineer	3	32	Free	Shrapnel, Experimental

WARP FIRE THROWER

This diabolical creation of Clan Skryre shoots goutts of warp fire. The weapon requires two Skaven to operate, as one must carry the barrel holding the warp fire mixture while the other aims the nozzle and fires the weapon. For this reason, the Skaven act as a team and must always remain next to one another or be forced to drop the weapon.

To fire the weapon, the Skaven choose a space up to the weapon's maximum range of 24 yards and make a Ballistic Skill Test. If successful, place the point of the flame template on that square facing away from the weapon. Anyone hit by the template must make an **Agility Test** or take a Damage 5 hit with no armour protection. On the next round, the player must make another **Agility Test** or catch fire. See page 136 in the *WFRP* book for details about catching on fire. If the shot misses, roll a d10. On a roll of 1, the weapon did not fire this turn due to a malfunction, but can fire again next turn. On a roll of a 10, the warp fire thrower has jammed and will not fire again until a successful **Academic Knowledge (Engineering) Test** is made. On a roll of 2 to 9 refer to the table below to see the direction of the miss and roll another d10 to determine the number of yards away from the original target the flame template should be placed.

WARP FIRE THROWER

Group	Damage	Range	Reload	Qualities
Engineer	5	12/24	Half	Experimental

WARP FIRE THROWER MISS LOCATIONS

2	3	4
5	Target	6
7	8	9

The islands of stone are slippery and jumping or running on them require a **Challenging (-10%) Agility Test** to avoid sliding off an edge. A sliding character can prevent guaranteed death by succeeding on a **Challenging (-10%) Strength Test**, letting him grab hold of the side before falling into the lava below.

Clan Skryre Skirmishers

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	35%	30%	30%	44%	32%	28%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Academic Knowledge (Engineering), Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Master Gunner, Night Vision, Rapid Reload, Specialist Weapon Group (Engineer, Gunpowder), Tunnel Rat

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon, 2 Warlock Pistols

B. FALSE SHRINE

This was the main entrance to the Dwarf forges at the time of Karak Azgal's height. The Skaven saw this as a weak spot in their defences, so Skreet ordered the construction of a concealed door to hide the entrance. A Dwarf statue was dragged here to do the job. The Skaven have thrown a bunch of junk and debris in this room to make it look abandoned.

A successful **Routine (+10%) Academic Knowledge (Religion)** or **Common Knowledge (Dwarfs) Test** reveals the statue to be Grungni, the Dwarf god of miners and craftsmen. A successful **Challenging (-10%) Search Test** reveals the inward-opening concealed door behind the statue. Pushing the statue to the right provides access to the door. The Skaven constructed the trap denoted by the circled T on the map just in case an intruder gets past the secret door. Making a **Challenging (-10%) Perception Test** reveals small holes in either wall and the pressure plate in the floor, which give the trap away. If the trap is sprung, four darts shoot out from each wall, requiring each character in the area to succeed on a **Challenging (-10%) Agility Test** or take a Damage 4 hit. The trap can be disabled on a successful **Challenging (-10%) Pick Locks Test**. The darts have also been treated with Manticore Spoor poison (see *WFRP* page 123).

C. SUPPLY SHAFTS

The Dwarfs used this large cavern to bring ore and other supplies down to the forges. There are four shafts here along the back wall of the chamber. Leading up to each one are iron tracks for the mine car marked on the map. All four tracks converge to lead toward a portcullis at the southern end of the room. A lever at the conjunction can be moved to choose the car's path. The car is empty, but it still works and can be pushed along the tracks with a **Routine (+10%) Strength Test**. Once the car gets moving, the passage south slopes downward slightly and the car picks up speed. The car has a hand brake to slow it down if necessary. Another lever outside the doors to **Locations 7 and 8** can be switched to move the car in either direction. The portcullis is locked and the controls are located on the other side in the hallway. It can still be forced open with a **Hard (-20%) Strength Test**.

The shaft on the far right is the only one that still has a functioning Dwarf elevator. See **Area B: Supply Lift** on page 66 for a description of how these elevators work. The other shafts can be climbed with a **Challenging (-10%) Scale Sheer Surface Test**. You can use these shafts to link up the Skaven lair with other sections of the ruins either above or below.

Skreet is aware of the danger of infiltration here and he placed a very special guardian to protect this section of his lair. Soon after he left Clan Vechiare, he and his men came upon a wounded Manticore that was near death. Seeing the potential in gaining the creature as an ally, they dragged it back to the forges. With the help of three Packmasters that defected from their former clan, they nursed it back to health. The creature now lives in this chamber and the Skaven keep it happy by feeding it daily with captured prisoners or whatever they can find in the depths to satisfy its hunger. The creature can no longer fly and moves very slowly for its kind, a result of the injuries it has suffered.

Manticore

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54%	0%	55%	67%	48%	16%	43%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	38	5	6	4	0	0	0

Skills: Perception +10%

Talents: Flier, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure, Terrifying, Will of Iron

Special Rules: Chaos Mutations: Foul Stench and Leathery Skin

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Teeth

1. SKIRMISHERS' BARRACKS

This small room serves as the living quarters for 10 Skaven skirmishers (see page 58 for statistics). They serve in teams of five to guard the lava chamber entrance to the Skaven lair. There will always be at least five Skaven here unless they have been summoned to help defend the lair from attack. They sleep on 10 fur mats spread about the chamber. The place smells awful. If anyone can stand the stench long enough to look around, a **Challenging (-10%) Search Test** reveals a total of 1d10 gems worth 1d10 *gc* each.

2. AMMUNITION STORAGE

The skirmishers guarding the lava chamber use this room to store the ammunition for their ratling guns. Shelves along the walls hold a total of six full containers of the warpstone shot. A single gun rests on a table in the centre of the room. Connecting the gun to a barrel of ammunition requires a **Hard (-20%) Academic Knowledge (Engineering) Test**. See page 56 for details on this weapon.

3. THE CHAMBER OF FIRE

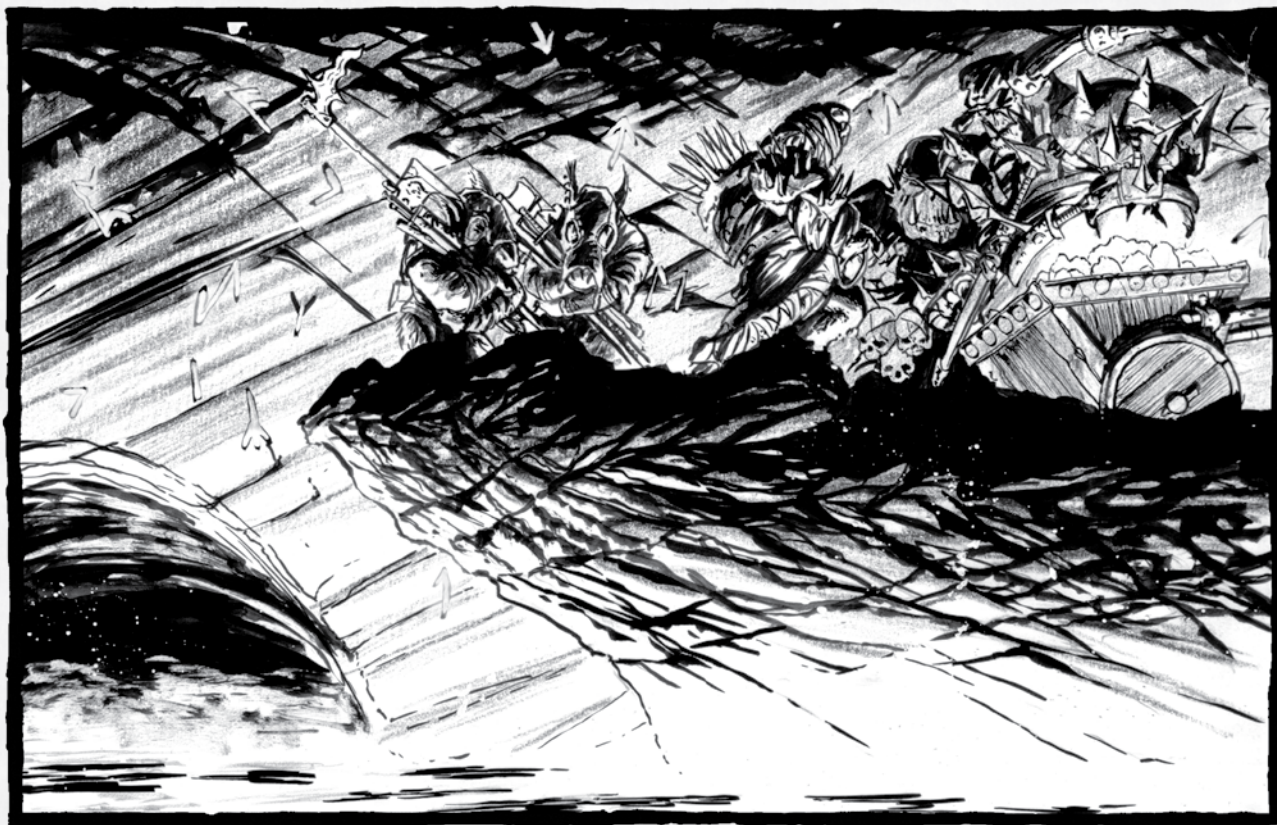
Just walking down the hallway from **Locations 1 and 2** or opening the doors beyond the trap leading from **Location B** releases a wave of heat from the lava flowing through this chamber. The walls and floor of this room as well as the barrel-vaulted ceiling 12 yards above are inscribed with glowing orange runes. A **Hard (-20%) Academic Knowledge (Runes) Test** reveals they are powerful runes of warding designed to protect the chamber from the heat and any lava overflows.

In the southwest and southeast corners of the room stand enormous 10-yard-tall bronze statues of powerful Dwarfs, one wielding a hammer and the other sharpening an axe blade. A **Routine (+10%) Academic Knowledge (Religion)** or **Common Knowledge (Dwarf) Test** reveals them to be different manifestations of the dwarf god Grungni.

The three doors in the north of the chamber lead further into the Skaven lair, but can only be reached by crossing bridges over the lava river flowing through the chamber. Four skirmishers (see page 58 for statistics) are always on duty here on either side of the main bridge behind stone barricades (marked "WF" on the map). They wield warp fire throwers and attack any intruders attempting to cross over the bridges.

When the PCs first enter this area, they stumble onto the first trade between the Skaven and the Orcs. Gorgal's Clan has just arrived with a pile of warpstone in tow. Waiting for them is Grott—an assassin and second in charge of Skreet's operation. To ensure the deal goes off without a hitch, Grott has a warp fire team and five Skaven skirmishers (see page 58 for statistics) ready to pounce if the Orcs get saucy. The skirmishers have five flawed warlock pistols, each designed to explode when the user pulls the trigger. Skreet knows Gorgal will be the first to test the weapon, and killing the Warlord will cast the Orcs into confusion as they vie for dominance.

If the PCs don't interfere, the exchange goes as planned, with the skirmishers swapping the weapons for the tainted ore, and both sides withdrawing slowly and carefully, each thinking they got the better of the other. Once the warpstone is in hand, the skirmishers pull the cart filled with the substance into **Location 6**. Should the PCs attack, the Orcs make a grab for the pistols, leaving behind the warpstone and fleeing down the tunnel. Meanwhile, the warp fire thrower team fires their weapon to hose as many PCs as they can. Three skirmishers led by Grott close with any characters not caught in the unholy flame, while the remaining two struggle to get the warpstone into **Location 6**. Skreet meanwhile orders his Skaven underlings in that room to join Grott to destroy the intruders. Skreet provides covering fire with his warlock pistols until the PCs close on his position, at which time he flings himself into the machine as described in **Location 6**.



Grott, Clan Eshin Assassin

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
53%	61%	40%	53%	73%	36%	35%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	5	6	0	0	0

Skills: Command, Common Knowledge (Skaven) +20%, Concealment +20%, Dodge Blow +10%, Follow Trail, Navigation +10%, Outdoor Survival, Perception +20%, Prepare Poison +10%, Scale Sheer Surface +10%, Shadowing, Silent Move +20%, Speak Language (Goblin Tongue, Queekish), Swim

Talents: Fleet Footed, Lightning Parry, Night Vision, Orientation, Quick Draw, Rapid Reload, Rover, Sharpshooter, Specialist Weapon Group (Sling, Throwing), Sure Shot, Tunnel Rat

Armour: Medium Armour (Mail Shirt)

Armour Points: Head 0, Arms 0, Body 2, Legs 0

Weapons: 2 Hand Weapons (Swords), Throwing Stars

Trappings: Keys to his room, his chest, and **Location 6**; Poison (Manticore Spoor, Dwarf Bile)

Orcs

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	35%	35%	45%	25%	25%	30%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0



Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Special Rules: Animosity, Choppas (see page 230 of WFRP)

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa, Bow, Shield

4. GROTT'S LAIR

The door to this room is locked and requires a **Challenging (-10%)**

Pick Locks Test to open it. Grott the Skaven Assassin lives here. He uses the forge in the northeast corner to heat the room. A table with various bowls and a mortar and pestle sits next to shelves on the north wall. The shelves hold 5 containers of Manticore Spoor poison and 10 containers of Dwarf Bile poison. His bed is a pile of furs along the west wall of the room. There is a locked chest in the southeast corner of the room. The chest is trapped with Manticore Spoor poison. Anyone attempting to pick the lock must make a **Hard (-20%) Agility Test** or be pricked by a cleverly placed needle. A successful **Hard (-20%) Search Test** reveals the trap, making it easy to avoid. A **Hard (-20%) Pick Locks Test** opens the chest to reveal the following: a gold bracelet worth 24 *gc*, a silver gem-encrusted ring worth 120 *gc*, two uncut diamonds worth 250 *gc* each, and a leather-bound book written in Queekish entitled *How to Kill Man Things*, worth 750 *gc* to the right buyer. If Grott has not been encountered previously and slain, he's here 25% of the time.

5. SKIRMISHERS' BARRACKS

Ten Skaven skirmishers call this room home when not on duty elsewhere in the forges. Messy sleeping mats made of furs and garbage lie scattered about the room. A smelly cooking pot filled with a disgusting green liquid sits on a tripod, suspended above the old forge in the northwest corner.

A **Challenging (-10%) Search Test** reveals a variety of trinkets buried in the sleeping mats, from bracelets to small gems, worth a total of 250 *gc*. Unless they have been slain elsewhere, there are five skirmishers (see page 58 for statistics) here when the players arrive.

6. THE INFERNAL MACHINE

The door to this room is locked and requires a **Hard (-20%) Pick Locks Test** to open it. The entire north end of the room is open, looking down onto the river of lava as it flows past. The room is extremely hot, worsening the difficulty of all tests by one step. A bridge crosses the river and leads to a hallway beyond.

Against the west wall stands a strange machine consisting of large metal spheres connected by tubes and wires. It casts a sickening green light into the room as it crackles with profane energy. Resting on the floor in front of the contraption is an iron cage, connected to the machine by a large black wire. A metal bin filled with glowing warpstone stands at the southern end of the machine.

Five Skirmishers (see page 58 for statistics) tend the machine, turning screws, checking connections, and monitoring the gauges. Skreet himself (see page 56) is here 50% of the time, keeping a watchful eye on the efforts of his underlings, guiding their work with sharp and impatient instructions.

Skreet built this machine to harness the power of warpstone, in order to create a super-Skaven Clanrat warrior. His twisted mind thought up the idea watching some of his Clan Moulder brethren at work on a Rat Ogre. Instead of creating some kind of mixture between Skaven and another race, why not create a Skaven imbued with warpstone power? So far, all of his test subjects have died, but he remains convinced he will soon succeed.

If cornered, Skreet uses the machine on himself, jumping into the cage and throwing the switch next to it. Blinding green energy fills the cage,

causing Skreet to scream in agony as the machine starts to transform him. Attempting to attack Skreet while he's in the cage is dangerous, for the energy arcs, dealing a Damage 5 hit regardless of armour. The PCs may try to destroy the machine itself. If so, the metal parts have Toughness 8 and 15 Wounds. The wire severs easily, having Toughness 3 and 3 Wounds. If either attack succeeds, the machine explodes in 2 rounds, dealing an Damage 8 hit that bypasses armour to everyone in the room.

Skreet transforms into a true abomination after 2 rounds. First his bones pop as they expand, increasing his height to just over 10 feet tall. He becomes physically impressive but at a great price. The transformation shatters his mind. Furthermore, the sudden transformation destroys his armour and the energy incinerates his other equipment. Use the following statistics for Skreet after he transforms. His only thought is to kill and he doesn't care about who or what. The new Skreet attacks Skaven, Orc, or PC, it doesn't matter as long as the blood of the living cools his hot flesh.

Skreet Transformed

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
75%	65%	83%	71%	90%	10%	45%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	21	8	7	5	0	12	0

Skills: Dodge Blow

Talents: Natural Weapons, Strike Mighty Blow, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws

7. WARPLOCK PISTOL FORGE

Rails lead into this room from the hallway. Inside, there are two forges along the south wall heated by the lava flowing nearby. A pair of anvils stands near the fires, each with a pair of hammer and tongs leaning against it. A table along the west wall holds a number of warplock pistols in various stages of repair. There is a 50% chance that two Skaven skirmishers (see page 58) are here at work when the characters arrive. If so, they fight for 1 round before squirting the musk of fear and fleeing if possible.

8. WARP FORGES

Skreet and his Clan Skryre skirmishers use these forges to create a variety of weapons from ratling guns and warp fire throwers to his own warp lightning spear. The setup is similar to **Location 7** with regard to the forges, anvil, and rails leading inside, except that there is significantly more material in this room, from a load of warpstone, to a cauldron full of mixing warp fire, to bits and pieces of metal pipes and rods. There is

a 50% chance that two skirmishers (see page 58) are here at work when the characters arrive. If so, they fight for 1 round before squirting the musk of fear and fleeing if possible.

Warp fire is a very volatile mixture. If the cauldron is tipped over or an incendiary or lightning spell is cast nearby, the warp fire explodes, dealing a Damage 8 hit to everyone in the room, ignoring armour.

9. BARRACKS

The smell from this chamber is terrible, thanks to the 15 Skaven that call it home. Their sleeping mats are strewn about the place in a haphazard fashion. A successful **Challenging (–10%) Search Test** uncovers 75 gc worth of gems hidden in chamber. The three packmasters tending the Manticore in **Location C** live here as well, as do the four skirmishers working in the forges in **Locations 7 and 8**. The remaining eight Skaven are Clanrat warriors that defected along with Skreet from Clan Vechiare. See the referenced locations for statistics. Depending on the developments in these warrens, some of the denizens that live here might be present.

10. SKREET'S CHAMBER

The door to this room is locked and can be opened on a successful **Hard (–20%) Pick Locks Test**. Skreet's chamber is well appointed, with a beautiful stone carving in the floor in the shape of a hammer striking an anvil. A large bed of furs rests along the east wall with a chest at its foot. A long table covered with papers, scrolls, and books is on the north wall with a chair in front of it.

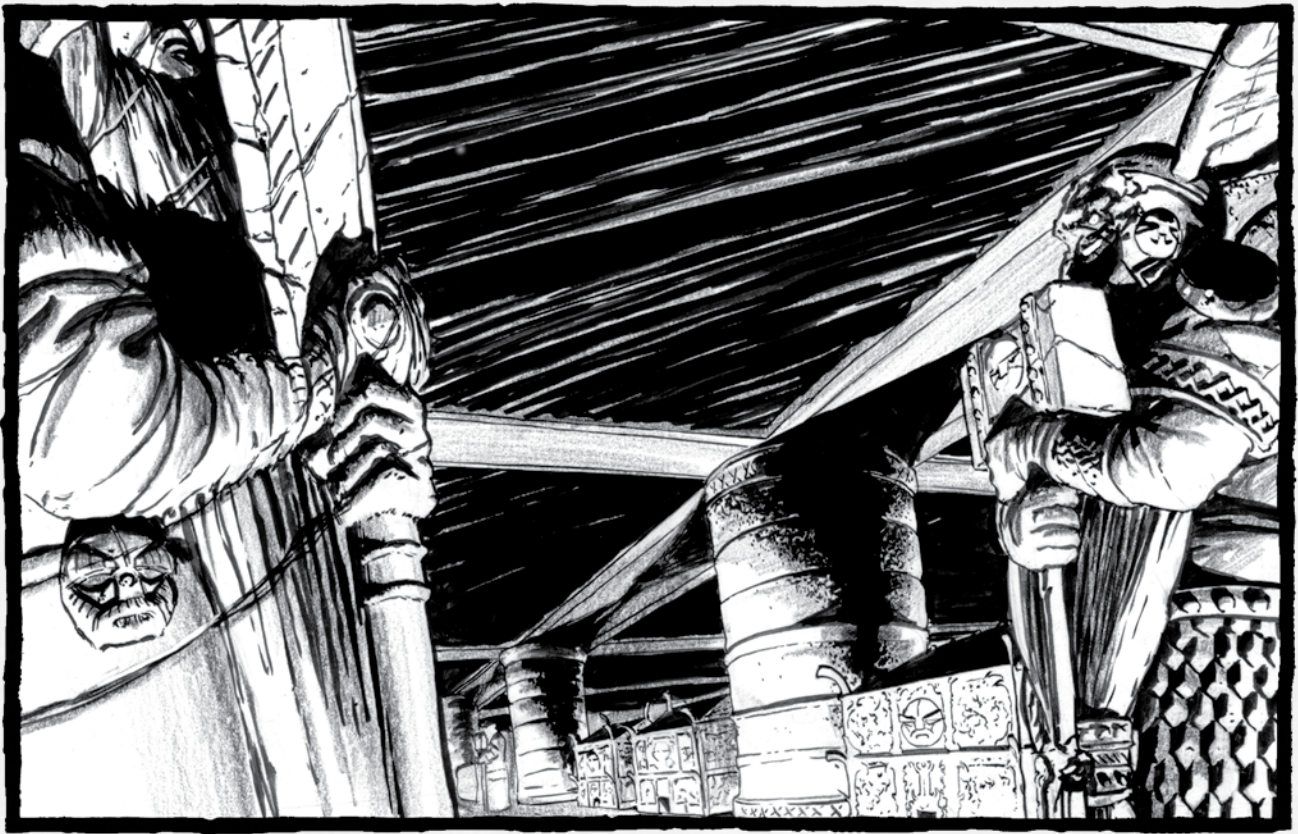
The items on the desk are all Skreet's own writings and they concern his great project in **Location 6**. They are written in Queekish, but even if someone was able to translate them, they are very confusing and hard to follow, as he's quite insane. A **Very Hard (–30%) Intelligence Test** or **Hard (–20%) Academic Knowledge (Engineering) Test** reveals they are the plans for some maniacal machine designed to harness warp energy. If the players have already seen the machine in **Location 6** then it will be obvious what the notes describe.

If Skreet has not been encountered previously and slain, he is here when the players arrive. He calls for help immediately from **Location 9** and then attacks with his warp lightning spear. Skreet fights to the bitter end, having nowhere to flee.

The chest is locked and can be opened on a successful **Hard (–20%) Pick Locks Test**. Inside are 500 gold Dwarf ingots used as money in the ancient Karak Azgal, each worth 5 gc. There is also a gem encrusted necklace worth 180 gc.

Finally, the chest contains a magical Dwarf warhammer. A successful **Challenging (–10%) Academic Knowledge (Runes) Test** allows someone to translate the runes on the hammer. "I, Starni forged this hammer for Thori son of the Thane." On the head of the axe is a Rune of Fury. Only by succeeding on a **Hard (–20%) Will Power Test** can the hammer be lifted. If used in combat, it increases the wielder's Attack characteristic by +1 to a maximum of 3.





CHAPTER VI: THE WALKING DEAD

Few places have seen more death than has Karak Azgal. Even before the hold was destroyed, Dwarfs fought for survival against Skaven, Orcs, and other nameless things in the caves and mines of their realm. The Dragon brought more death as treasure seekers found their doom searching for his lair. Today, Karak Azgal adds to its death toll as countless adventurers plumb the depths seeking fame and fortune, with scant few returning alive.

As a result, there are a great many Undead monsters lurking in the old ruins. The most common are harmless (and not so harmless) spirits tormented by curses, unfinished deeds, or blackened hearts, bewailing their fates and creating a disturbing cacophony of eternal torment. If you have *Old World Bestiary*, you can use Ghosts, Poltergeists, and Spectres to harass the PCs. Worse are the rare and occasional Wraiths and Wights

that stalk the ruins looking for prey. In addition, there are plenty of mindless walking dead like Zombies and Skeletons, milling about in a haze of confusion. Such necromantic energies attract the very worst, and necromancers frequently steal into these ruins to conduct perverse experiments with the tortured souls, far from the prying eyes and judgmental flames of the hated Witch Hunters.

This chapter first provides you with a short encounter featuring Wights that you can use anywhere within the ruins, and then details about a Wight that wanders the ruins in torment. Finally, this chapter wraps with a look at a mighty Liche named Koros-dar Nael, who has taken up residence in the Hall of Bones, an ancient Dwarf burial chamber deep within the ruins.

— WIGHT BONES —

At the time of the Orc and Skaven attack, many Dwarf warriors fought to the death to defend their homes and loved ones even though they were doomed to die. Some of these brave warriors still prowl the tunnels in undead, defending their beloved hold from the depredations of outsiders.

One such group of warriors were the Dwarfs of the Karmirson family. Unwilling to flee the invaders, Karmir and his two sons Damin and Drongli took their wives to a secure place and vowed to fight until death before surrendering to the Skaven or Orcs. They slew scores of Greenskins and Ratmen that day and when they finally died their spirits did not pass on into death. Instead, Karmir and his sons became Wights and continue to defend their family's remains to this day.

The site of the Karmirson family's last stand can be located any place within the ruins that contains portions of the old Dwarf hold. It consists of four simple chambers described below. See the map on page 63 for details.

1. PORTCULLIS ENTRY

A rusted portcullis blocks passage into a gloomy tunnel, about 4 yards wide by 12 yards deep. At the end of the tunnel another closed portcullis bars further entry. Lying in a heap at about the midway point of the tunnel are the desiccated remains of some poor soul. To either side stand alcoves. Opening the portcullis requires a successful **Strength Test**.

The passage is trapped. Just before the corpse is a pressure plate in the floor. A successful **Hard (-20%) Search Test** locates it. Otherwise, stepping on the pressure plate causes the portcullis to slam shut again. Regardless of whether or not the PCs spring the trap, two Wights emerge, one from each alcove, to attack when the PCs come within the area of the corpse.

Damin and Drongli, Dwarf Wights

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	28%	45%	45%	30%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	3	0	0	0

Skills: Perception, Speak Language (Classical, Khazalid)

Talents: Dodge Blow, Frightening, Night Vision, Specialist Weapon Group (Great Weapon), Strike Mighty Blow, Undead

Special Rules:

Wight Great Hammer: Wights' weapons are infused with the power of undeath. In the hands of a Wight, the hammer counts as a magical weapon and inflicts SB+2 Damage. Furthermore, when the Wight causes a Critical Hit, it makes two rolls on **Table 6-2: Critical Hits** and inflicts the deadlier result. In the hands of anyone else, a Wight Great Hammer counts as a great weapon.

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Wight Great Hammer and Shield

2. THE FAMILY PATRIARCH

The portcullis blocking entry to this room can be opened on a successful **Challenging (-10%) Strength Test**. In each corner of the room stand piles of skulls and bones reaching halfway to the ceiling. There are two doors in the east and west walls. The remains of a Dwarf sit opposite the portcullis in a chair with a great axe across his knees. He wears full mail armour.

The seated figure is Karmir, the patriarch of the Karmirson clan. He sits motionless and ignores any intruders unless one of the following events occurs. If attacked, he defends himself. If someone speaks to him in Khazalid he responds appropriately. If a character leaves either **Location 3** or **4** carrying any of his family treasures or heirlooms, he attacks them immediately.

Speaking to Karmir reveals he has defended his family's remains since the hold fell. The bones of his defeated enemies are piled in the chamber as a warning. No one leaves this room alive with anything belonging to his family. He does not know anything about the hold, as he has not left this chamber since the fall. If asked, he reveals he senses a malevolent and powerful Undead spirit deep within the hold. This power is an outsider, but he can tell them no more.

Karmir, Dwarf Wight

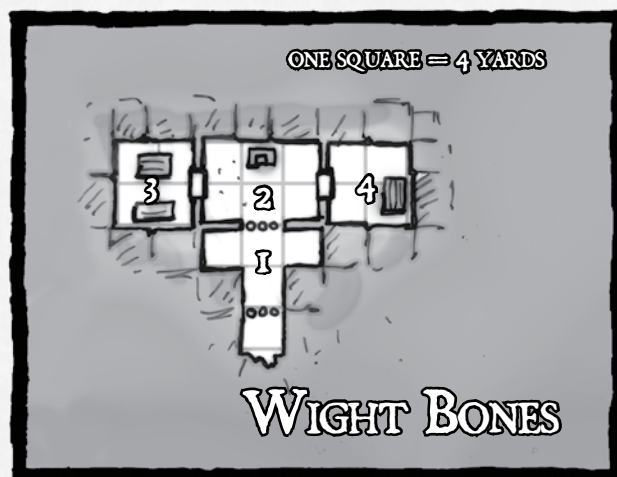
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65%	20%	52%	53%	35%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	5	5	3	0	0	0

Skills: Perception, Speak Language (Classical, Khazalid)

Talents: Dodge Blow, Frightening, Night Vision, Specialist Weapon (Great Weapon), Strike Mighty Blow, Undead

Special Rules:

Wight Great Axe: Wights' weapons are infused with the power of undeath. In the hands of a Wight, the axe counts as a magical weapon and inflicts SB+2 Damage. Furthermore, when the Wight causes a Critical Hit, it makes two rolls on **Table 6-2:**



Critical Hits and inflicts the deadlier result. In the hands of anyone else, a Wight Great Axe counts as a great weapon.

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

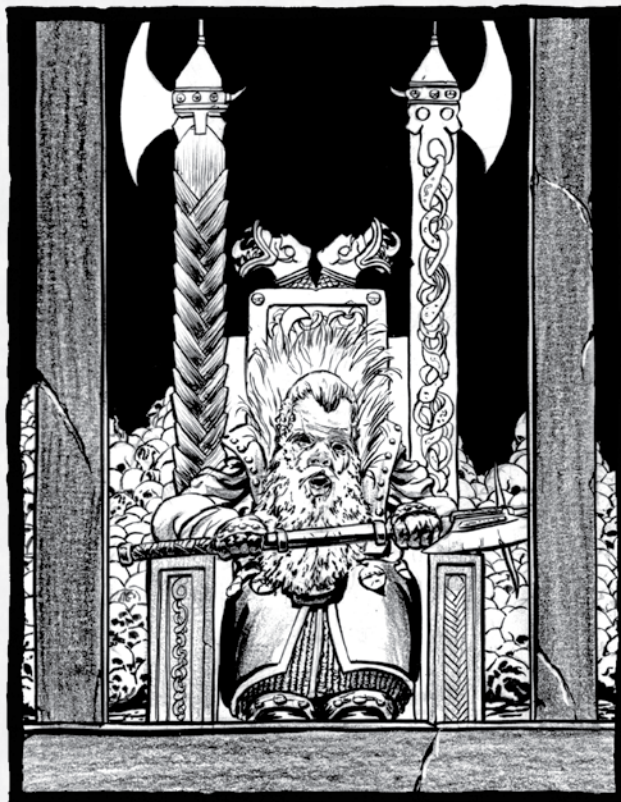
Weapons: Wight Great Axe and Shield

Trappings: Karmin wears a silver ring with an opal in it worth 120 gc

3. BURIAL CHAMBER

This room is bare except for two stone sarcophagi, lovingly crafted to reflect the beauty of those interred, Damin and Drongli's wives. In addition, a stone table stands between them, holding a golden urn worth 50 gc.

Irreverent PCs can open the sarcophagi by succeeding on a **Hard (-20%) Strength Test**. Inside, aside from the mouldering remains of two Dwarf matrons, are silver medallions, each depicting a hammer striking an anvil. The medallions are worth 100 gc.



4. THE GHOST OF DORALINA

This room holds a single sarcophagus, painstakingly carved to depict the Dwarf interred within. Aside from the coffin the room is empty, covered in a thick layer of dust.

Upon succeeding at a **Hard (-20%) Strength Test** a PC can open the sarcophagus, finding the corpse of Doralina, Karmin's wife. A jewelled necklace worth 360 gc and a belt of golden disks worth 100 gc are the only things of value inside. If either are disturbed, Doralina's Ghost lets loose a wail and manifests, rising up out of her body. She fades if the items are dropped; otherwise, she attacks. If the PCs flee, her husband in Location 2 attacks as well, the two working together to destroy the tomb robbers. Doralina does not follow more than 36 yards from her sarcophagus.

Doralina, Dwarf Ghost

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	30%	30%	42%	31%	18%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	6	0	0	0

Skills: Concealment +20%, Gossip, Perception +20%, Speak Language (Khazalid)

Talents: Ethereal, Frightening, Night Vision, Undead

Special Rules:

Fearful Touch: Against non-ethereal creatures, Doralina's touch requires the target to make a **Fear Test**. This touch can be dodged, but not parried. To use this ability, Doralina must become visible.

Invisible: Doralina can become invisible as a free action. While invisible, she can't be targeted by ranged attacks, including magic missiles. And because she is also ethereal and silent, she can't be attacked in melee either.

Place of Death: Doralina can't move more than 36 yards from her place of death (where her remains are interred) without necromantic compulsion.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

— THE HALL OF BONES —

The Dwarfs built the Hall of Bones to serve as the last resting place for their honoured dead. Crossing over the Chasm of the Ancestors via the Bridge of Sorrows, families brought their dead loved ones to the Priests of Grungni. A ceremony followed in the temple and then they lowered the body down a deep shaft to be interred in the tombs and crypts below.

AN UNINVITED GUEST

Koros-dar Nael, an Elf liche of considerable power, has now claimed this place as his own. His once good heart has been consumed by the fell energies he controls, stoking the flames of hatred to make him commit terrible atrocities in the name of vengeance. He and his lackeys—a Wraith named Volkin and Grimald, a devious necromancer—work to raise a shambling army of Undead to wrest control of Karak Azgal from the Dwarfs and use the place to stage an invasion of the remaining Dwarf holds. Or so he believes.

Koros-dar Nael, Elf Liche

Career: Wizard Lord (ex-Master Wizard, ex-Journeyman Wizard, ex-Apprentice Wizard)

Race: Elf Liche

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
48%	56%	32%	40%	60%	73%	75%	51%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	19	3	4	5	4	8	0

Skills: Academic Knowledge (Magic, Necromancy) +20%, Academic Knowledge (History, Religion) +10%, Academic Knowledge (Daemonology), Channelling +20%, Common Knowledge (Border Princes, Dwarfs, Elves, Empire, Kislev), Gossip, Intimidate +10%, Magical Sense +20%, Perception, Read/Write, Ride, Search, Speak Arcane Language (Arcane Elf, Daemonic, Magick), Speak Language (Bretonnian, Classical, Dark Tongue, Eltharin, Khazalid, Kislevian, Reikspiel, Tilean)

Talents: Aethyric Attunement, Coolheaded, Dark Lore (Necromancy), Dark Magic, Excellent Vision, Fast Hands, Hardy, Lesser Magic (Aethyric Armour, Dispel, Magic Alarm, Move, Silence, Skywalk), Meditation, Mighty Missile, Night Vision, Petty Magic (Arcane), Strong-Minded, Terrifying, Undead, Very Resilient

Special Rules:

Transfixing Gaze: A Liche may transfix another individual by staring at them with his glowing red eyes. The victim can be no more than 6 yards away and the Liche must use a full action to do so. If the Liche wins an opposed **Will Power Test**, his victim will be unable to move or defend himself and all attacks against the victim hit automatically. The Liche cannot take any other actions whilst transfixing an opponent, but he is still able to control undead under his command.

Immunity to Normal Weapons: Normal weapons cannot harm a Liche. Spells and magic weapons cause normal damage.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Staff of Power

Trappings: Best Craftsmanship Clothing, and Koros has access to all of the ingredients needed to cast any spell in the Lore of Necromancy

Magic Items:

Staff of Power: Koros laboured long to make this item over many decades. The staff is made of pure gromril studded with gems and could be sold for at least 5,000 gc for that reason alone. In combat, the staff deals SB+2 damage. Koros can also use it to draw on the Dhar to power his necromantic spells. He can add +2 to his casting rolls. Any time someone who is not a practitioner of the Dark Magic arts uses the staff they must make a successful **Will Power Test** or gain 1 Insanity Point.

Crown of Control: This golden crown was crafted by Koros to help him control the Undead he has summoned. Whilst wearing the crown, Koros can control twice his Will Power statistic in Undead creatures and his range of control is increased to five miles. Koros is also able to see and hear through his Undead minions, and can speak through them. The crown is worth 1,000 gc for the gold and the jewels. Anyone using the crown who is not a practitioner of Dark Magic must make a **Will Power Test** or gain 2 Insanity Points.

Koros was born centuries ago into a noble Elf family during the time of the war with the Dwarfs. Apprenticed to a powerful wizard serving in the armies of the Phoenix King, tragedy struck when Dwarfs caught the Elven army off guard and slaughtered them all—all except Koros. Witnessing the deaths of so many of his people, he slipped into madness, believing one day he would raise his mentor from the dead.

Koros buried his master and set himself on the dangerous path of necromancy. He embraced the study of Dark Magic and it turned his heart black with hatred for the living, especially the Dwarfs. His disgust for them only intensified when he finally returned to his master's grave and raised him from the dead. Expecting to receive praise, the Undead form of his master rebuked him instead, lamenting his turn toward the evils of Dark Magic. His master told him he would rather have died at the hands of the Dwarfs once more than to see his student come to such a pass.

Tormented with anger and hatred, Koros fled to an old graveyard, where he dabbled in the dark arts, learning the secret of immortality and finally becoming a Liche. Fearing destruction he took an apprentice, hoping to pass on his teachings, but more importantly his rage, to another. Koros was still full of hate for the Dwarfs, but his master's rebuke took away his resolve, so it seemed that he would never get the revenge he so craved. Then his weak-willed apprentice Grimald brought Aluthra to his lair. She told him of Karak Azgal, and with her twisted imagination the two of them came up with a plot to ruin the Dwarfs. Koros believes Aluthra might make a good apprentice, having sensed the power within her, but he is too blinded by his eagerness to wipe out Dwarfs to look too closely. Grimald resents Aluthra and torments her incessantly, fearing a loss of station.

The group moved into the tunnels beneath Karak Azgal, located the Hall of Bones, and started work on building the legions of the dead. For now Koros keeps Aluthra close, suspecting Grimald might just kill her. Once Karak Azgal is his, the Liche plans to devour the mind of his worthless heir and elevate his prisoner to the full powers of necromancy.

Koros is a megalomaniac, taking great pleasure from raising the Dwarfs to serve him in undeath. He refuses to ally with any of the other powers in the ruin; his ego will not permit it. He is six feet tall with wiry grey hair and red glowing eyes. Although he wears fine clothing his body is shrivelled and sallow, as he is kept alive only by his magic. He wears a golden crown and wields a gronril staff studded with gems.

PLOTS INSIDE PLOTS

In truth, Koros is a pawn in a far more sinister and dangerous plot. Koros was a powerful but ineffectual necromancer, embittered by the fate of his Elven people at the hands of the Dwarfs, and obsessed with revenge. He knew he was near the end of his power, and so he conscripted Grimald, an apprentice who would continue his work. Though Grimald spent much of his time in the catacombs beneath an abandoned rural graveyard with his dark master, he frequently left the tombs to indulge his habit, drinking. On one of his forays he encountered Aluthra, a Bretonnian maid who claimed to have fled her native country to escape an arranged marriage. The maid was beautiful, alluring, and a little too friendly, and thoughts of her consumed him. Finally, unwilling to bear it any longer, Grimald kidnapped Aluthra and brought her to his master.

All of this went according to Aluthra's plot. Although she did come from Bretonnia, it was no marriage that she fled, but rather a witch hunter, for she was in reality a wizard and a cultist of Slaanesh. Having fled the pyre she took up service as a barmaid in an out-of-the-way coaching inn that lay near an isolated village. The first night she was there she had a strange vision of a Dwarf hold that bled the power of Chaos. Seeing this as a sign, she planned to murder the innkeeper and his family and steal their coins and a horse to make her way to Karak Azgal (of which she had heard while working at the inn). However, she sensed a powerful magic emanating from an abandoned graveyard in the woods. She stayed around, longer than was safe, and learned Grimald often wandered around the gloomy site. She deduced that Grimald must in fact serve the force she felt there, so she set about seducing him.



Once in the clutches of the Liche, she discovered his passion, his unending hatred for Dwarfs. She played both Grimald, using his desires against him, and Koros, using his hatred against him, to get them both to spare her life. In time, she convinced Koros that the best way to get revenge on the Dwarfs would be to use Dwarfs against them. Given his magnificent power as a necromancer, he could raise an army of Undead beneath their very feet and destroy them all. Koros claimed the idea for his own, and immediately set out for Karak Azgal.

Aluthra's plan is to use the Liche to wipe out the hold, to give her free rein to locate the source of Slaanesh's power there. She doesn't know what exactly the power is, but she senses it exists somewhere in the tunnels beneath Karak Azgal. For now, though, she's content to be their prisoner and watch as Koros and his minions assemble their army. And if they should fail, no matter. She'll simply find some other rube to help her.

Aluthra plays the role of the slave girl very well. She has shoulder length black hair, pale features, and dark circles under her eyes—eyes that betray the corruption in her soul. She has pouty lips and is submissive when it serves her purpose. Clad in rags, she doesn't complain and stays close to Koros.

Aluthra, Cultist of Slaanesh

Career: Charlatan (ex-Apprentice Wizard, ex-Journeyman Wizard)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	37%	30%	38%	45%	58%	48%	65%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	2	8	0

Skills: Academic Knowledge (Magic) +10%, Channelling +10%, Charm, Common Knowledge (Dwarfs) +10%, Common

Knowledge (the Empire), Gossip, Magical Sense +10%, Perception, Read/Write, Search, Speak Arcane Language (Magick) +10%, Speak Language (Bretonnian, Classical, Dwarf, Reikspiel), Swim

Talents: Aethyric Attunement, Dark Lore (Chaos), Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour, Move), Mighty Missile, Petty Magic (Arcane), Savvy, Sixth Sense, Very Resilient

Special Rules:

Madness: From trafficking with Daemons and Chaos, Aluthra is quite insane. She suffers from Host of Fiends (Aspect of Slaanesh). See page 205 in *WFRP* for details.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Rags

A. THE BRIDGE OF SORROWS

A vast chasm cuts across the tunnel, its bottom far beyond the range of sight. Called the Chasm of Ancestors, the Dwarfs believed the noises they often heard echoing up from below were the spirits of their long dead forefathers. These eerie sounds issue forth still, and sighs and groans can be heard by any on the precipice. Long ago a bridge crossed the cavern, but instability in the earth caused part of the bridge to give way, tumbling down into the dark far below. What remains is a spur of stone, about 8 yards wide and about the same long, where it is clear that the rest collapsed by the broken masonry.

Crossing the chasm will be tricky as unless the PCs can fly, there's no way across. Worse, Dwarf Zombies patrol the opposite side of the bridge, walking the corridors between **Locations 1** and **5**. Every minute the characters spend on the bridge, there is a 10% chance that 1d10 Dwarf Zombies shamle southwards to attack. If the characters are on the other side, the Zombies retreat out of missile range.

All of the mindless Undead within the Hall of Bones are under the control of Koros so they react based on his Intelligence.

Dwarf Zombies

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	35%	42%	10%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	3	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

Mindless: Zombies can never take or fail Tests based on Intelligence, Will Power, or Fellowship.

Shambling: Zombies cannot take the run action.

Armour: Medium Armour (Sleeved Mail Shirt, Helmet)

Armour Points: Head 2 Arms 2, Body 2, Legs 0

Weapons: Hand Weapon (Axe)

B. SUPPLY LIFT

The Dwarfs made many lifts like these, situating them throughout the mines and caverns as a way to move people and supplies quickly and efficiently. This lift is 4 yards wide and three chains attached equidistantly around the edge of the disk keep it stable. It served the priests of Grungni and is still operational. A fourth chain runs through the centre of the stone and is fastened by a lever. When the lever is disengaged, the disc falls or rises slowly. The disc can be stopped at any time by simply engaging the lever. The lift takes the players to the Hall

of Bones. At your option, you could include additional stops along the way to introduce new tunnels or other locations.

HALL OF BONES LEVEL ONE

All of the rooms and hallways of this level are made from cut and finished stone. All doors are made of stone as well. The ceiling height, unless otherwise indicated, is 3 yards.

1. SUPPLY ROOM

A Dwarf lift rests in this room, beneath a 4-yard-wide shaft. (For details on the lift refer to the description of **Location B**). The walls of this room were once covered with shelves, but most of these have since decayed and parts of them lay broken and twisted on the floor. Searching through the junk reveals a total of 15 *gc* on a successful **Hard** (–20%) **Search Test**.

If the adventurers entered the Hall of Bones using the lift, 1d10 Zombies as described in **Location A** arrive in 2 rounds to investigate.

2. SERVANTS' QUARTERS

This chamber once held the servants of the high priest of Grungni. There are three bare stone beds—the cushions have long since rotted away. On the floor next to the bed in the southern corner is a skeleton with a hole in his skull.

These are the remains of one of the Dwarf servants named Kargul who died in shame. When the Skaven burst into the Hall of Bones, the high priest fought them valiantly, but Kargul ran to his room and covered here in fear. The Skaven got him eventually, caving in his skull as a reward for his cowardice. Now the servant lives on as a Ghost, haunting the place of his death in the hope someone will bury him below in the tombs.

Kargul tells his story to any character that speaks Khazalid in the hopes they help him. If a character takes the bones with him and buries them in the tombs below, he should receive 30 experience points. After all, the Dwarf has certainly paid for his cowardice. The Ghost knows the layout of this level, but he has never been farther than **Location 11**.

3–4. ANOINTED PRIEST CHAMBERS

These two chambers were once the living quarters for the two priests that served in the temple of Grungni. Koros has turned them both into Wights under his command. There is a 50% chance they will be encountered in their room. If not here, they either patrol this level or are at the side of their master.

Location 3 is empty except for some scattered rubble and debris. A successful **Hard** (–20%) **Search Test** of **Location 4** uncovers a gromril holy symbol of Grungni buried in the clutter. It is worth 125 *gc* for the metal, but worshipers of the Dwarf god might pay as much as three times that for it.

Dwarf Wight

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	30%	45%	51%	30%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	0	0	0

Skills: Perception, Speak Language (Khazalid)

Talents: Frightening, Night Vision, Undead

BALKRAG GRIMGORSON, TORMENTED DAEMONSLAYER

Not all of the Undead beneath Karak Azgal are evil. Some have returned from death and still desire to do what is right. Balkrag is one such soul. He gained fame in life in an ironic twist of fate. Wanting only to cover a personal shame and find the release of death, he chose the slayer's path. He proved too tenacious a warrior to go quietly and his skills in battle grew until he was almost without peer. An attack by Chaos Dwarfs on Karak Azgal brought him face-to-face with a daemon. He slew the creature, thwarting the attack, but lost his own life in the process. As a reward for his brave deeds, he was buried in the Hall of Heroes and his name became legendary.

His rest, though, would not remain undisturbed. Koros the Liche (see page 64 for details) summoned Balkrag's spirit back from death, imprisoning it in the Dwarf's remains. Though he was powerless to stop his return, he was too strong of spirit to allow the necromancer to control him. He escaped from the Hall of Bones, vowing to destroy the Liche before again returning to the sleep of death. The Daemonslayer wanders the ruins of Karak Azgal now, trying to find the help he needs to defeat the Liche.

His condition as a Wight has obviously made this difficult. He is four feet tall, wields a two-handed axe, and wears no armour. He appears to be a skeleton, but his face is gruesome to behold, with rotting flesh still clinging to his skull and his orange spiked hair rising from the top of his head. Still, he sees this as only a minor inconvenience, believing fully that the Dwarf gods will send him help to vanquish his sworn foe.

Encountering Balkrag

When the PCs encounter this Wight, Balkrag seems as grotesque and horrific as he very well should. Be sure to add wriggling worms working through the flesh of his face to emphasize his decrepit state. However, one thing should be clear when first encountered; Balkrag doesn't attack. He merely watches the PCs as if assessing them. To any Dwarfs in the party, Balkrag drops to one creaking knee and bows his head, asking for forgiveness for his decrepit condition. To any other slayers, he gives them an appraising look and an incline of his head, showing respect, but he does not kneel. Of course, should the PCs attack, he butchers them to the best of his ability.

Assuming the characters give him a chance, he tells them in an echoing gravely voice of the Liche Koros, who works great evil beneath the hold. He describes the Liche's efforts to construct an Undead army, through which he intends to seize the hold for his own. Balkrag explains he was called from the halls of his fathers by this evil, but he would not succumb to the eldritch powers of necromancy and has fled, biding his time until he can mount an attack against the blackguard. He asks the adventurers to help him in his quest, knowing that he alone cannot stop the monster. If he senses the characters are motivated by treasure, he speaks of the great riches the Liche must surely have accumulated after all these years.

Balkrag knows the location of the Bridge of Sorrows leading to the domain of Koros, and if the players agree to help him he leads them there. He cannot remember anything else about the Hall of Bones, as his memory of his escape is spotty at best. (See **The Hall of Bones** on page 66 for details.) He fights alongside anyone aiding him in his quest, but under no circumstances will he aid the group in any other way. His hatred of Koros blinds him to what are likely the real reasons why the adventurers are down here in the first place, explaining why he overlooks the presence of Dwarf artefacts in their possession if they have any. He is single-minded, utterly devoted to the destruction of the Liche. Also, because he's Undead he doesn't get tired, and becomes impatient when the PCs want to rest.

BALKRAG GRIMGORSON, VENGEFUL DWARF WIGHT

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80%	25%	64%	70%	41%	25%	61%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	18	6	7	3	0	0	0

Skills: Perception, Speak Language (Khazalid, Reikspiel), Specialist Weapon Group (Two-handed)

Talents: Frightening, Night Vision, Undead

Special Rules:

Wight Blade: Wights' weapons are infused with the power of undeath. In the hands of a Wight, the blade counts as a magical weapon and inflicts SB+2 Damage. Furthermore, when the Wight causes a Critical Hit, it makes two rolls on **Table 6-2: Critical Hits** and inflicts the deadlier result. In the hands of anyone else, a Wight Blade counts as a hand weapon.

Armour: None

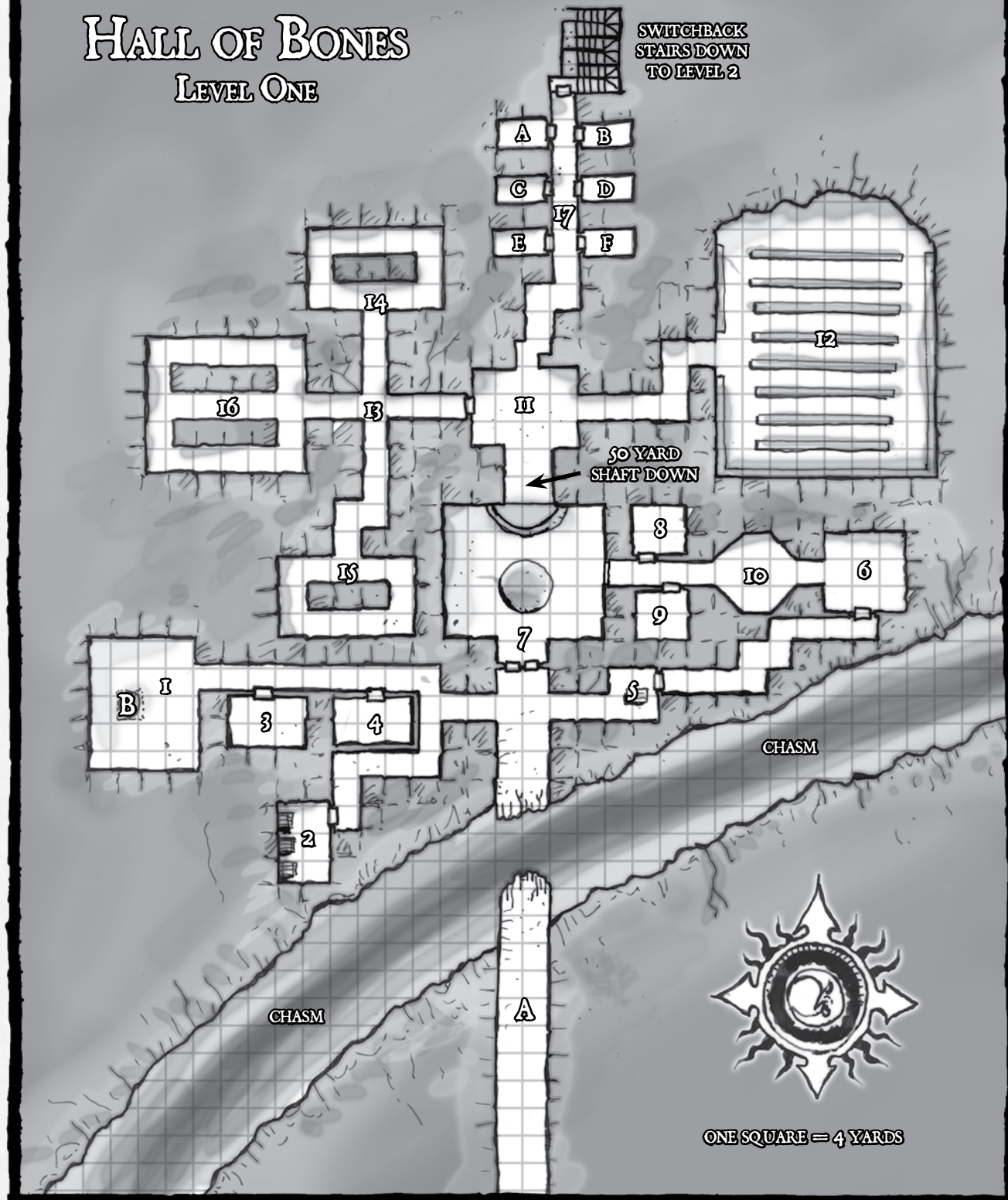
Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Wight Blade



HALL OF BONES

LEVEL ONE



Special Rules:

Wight Hammer: Wights' weapons are infused with the power of undeath. In the hands of a Wight, the hammer counts as a magical weapon and inflicts SB+2 Damage. Furthermore, when the Wight causes a Critical Hit, it makes two rolls on Table 6-2: Critical Hits and inflicts the deadlier result. In

the hands of anyone else, a Wight Hammer counts as a great weapon.

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Wight Hammer and Shield

5. PREPARATION ROOM

Dwarf families brought their dead here for burial preparation. A large stone slab rests in the centre of the room; something was once carved into the surface of the stone, but it is unclear now what it was. A **Very Hard (-30%) Knowledge (Religion) Test** reveals the symbol was carved to honour the god Grungni. There is a 25% chance for the ghouls from Location 6 to come and investigate, drawn by the smell of flesh, for each minute the PCs explore this room.

6. EMBALMING CHAMBER

The priests of the temple used this room to embalm bodies before burial. The walls are still lined with urns and pots once filled with oils and other embalming agents. There is a stone table in the centre of the room that appears to have fresh blood on it. A statue of Grungni rests in an alcove along the western wall of the room. It can be moved aside with a **Routine (+10%) Strength Test** to allow entry to **Location 10**. Anyone looking past the statue will see **Location 10** as well.

If the ghouls have not been encountered yet in **Locations 5 or 10** then 1d10 of them will be encountered here busily engaged in feasting on a fresh corpse.

Dwarf Ghoul

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32%	0%	37%	45%	34%	18%	31%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	11	3	4	3	0	6	0

Skills: Concealment, Perception, Outdoor Survival, Scale Sheer Surface, Search, Silent Move, Shadowing, Speak Language (Khazalid)

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Rover

Special Rules:

Poisoned Attacks: Targets injured by a Ghoul's attack must make a **Challenging (-10%) Toughness Test** or suffer 2 additional Wounds. Note that this test must be made for each attack that inflicts damage.

Insanities: The Beast Within

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws

7. TEMPLE OF GRUNGNI

The ceiling of this room rises to a height of 10 yards above the floor. Two features dominate the chamber. There is a 6-yard tall stone statue of Grungni on a dais along the opposite wall facing the entrance. It has been desecrated by the Undead, both arms having been hacked off and gems removed from the eye sockets. In the centre of the room is an 8-yard-wide circular shaft with a bloodstained stone rim. The secret door along the west wall can be detected with a successful **Hard (-20%) Search Test**. A lever is concealed behind the statue of Grungni. It is difficult to notice and requires another successful **Hard (-20%) Search Test** to be revealed. Pulling the lever causes the stone platform from **Location 11** to rise up the shaft. Another pull of the lever moves the platform slowly down to **Location 11**.

If Koros is aware of the characters, he has a warm reception planned for them. Waiting here are 1d10+2 Skeletons and 1d10 Zombies (see page 66 for statistics). If any of the characters get close enough to the shaft in the centre of the room, the Undead force them toward it in the hope they'll fall in.

Dwarf Skeletons

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	20%	30%	30%	25%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	3	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

Mindless: Zombies can never take or fail Tests based on Intelligence, Will Power, or Fellowship.

Shambling: Zombies cannot take the run action.

Armour: Medium Armour (Sleeved Mail Shirt, Helmet, Shield)

Armour Points: Head 2, Arms 2, Body 2, Legs 0

Weapons: Hand Weapon (Axe)

8. NECROMANCER'S LAB

This lab belongs to the necromancer Grimald, a servant of Koros. There is a horrible charnel smell emanating from this room. Tables along the north wall hold the bodies of two humans wearing mail armour and swords. They look like they have just recently been slain. A bookcase on the south wall contains tomes about the art of necromancy. Two notable titles are *On the Preservation of Corpses* by Ludwig von Eckstein and *Dark Rituals* by Gerhard Recht. If offered to the right buyers, these books fetch 500 gc each and possibly draw unwanted attention to the sellers by the authorities.

9. NECROMANCER'S QUARTERS

A Dwarf Wight (see page 66 for statistics) under the command of Grimald stands in the southeast corner of the room. He attacks anyone that enters.

The room is well furnished with a bed, writing desk, and armoire. A locked chest rests at the foot of the bed. Grimald the necromancer has the key. A successful **Hard (-20%) Pick Locks Test** unlocks it. Inside are 2 uncut diamonds worth 100 gc each and 150 ancient gold Dwarf coins of Karak Azgal worth 5 times as many gold crowns to the right buyers on the surface.

10. CHAPEL OF GRUNGNI

Beautiful mosaics once covered the walls of this chamber, but most of the cut pieces of stone now lie on the floor as the result of Koros directing his Undead to ruin the Dwarf chapel. A statue of Grungni is set into an alcove across the room from the entrance. See the description of **Location 6** above for details on how it can be moved. If the Ghouls from **Location 6** have not been encountered yet, they move the statue aside and attack the characters here.

II. ANTECHAMBER FOR THE LOWER TOMBS

The shaft from the temple opens 8 yards above the floor of this room. Directly under the shaft is a stone platform with a column under it designed by the Dwarfs to raise and lower it as needed. A careful look at the walls of the shaft, requiring a successful **Search Test**, reveals grooves in the stone possibly made from something moving up and down the shaft. A lever located along the south wall of the chamber controls it. A statue of Grungni against the north wall conceals a door leading to **Location 16**. A successful **Hard (-20%) Search Test** reveals the concealed door and the lever used to move the statue and open it.

Grimald the necromancer is here with 1d10+1 Dwarf Skeletons (see page 69 for statistics) waiting for any unlucky characters to fall down the shaft during the combat in **Location 7**. He has been instructed to remove any bodies and take them to **Location 17** so Koros can turn them into Wights. If things go badly for the Skeletons and Zombies above, he has been instructed to close off the shaft by raising the platform up to the ceiling of the room. He then proceeds on to **Location 12** and raises more skeletons for an attack against the characters should they make it down to this level.

Grimald

Career: Journeyman Necromancer (ex-Apprentice Wizard, ex-Student)
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	37%	28%	30%	37%	51%	58%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	2	3	4	2	0	0

Skills: Academic Knowledge (Magic, Necromancy) +20%, Channelling +10%, Charm, Common Knowledge (Dwarfs, Elves), Gossip +10%, Intimidate, Magical Sense +10%, Perception +10%, Read/Write +10%, Search+10%, Speak Arcane Language (Magick) +10%, Speak Language (Eltharin, Khazalid, Reikspiel)

Talents: Aethyric Attunement, Dark Lore (Necromancy), Fast Hands, Lesser Magic (Aethyric Armour, Skywalk), Linguistics, Meditation, Petty Magic (Arcane), Saavy, Super Numerate, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarterstaff

Trappings: Backpack, Grimoire, Writing Kit

12. THE TOMBS OF THE WORKERS

Dwarfs of low birth and common ancestry were taken to this great chamber for burial. Massive stone shelves stand row upon row and line the walls of this chamber rising to the ceiling 20 yards above the floor. The northern wall is unfinished, as the Dwarfs planned to extend the chamber if needed. Voices and footfalls echo in this chamber giving it an eerie feel.

Many of the bodies have been disturbed to serve Koros or Grimald in undeath. Most of these are located near the floor and many of the corridors between the burial shelves are littered with broken stone from the sarcophagi lids. Running in this room requires an **Agility Test** to avoid tripping over the debris.

It is impractical to list all of the treasure available in this chamber if players choose to become grave robbers. It is better left to you to decide what they might find. This place is a great location to plant objects and relics to spin off other adventurers, or to sell to the criminal underworld back in Deadgate.

If Grimald retreats to this room, he has summoned Undead to aid him here. Once he determines he has enough Skeletons (see page 69 for statistics) to aid him, he seeks out the intruders. If they should come upon him here, he uses the long corridors between the burial shelves to surround them. As a group of Skeletons lure the characters down one corridor, he leads another group around the back to attack them from behind.

13. TERRIFIED CORPSE

A body wearing a sleeved mail shirt lies sprawled face down on the floor here in the centre of a four-way intersection of passages. A discarded sword sits near one of its outstretched hands. Whatever happened here must have occurred recently as the victim's skin appears not to have decayed yet.

This is the corpse of an adventurer killed by Katanya, the female Dwarf Spectre from **Location 14**. His face is contorted into a look of horror so gruesome anyone looking at it must make a **Challenging (-10%) Fear Test**. Searching the corpse will reveal a cut amber gem worth 35 gc and two draughts of Cure All.

The body covers a carving of the god Grungni. The significance of this carving is detailed in the descriptions for **Locations 14-15**.

14-15. HALLS OF THE SPECTRES

These tombs are of the same size and makeup with three rows of sarcophagi lining the walls and burial shelves in the middle of the room. The halls were used to bury Dwarfs of a slightly higher social standing than mere commoners. For that reason, the sarcophagi here are adorned with very intricate carvings and likenesses of their occupants. Koros has left these halls intact and undisturbed because of the Spectres haunting them. He derives a twisted pleasure in their eternal torment.

These halls are the final resting place of two Dwarf Spectres named Katanya and Elamina. They both fell in love with the same Dwarf warrior, named Durkin, and fought over him incessantly for many years. Determined not to lose their love to the other, they conspired to kill each other. Katanya managed to poison Elamina's ale, but before she could enjoy her triumph, an assassin hired by Elamina killed her.

They compete in death as they did in life, tormenting any living creature making their way down to these halls. They will both try to convince characters they need to be released from their torment by blaming each other for their demise. They offer jewels and riches from their sarcophagi as a reward. Using their ability to remain invisible, they speak to the characters seemingly from out of nowhere. Their voices are low and moaning as if in great pain.

If the characters decide to help one of the spirits, the other immediately becomes visible, using her terrifying display in an attempt to scare the characters away. The carving of Grungni in the centre of the hallway at map **Location 13** prevents the Spectres from leaving their burial chambers or the hallways leading to them. Elamina has mottled skin in a disgusting shade of green from the poison she drank. Katanya has a knife imbedded in her eye courtesy of the assassin that slew her. If one of the Spectres is slain by the characters, the other cackles uncontrollably with glee. If the characters come looking for their reward, the Spectre terrifies them again and then paralyzes stragglers to kill them piecemeal.

Elamina and Katanya, Dwarf Spectres

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	40%	43%	42%	18%	18%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	4	4	6	0	0	0

Skills: Concealment +20%, Perception +20%, Speak Language (Khazalid, Reikspiel)

Talents: Ethereal, Frightening, Night Vision, Undead

Special Rules:

Chilling Touch: A Spectre can injure opponents with a touch, dealing a Damage 4 attack that ignores Armour Points; it can be dodged but not parried. If the Spectre hits its opponent, it also paralyzes him with horror for 1 round unless the subject succeeds on a **Will Power Test**. This paralysis effect applies whether or not the Spectre's touch inflicts any damage. Paralyzed characters can take no actions and are considered helpless. A Spectre must become visible to use this ability.

Invisible: Spectres can become invisible as a free action. Whilst invisible they can't be targeted by ranged attacks including

magic missiles. And because they are also ethereal and silent, they can't be attacked in melee either.

Terrifying Display: A visible Spectre can put on a terrifying display as a full action. The Spectre is surrounded by a glowing nimbus and radiates malice as it cackles madly. Those seeing this must take a **Terror Test**.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

16. MERCHANT HALL

This chamber was the last resting place for some of Karak Azgal's most prominent merchants. Like **Locations 14** and **15**, sarcophagi line the walls and burial shelves are stacked three high to the ceiling. There are 1d10 Skeletons and 1d10 Zombies (see pages 69 and 69 respectively for details) here, which Koros can use as he wishes to attack the characters.

17. THE CRYPT OF HEROES

Starting at the concealed door, the walls and ceiling of this hallway are covered with colourful mosaics depicting battle scenes involving Dwarf warriors fighting a variety of enemies from Skaven and Orcs to Ogres and Trolls. Koros has scrawled words in Eltharin with blood over many of the mosaics, mocking the heroes depicted in the artwork due to his hatred for Dwarfs. Here is a sampling of what he has written: "Cowards!", "Craven!", "Faithless!", and "Fools!".

Each of the six crypts holds the remains of a fallen hero of Karak Azgal, given this place of honour by the lords of the hold in recognition of their great deeds. The gromril doors covering the crypts bear the names in runic script of the heroes. Koros unlocked all of the doors as he has raised each of these dead Dwarf warriors as Wights to serve him. The door at the end of the hallway is carved from a single block of red granite and bears an exquisite bas-relief of the Dwarf god Grungni.

When the characters reach the first set of doors, Koros' Wraith underling Volkin moves ethereally through the red granite door and speaks to the players in a cackling voice filled with malice, "Go back to the surface, you fools! Only your death awaits you if you stay here. Turn back now and spare yourselves the torment of undeath. You will not be warned again. BEGONE!" With that, the Wraith moves back through the red granite door and returns to Koros below. Koros knows the characters will not stop with this simple warning. He is just toying with them, as he does with all intruders.

If the PCs do not turn back, five Wights under the control of Koros open the doors to their crypts and attack. The Wights stay in the hallway or in the crypts marked **Location 16** on the map. The description of the Wights and their stats are listed in the entries for each of their respective crypts.

a. The Crypt of Dwalik Kragninson

Dwalik saved the life of the son of a powerful Dwarf Thane named Borgrin by holding a mountain pass single-handedly against a tribe of Orcs so Borgrin could make his escape. When the Orcs finally overcame him, they nailed his body to a tree and broke his axe haft. When Borgrin recovered his saviour's body, he buried him in this place with the pieces of his broken axe. Borgrin wields the axe now in undeath as magical energy keeps it together. If Borgrin is defeated, the axe breaks into two pieces. To the right buyer, the parts are worth 200 *gc* as a set. A pedestal at the foot of his sarcophagus holds an alabaster urn worth 30 *gc*.

Dwalik Kragninson, Dwarf Wight

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65%	30%	48%	51%	35%	25%	35%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	0	0	0

Skills: Perception, Specialist Weapon Group (Two-handed), Speak Language (Khazalid)

Talents: Dodge Blow, Frightening, Night Vision, Undead

Special Rules:

Wight Weapon: See the rules on page 68 for details on Wight Great Hammers.

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Wight Great Hammer

b. The Crypt of Nori "The Bear" Fimdorson

Nori was called the bear because of his amazing strength. In combat, he used an enormous two-handed mattock to crush his enemies. He earned his place here by defeating an Ogre king named Galmag in single combat, preventing his army from pillaging Karak Azgal. His crypt has no treasure aside from the golden belt he wears. It's studded with gems and valued at 100 *gc*.

Nori "The Bear" Fimdorson, Dwarf Wight

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
58%	25%	71%	42%	35%	25%	35%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	7	4	3	0	0	0

Skills: Perception, Specialist Weapon (Two-handed), Speak Language (Khazalid)

Talents: Frightening, Night Vision, Strike Mighty Blow, Undead

Special Rules:

Wight Weapon: See the rules on page 68 for details on Wight Great Hammers.

Armour: Medium Armour (Sleeved Mail Shirt)

Armour Points: Head 0, Arms 2, Body 2, Legs 0

Weapons: Wight Great Hammer

c. The Crypt of Zargona Zarkrisdotr

It is quite rare for Dwarf maidens to be held in high honour for their deeds in combat, but Zargona was a notable exception. The only daughter of a weapon smith, she learned how to fight using the weapons crafted by her sire. Centuries ago, when an earlier incursion of Skaven managed to make it deep within the hold, Zargona saved over one hundred Dwarf children by leading a charge against Skaven Rat Ogres, whilst wielding twin battle axes. She wears a silver necklace with 110 charms given to her by the parents of the children she saved. It is worth 200 *gc*. Paintings on the walls of her crypt depict her battle against the Rat Ogres.

Zargona Zarkrisdotr, Female Dwarf Wight

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
51%	30%	43%	41%	48%	25%	35%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	3	0	0	0

Skills: Perception, Speak Language (Khazalid)

Talents: Ambidextrous, Frightening, Night Vision, Strike Mighty Blow, Undead

Special Rules:

Wight Blade: See the rules on page 67 for details on Wight Blades.

Armour: Medium Armour (Sleeved Mail Coat)

Armour Points: Head 0, Arms 2, Body 2, Legs 2

Weapons: Wight Blade

d. The Crypt of Balkrag Grimgorson "The Daemonslayer"

This crypt is empty because Balkrag resisted the control of Koros when the Liche raised him from the dead. He now wanders the ruins of Karak Azgal, looking for someone to help him defeat the Liche. Statistics and information on Balkrag are located on page 67. There is no treasure in this crypt.

e. The Crypt of Golengil Drongdorson

Golengil was a rune smith that distinguished himself not by his actions in battle, but by the many rune weapons he created for the defence of the hold. A dedicated worshiper of Grungni, his greatest work was a two-handed hammer he named *The Wrath of Grungni*. Knowing the value of the hammer and wanting to destroy it, Koros took the hammer from Golengil's sarcophagus and hid it away. In combat as a Wight, Golengil uses a two-handed hammer. He wears a ring on each of his forefingers—one is made of gromril and the other of gold. They are worth 150 *gc* and 60 *gc*, respectively. A locked iron chest in his crypt holds his most prized possession: a complete set of smithing tools of Excellent craftsmanship. The chest is locked and may be opened on a successful **Very Hard** (–30%) **Pick Locks Test**.

Golengil Drongdorson, Dwarf Wight

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	30%	53%	41%	35%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	5	4	3	0	0	0

Skills: Perception, Speak Language (Khazalid), Specialist Weapon Group (Two-handed)

Talents: Frightening, Night Vision, Strike Mighty Blow, Undead

Special Rules:

Wight Weapon: See the rules on page 68 for details on Wight Great Hammers.

Armour: Medium Armour (Sleeved Mail Coat)

Armour Points: Head 0, Arms 2, Body 2, Legs 2

Weapons: Wight Great Hammer

f. The Crypt of Athranbor Thorikson, "Orc Slayer"

In life, Athranbor was the High Thane and Supreme Commander of the hold's Ironbreaker regiment. Ironbreakers are elite Dwarf warriors that wear gromril armour inscribed with magical runes to protect them. When the Black Orc Warlord Garbash the Slayer attacked Karak Azgal, Athranbor led his men in a desperate defence. Outnumbered more than five-to-one, they drove the invader away. When it was over, he and his men could barely be seen above the corpses of the Orcs they had slain.

Athranbor wields an axe and a shield and wears full plate gromril armour inscribed with a Rune of Forging giving him 7 Armour Points in all locations. This armour is priceless. If the characters recover it, whole adventures can be designed around trying to fence it on the black

market. Even if a Dwarf among them tries to use it, he invariably draws much attention to himself from thieves and Dwarfs alike. The Dwarfs of Karak Azgal will certainly not be happy that a common adventurer is wearing gromril armour of such ancestry. His crypt does not contain any other treasure.

Athranbor Thorikson "Orc Slayer," Dwarf Wight

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	30%	53%	41%	32%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	5	4	3	0	0	0

Skills: Perception, Speak Language (Khazalid)

Talents: Frightening, Night Vision, Strike Mighty Blow, Undead

Special Rules:

Wight Blade: See the rules on page 67 for details on Wight Blades.

Armour: Rune Forged Gromril Plate Armour

Armour Points: Head 7, Arms 7, Body 7, Legs 7

Weapons: Wight Blade

18. THE GREAT STAIR

This is a switchback staircase 2 yards wide descending 100 yards to the Great Hall of Grungni. Despite its age, the stair is still in excellent shape, a testament to Dwarf craftsmanship. At your discretion, Koros may decide to attack the characters on the stair with some of his Undead minions. Combat on the stair is dangerous, and any attacks roll that misses by 20% or more requires the attacker to succeed at a **Routine** (+10%) **Agility Test** or be carried by his momentum over the edge of the staircase for a long fall and lethal impact below.

A low moaning emanates from the bottom of the staircase and can be heard with a **Routine** (+10%) **Perception Test**. Halfway down, the moans can be heard clearly (no test needed). They come from the **Chamber of Sorrow** on Level 2.

THE HALL OF BONES LEVEL TWO

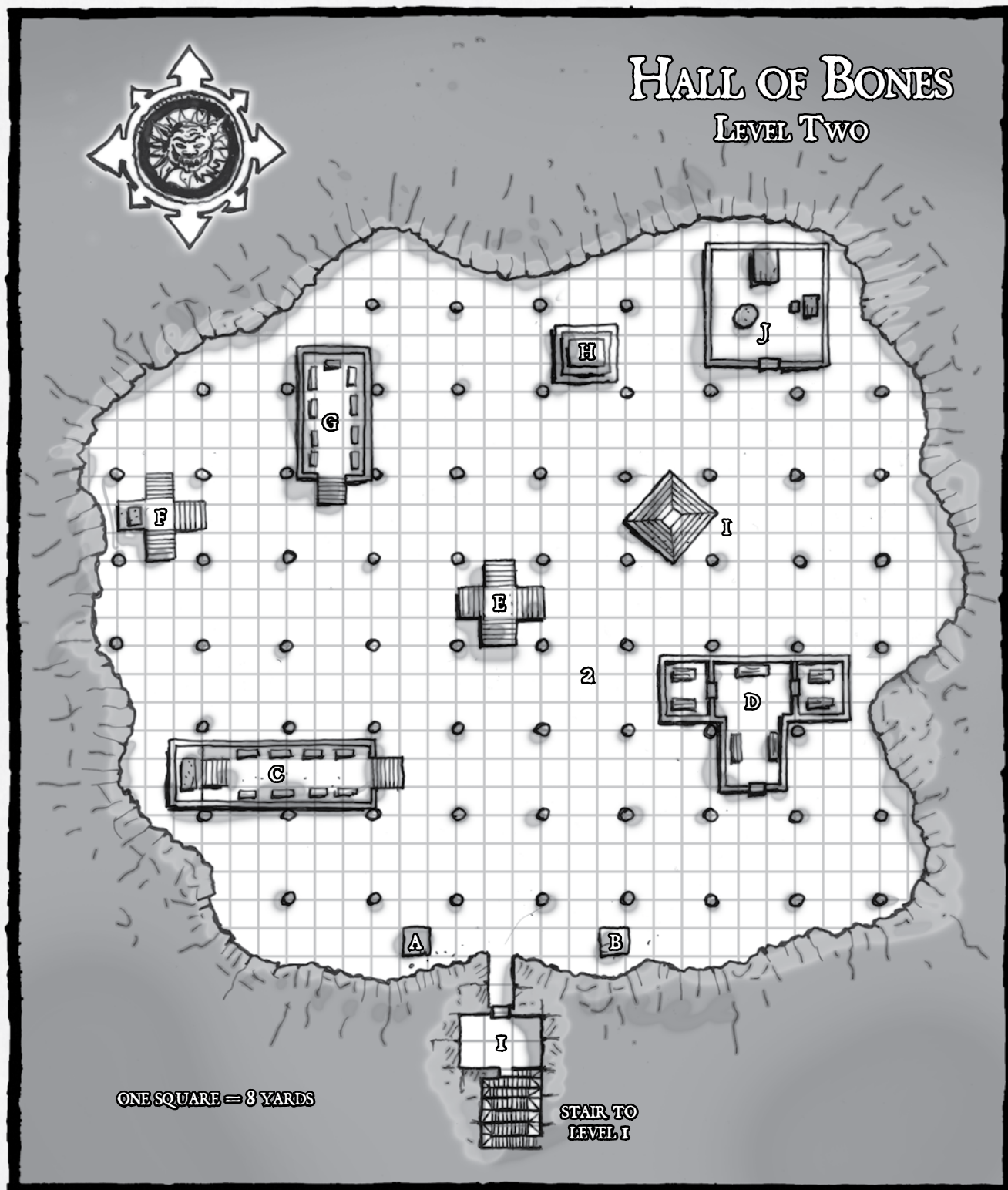
1. THE CHAMBER OF SORROW

The priests of Grungni said final prayers for grieving families here before taking the dead to the Great Hall. The east and west walls are each lined by three sculptures, depicting Grungni as creator, miner, and artisan. The moaning heard on the stairs comes from the mouths of the sculptures. Grungni is not pleased with what the Liche has done with the Hall of Bones. His sculptures cry out in pain for the plight of the Undead Dwarfs. They do so until the Liche is slain. The moaning is so frightful to hear, anyone in the room must make a **Will Power Test** or flee until they cannot hear the moaning.

A door made of solid gromril stands on the north wall of the chamber. Above it on two stone hooks rests a simple sledgehammer. The symbol of Grungni, a hammer striking an anvil, is carved on the centre of the door. Dwarf runes are inscribed above the symbol. A **Challenging** (–10%) **Academic Knowledge (Runes) Test** translates the writing into this message: "Great teacher, we offer you the souls of our dead. Return them to your forge. Hear our call on your anvil. Hear our call on your anvil. Hear our call on your anvil. Grace us with your favour." The door to the Great Hall is locked and can only be opened by striking the anvil on the door three times with the hammer hanging above it.

HALL OF BONES

LEVEL TWO



2. THE GREAT HALL OF GRUNGNI

The Dwarfs of Karak Azgal carved this massive vaulted chamber to honour the greatest of their gods, Grungni. It is roughly 240 yards long by 192 yards wide. Beautiful stone columns carved with intricate scrollwork rise from the floor to support the ceiling over 35 yards overhead. Scattered about the chamber are shrines, statues, crypts, and mausoleums. Only the most noble and influential Dwarfs were honoured with burial here.

Through the years, Koros has made many attempts to corrupt and destroy the Dwarf constructions in this holy chamber. Whether due to the power of Grungni or the durability of Dwarf craftsmanship, his efforts have mostly failed. He defaced the statues, but cannot destroy them. He has cracked open many of the sarcophagi, but most of the dead Dwarfs have resisted his control.

The encounters here depend on what Koros plans for the characters. His response should be tailored to what has happened earlier and their current strength. There are 30 Skeletons, 30 Zombies and 9 Wights (see pages

66, 69, and 66 for statistics) under his control in the hall. His most likely strategy is to keep the Wights at his side in **Location 2J** and send his servant Volkin and the other Undead to harass the intruders, always keeping Aluthra with him. He prefers hit and run tactics to a straightforward fight. This is partly due to the fact that his ego will not allow him to believe a group of adventurers can be much of a threat to him. Also, he simply enjoys the pleasure of slowly tormenting others and toying with them.

Koros has another surprise for intruders: a little something he calls Screaming Skulls. Koros created these Undead abominations by imbuing Dwarf skulls with necromantic energy. They fly through the air and emit a terrible scream as they do. There are 10 Screaming Skulls in the hall, and Koros sends them to harass the characters as necessary. They use a bone-chilling scream and flyby attacks to bite their opponents.

Screaming Skulls

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	36%	41%	59%	10%	10%	05%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	7	0	0	0

Skills: None

Talents: Flier, Natural Weapons, Night Vision, Undead

Special Rules:

Bone Chilling Scream: When a Screaming Skull attacks, it emits a shrieking yell as it flies toward its opponent. The victim must succeed on a **Routine (+10%) Will Power Test** or suffer the effects of Fear and lose 1 Wound out of fright.

Armour: None

Weapons: Bite

Volkin the Wraith

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	37%	45%	40%	44%	64%	25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	3	4	6	0	0	0

Skills: Academic Knowledge (Magic, Necromancy) +10%, Concealment +20%, Perception +20%, Speak Arcane Language (Magick), Speak Language (Eltharin, Reikspiel)

Talents: Ethereal, Natural Weapons, Night Vision, Specialist Weapon Group (Two-handed), Terrifying, Undead

Special Rules:

Chilling Attack: A Wraith can injure mortal enemies with its scythe or touch, sucking the life out of their victims. Against these attacks, armour offers no protection, and while they can be dodged, they cannot be parried.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Great Weapon (Scythe)

2A. Statue of Grimnir

This statue was sculpted from a single block of solid white marble and sits on an onyx pedestal that lifts it 9 yards from the floor of the cavern. The statue is a muscled Dwarf fighter wielding two battleaxes. A **Routine (+10%) Academic Knowledge (Dwarfs or Religion) Test** reveals the image to be Grimnir the Fearless, Dwarf God of warriors.

A closer look at the statue reveals someone has been trying to damage it; chips and scratches are all over the pedestal and the statue. A word is carved at least ten times into the onyx pedestal. A character with Read/Write and who succeeds on a **Routine (+10%) Read Language (Eltharin) Test** learns the word is "COWARD". If Balkrag is with the characters and sees this, he lets out a blood-curdling scream, challenging Koros to appear. In response, Koros sends 1d10/2 Screaming Skulls (see page at left for statistics) to attack in 2 rounds.

2B. Statue of Valaya

This is a 9-yard-tall statue carved from solid marble in the shape of a Dwarf female. She holds a baby in her left arm whilst her right hand is raised, palm outward. A **Routine (+10%) Academic Knowledge (Dwarfs or Religion) Test** reveals the image to be the Dwarf Goddess Valaya, protector of the clan. Koros has been unable to harm this statue in any way, although not for lack of trying.

If a Dwarf character prays to Valaya in the presence of this statue, the goddess grants him a vision to help him defeat the Liche Koros. Tell the player they can feel the presence of Valaya and her warm embrace engulfing their body. Then read them the following text:

"You seem to leave your body and fly to the roof of this great chamber. Your vision swims, and when it clears you see a horde of Zombies and Skeletons attacking your beleaguered group of adventurers. Moving closer, you see yourself holding up a staff. The tip shines brightly and the Undead melt away when the light from the staff touches them. A sweet voice then tells you, 'Worry not, my kin. I will lead you to the staff and you can end our pain.'"

After the character comes out of the trance, the voice of Valaya speaking telepathically leads him to the location of each of the three artefacts needed to assemble the Staff of Valaya. They are located in **Locations 2C, 2D, and 2E** and must be assembled before the statue in **2E**. Don't be concerned if there are no Dwarfs in your group, or if the Dwarf in your group does not pray to the statue. As the adventurers investigate the hall, other clues are scattered about to lead them in the right direction. Also, your group may be powerful enough to defeat the Undead without needing the help of the staff. Keep in mind that Koros, due to his magical crown, can hear what the PCs say to each other if any of the Undead he controls are within earshot. If they talk about the staff, Koros knows what they are up to and takes steps to stop them from getting the parts, such as by sending his minions or even directly attacking them himself.

2C. Shrine to King Faragund

This burial shrine stands 6 yards above the floor of the cavern and can be accessed by a staircase on the east end. The king is buried at the far western end of the shrine, raised another 3 yards above four other sarcophagi that line each side of the platform. This is the tomb of King Faragund the Bold and his eight heirs, the first ruling family of Karak Azgal. A close look at the stone coffins will reveal chips and marks indicating where Koros has tried to access the dead Dwarfs within, to no avail.

The same marks mar the king's sarcophagus, but the runes on the covering slab are still intact. A successful **Challenging (-10%) Academic Knowledge (Runes) Test** reveals the following message, "Rest peacefully in the arms of Valaya, great king. May the medallion of Karaz-a-Karak guide you through the afterlife. The Great Protector saves us all from eternal death. Praise her name for your salvation."

If any PC speaks the name of Valaya aloud, the lid of the sarcophagus opens, revealing the body of the great king inside. Fastened around his neck on a silver chain is a gold medallion with a diamond in the centre. At the bottom is a round hole. This is the headpiece to the Staff of Valaya. It has no special powers until it is combined with the Rod

of Valaya from **Location 2D** and the shaft of King Rorgrim's axe from **Location 2F**.

2D. The Crypt of the Line of Morgundson

This crypt houses the bodies of the second great line of Karak Azgal kings, the sons of Morgund. It is built from tightly fitted blocks of granite. Koros has been unable to gain entry to this crypt, but he certainly has tried, based on the marks the players can see on the stone door. A symbol is carved into the stone of the door depicting a Dwarf holding a glowing rod in one hand and a hammer in the other with a mountain in the background. A successful **Hard (-20%) Common Knowledge (Dwarfs) Test** informs the character that this is King Morgund himself, the first of his line. If the players ask about the rod, have them make another **Hard (-20%) Common Knowledge (Dwarfs) Test**. If successful, they remember the item was a gift from Karaz-a-Karak, the Rod of Valaya, which was said to have curative and protective powers. Strangely, this door opens easily if the characters try to open it. The rod on the front shines brightly for a moment and the door opens almost of its own accord.

The Spectre of King Morgund haunts this crypt. He rested peacefully here until Koros arrived. The necromantic energy caused him to rise from the dead, but he resisted the attempts of Volkin the Wraith to turn him to the cause of Koros. Valaya has cursed him because of his desire to keep her magical rod rather than let his ancestors use it as she originally intended. He fights anyone who enters the crypt, but does not leave it.

King Morgund the Spectre

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
56%	0%	40%	53%	48%	18%	18%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	4	5	6	0	0	0

Skills: Concealment +20%, Perception +20%, Speak Language (Khazalid, Reikspiel)

Talents: Ethereal, Frightening, Night Vision, Undead

Special Rules:

Chilling Touch: A Spectre can injure opponents with a touch, dealing a Damage 4 attack that ignores Armour Points; it can be dodged but not parried. If the Spectre hits its opponent, it also paralyzes him with horror for 1 round unless the subject should succeed on a **Will Power Test**. This paralysis effect applies whether or not the Spectre's touch inflicts any damage. Paralyzed characters can take no actions and are considered helpless. A Spectre must become visible to use this ability.

Invisible: Spectres can become invisible as a free action. Whilst invisible, they can't be targeted by ranged attacks, including magic missiles. And because they are also ethereal and silent, they can't be attacked in melee either.

Terrifying Display: A visible Spectre can put on a terrifying display as a full action. The Spectre is surrounded by a glowing nimbus and radiates malice as it cackles madly. Those seeing this must take a **Terror Test**.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

There are a total of seven sarcophagi in this crypt, each holding the body of a different king of the Morgundson line. A successful **Hard (-20%) Strength Test** enables the characters to get inside each of the sarcophagi and loot them if they so desire. Grungni will not be happy with this and if there is a Dwarf among the party, they should know grave robbing

ROD OF VALAYA

This object is a simple, slender rod made of silver. The item is completely smooth and has only a single rune on it. A successful **Challenging (-10%) Academic Knowledge (Runes) Test** reveals it to be the rune of Valaya, the Dwarf protector Goddess of the clan.

Due to the magical energy it contains, anyone picking up the rod must make a **Hard (-20%) Will Power Test** or be unable to keep and use it. Speaking the name of Valaya and the Dwarf words for "heal" or "protect" activates the rod. Speaking the Khazalid word for "heal" and succeeding on a **Challenging (-10%) Will Power Test** allows the wielder to heal wounds as per the *earth blood* spell in the Lore of Life. Speaking the Dwarf word for "protect" and succeeding on a **Hard (-20%) Will Power Test** allows the wielder to duplicate the effects of the *shield of Myrmidia* spell except the bonus to Armour Points is +2.

Should the wielder fail such a **Will Power Test** and the result is a double, the wielder is subject to the rules for **Wrath of the Gods** in *WFRP* on page 144.

does not make one enamoured of the Dwarf gods. If treasure other than the Rod of Valaya is removed from this crypt, the Dwarf god curses those carrying it, causing them to suffer a -5% penalty on all tests until they return the treasure or admit their crime to a priest of Grungni and perform an appropriate penance. Each of the kings is buried with a golden necklace worth 360 *gc* and wears two silver rings made of exquisite craftsmanship worth 50 *gc* each.

Morgund is buried with the Rod of Valaya and a belt made of gold worth 150 *gc*. Should players have the medallion from **Location 2C** in their possession when they take the rod, both the rod and the medallion glow brightly

2E. Statue of Grungni

A marble statue stands on a pedestal elevated about 5 yards above the floor. Four staircases, one for each cardinal point, grant access to the statue. Upon closer inspection, the old statue seems to be an aged Dwarf in flowing robes and holding a staff with both hands. A character who succeeds on a **Routine (+10%) Academic Knowledge (Religion) or Common Knowledge (Dwarfs) Test** knows the statue depicts the Dwarf god Grungni, though the staff itself is unusual; the god never wields a staff.

If the party has the medallion from **Location 2C**, the rod from **Location 2D**, and/or the shaft from **Location 2F**, all parts glow brightly as does the staff in the statue's hand. If all three of the pieces are put together in front of this statue, they meld together to form the Staff of Valaya.

2F. King Rorgrim's Tomb

This is a pedestal in the shape of a cross, raised 10 yards above the floor with access from staircases located on the north, east, and south sides. A single sarcophagus rests on the western edge of the cross. It has been severely damaged, with chips of stone scattered all around it, but the lid has not been removed.

Herein lies King Rorgrim, the first and only of his line. In battle, he wielded a mighty runic battleaxe. The weapon was lost in an epic conflict that took the king's life. With it, he slew a mighty Dragon named Graauth. His final blow embedded his axe-head in the Dragon's skull and it fell into a deep chasm, leaving Rorgrim fatally wounded and holding his headless axe-haft. Rorgrim died clutching the shaft of his axe—it could not be prised from his hands, so it was buried with him.

THE STAFF OF VALAYA

This artefact was created in the depths of Karak Azgal by combining three items sacred to Valaya: the medallion of Karaz-a-Karak, the Rod of Valaya, and the haft of King Rorgrim's axe. Just picking up the item requires a successful **Hard (-20%) Will Power Test**.

The main purpose of this staff is to destroy Skeletons, Zombies, and Spirits. If the wielder holds the staff aloft as a full action, speaks Valaya's name, and succeeds on a **Hard (-20%) Will Power Test**, the medallion releases a burst of white energy, destroying 1d10+2 Skeletons, Zombies, Spirits, or a combination of all three within 24 yards. The staff also has the same abilities as the Rod of Valaya. (See page 75 for details about the rod.) Any other Undead within the range of the staff must make a **Fear Test** or become frightened as described on page 198 of WFRP. Undead with the Fearless Talent are unaffected by this ability.

If the **Will Power Test** to use one of the rod's abilities fails and the result is a double, the wielder is subject to the rules for **Wrath of the Gods** on WFRP page 144.

This story is told in Dwarf runes inscribed on the lid of the coffin here, which can be learned with a successful **Challenging (-10%) Academic Knowledge (Runes) Test**. If the characters recovered the medallion of Karaz-a-Karak and/or the Rod of Valaya they both glow very brightly when they approach this sarcophagus and the lid simply slides off revealing the body of the dead king. He holds his axe haft on his chest and it too glows brightly. If they do not have either item with them, they can open the lid on a successful **Very Hard (-30%) Strength Test**.

The dead king has no intention of letting go of his axe shaft without a struggle. Should someone attempt to take the shaft, the corpse suddenly animates and lets out a hideous scream pulling the shaft tightly to him. The character grabbing the shaft must take a **Challenging (-10%) Terror Test**. If successful, they can wrench the shaft from the king with an opposed **Strength Test**. The king's Strength is 58%. Any new character trying to pull the shaft loose must take the **Terror Test** before proceeding.

The king also wears a golden crown worth 450 *gc*. See **Location 2D** for the consequences of taking any items from the sarcophagi on this level.

2G. Looted Crypts

This burial crypt rests on a platform some 5 yards above the surface of the cavern. It is clear all of the sarcophagi here have been looted, as their lids are strewn about on the floor of the platform. The crypts have been damaged so much it is impossible to tell what line of kings was buried here. The two stone coffins near the far end of the platform are the only ones that contain bodies. These are Wights (see page 66 for statistics) lying in wait to surprise the party and attack.

2H. Shrine to Grinnir

An enormous 10-yard-tall statue of a Dwarf warrior stands on a raised dais here. The depicted warrior crouches in a fighting pose, holding two battleaxes. A character who succeeds on a **Challenging (-10%) Academic Knowledge (Religion)** or **Common Knowledge (Dwarfs)** reveals the statue is the Grinnir, the Dwarf god of warriors. Runes inscribed on a stone slab in front of the statue can be read by those who succeed on a **Challenging (-10%) Academic Knowledge (Runes) Test**. They read, "Oh great warrior, strength of the Dwarfs. Here we honour all those who have fought in your name, but whose bones lay elsewhere. May they live on in your halls forever, great Grinnir."

This shrine honours Dwarfs who have died in obscurity protecting their clan and hold. Any Dwarf priest that prays here gains a +2 on all his rolls for casting spells for the rest of this day. Any other Dwarf character praying here gains a +5% bonus to his **Weapon Skill Tests** in his next combat.

2I. Crypt of Belgrina Fargundsdottir

A single sarcophagus rests at the top of a square platform here, about 5 yards above the floor. Stairs lead up to the top from all sides. This is the last resting place of Queen Belgrina Fargundsdottir, the only female ruler in the history of Karak Azgal. She ascended to the throne when Orcs slew her younger brother. She ruled for seventy-five years and was beloved by her people not only for her leadership, but also for her prowess in battle.

The sarcophagus is heavily damaged, but the stone lid has not yet been removed. Dwarf runes are still visible inscribed on the surface. The runes may be read by succeeding on a **Challenging (-10%) Academic Knowledge (Runes) Test**. They tell the story of Belgrina, the only female ruler of the hold. A **Hard (-20%) Common Knowledge (Dwarfs) Test** enables a character to remember Belgrina was a fervent worshiper of Valaya. A closer look at her sarcophagus, requiring a **Hard (-20%) Search Test**, reveals the name Valaya inscribed very subtly all over the stone coffin. If the Staff of Valaya or the Rod of Valaya are held aloft in front of the sarcophagus and the goddesses name is spoken, the lid slides off.

Belgrina looks very well preserved, as if she died only a few days ago. She was buried in very simple robes with no gold or jewellery to adorn her body. Her hands are folded across her chest and she holds a simple stone statue of Valaya. Anyone touching the statue must make a **Challenging (-10%) Will Power Test** or be unable to pick it up. The protective energy of Valaya imbues the object with magical power. Anyone holding this item will be immune to necromantic spells. Valaya intends for this item to be used to defeat the Liche. If it is not returned to Belgrina after the Liche is destroyed, Valaya curses the holder of the item with a -5% penalty on all tests until the item is returned.

2J. The Lair of the Liche

It is clear to even the untrained eye that this building was not built with the same craftsmanship as the other structures in the Great Hall of Grungni. Koros could not stand to live in something constructed by the Dwarfs, so he directed his Zombies and Skeletons to build this squat, square structure. The door is never locked (who could possibly dare to steal from Koros down here?) and two Wights (see page 66 for statistics) are always stationed outside the door as guards.

Koros has created quite a comfortable living area inside the building, as if he is attempting to live the normal life of an Elf noble. Inside is a comfortable bed, a writing desk, and a beautifully-woven rug. An ironbound chest rests at the foot of the bed. It is locked and Koros has the key. The lock can be picked with a successful **Hard (-20%) Pick Locks Test**. Inside the chest are three gold necklaces each worth 90 *gc*. There are also loose coins, totalling 150 *gc*. A magical axe hangs on the wall. If wielded in combat, it grants the wielder a +10% bonus to Weapon Skill Tests.

Depending on what has happened so far with the characters, Koros and Aluthra may be holed up here to make a final stand against the PCs. If so, he does whatever he can to get ready to face them, summoning all of his remaining Undead minions to his defence. Aluthra plays the part of a captive, a victim of the Liche's mad machinations. She watches the combat, looking for the most promising character in the group for her to seduce. Aluthra remains with the PCs, if they'll have her, for as long as she must. If given the opportunity, and the PCs act suspicious, she slips away to locate the altar of Slaanesh (see **Chapter Eight** for details).



CHAPTER VII: GREENSKINS

The enmity between the Greenskins and Dwarfs is legendary. The Dwarf kingdoms have waned as Orcs and Goblins have overrun hold after hold. The two races have fought countless battles above and beneath the Old World and hate each other with a passion that knows no bounds. Many a list of grudges bears the names of Orc warlords and Goblin chieftains that the Dwarfs have vowed to pay back. Karak Azgal is no exception, as it was the Orcs that had a major part in the destruction of the hold. And Dwarf memories are long. To this day, most

Dwarf merchants in Skalf's Hold still pay adventurers for any Orc or Goblin heads brought up from the depths of the Dragon Crag.

Still, Orcs and Goblins are common in the ruins. There are many small bands held together by a powerful warlord or a clever shaman eking out an existence by preying on adventurers or each other. This chapter details two of the major Greenskin warbands in the ruins. Maps are provided with keyed descriptions as well as detailed information about the leaders of each group and their motivations.

— THE BLACKTOOTH ORCS —

Orcs and Goblins of many different tribes infest the ruins of Karak Azgal in growing numbers since the Dwarfs were driven out. This section details the Blacktooth Tribe founded by the infamous Orc warboss Urgok in the Badlands decades ago. His teeth were so rotten that they turned black. To show respect for their leader all warriors of the tribe painted their teeth black (as they do to this day) and thus the name of the tribe was born. Urgok lusted after the riches found in the ruins of the Dragon Crag, so he moved his tribe into the ruins. They found a nearly intact Dwarf clan's former holdfast and made it their tribal home.

Today a powerful warboss named Gorgal Ironfoot rules the tribe. Extremely aggressive, even for an Orc, he's not satisfied by hoarding treasure. The tribe stumbled upon a cache of warpstone, chaos tainted rock used by the Skaven for their hideous creations. The Orc shaman, Wingnot, was smart enough to realize this and convinced Gorgal to make a deal with the Skaven of Clan Skreet. In exchange for the warpstone, the Orcs would get weapons from the Skaven. Gorgal plans to use these weapons on the Skaven to test them and then mount a raid on the Humies and Stunties (the Orc terms for Humans and Dwarfs) in the city above.

The Blacktooth Tribe lives in what used to be the holdfast of the Skorrun Dwarf Clan. They were merchants specializing in the imports of goods from foreign lands. Most of their goods had already been looted from their warehouses when the Orcs arrived, but the layout of the hold and the quality of the construction made it a perfect place for the Orcs to settle into. There is also a large reservoir in the lower level to provide the clan with drinking water, but it is also the home of a deadly creature warped by Chaos. For details, see **The Dark Reservoir** on page 84.

A. THE GREAT STAIRS

A flight of stone stairs 14 yards long and 6 yards wide leads up to a platform flanked by two stone statues. A deep chasm drops away on either side of the stairs and the platform. Four Orc guards stand watch here at all times.

At the top of the stairs, the Orcs set up four wooden barrels filled with stones that are wedged in place by blocks of wood. If they detect intruders, they remove the wedges and push the barrels onto the stairs in the hopes of knocking their enemies off the edge. The Orcs must make a **Ballistic Skill Test** when they push a barrel; any miss by 20% or more means the barrel

falls harmlessly over the edge of the stairs. The barrels move 4 yards on the first round and 8 yards on the second and succeeding rounds. Anyone caught in the path of the barrels must make a **Challenging (–10%) Agility Test** or be struck by the barrel and take a Damage 3 hit. If a character takes Wounds, he must make a **Challenging (–10%) Agility Test** or fall down the stairs, possibly to his doom. Characters sliding off the stairs can make a **Strength Test** to grab the edge before falling to their deaths. Characters rolling down the stairs must make a **Hard (–20%) Agility Test** to safely halt their fall. Failure means the subject takes a Damage 3 hit when he reaches the bottom of the stairs. Characters descend as fast as their Movement characteristic. The Orc guards at the top of the stairs shoot arrows from their bows after pushing the barrels, until the characters get within melee range. If things go badly, one of the Orcs flees to warn the rest of the tribe.

The Orcs have done their best to destroy the two statues on the platform—chunks of both of them are missing. A **Common Knowledge (Dwarfs) Test** or a **Challenging (–10%) Academic Knowledge (Religion) Test** reveals them to be images of the Dwarf goddess Valaya.

Orc Shooty Boyz

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	40%	35%	45%	30%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Ride or Swim, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow
Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Choppas: When wielded by an Orc, a choppa deals SB+1 Damage on the first round of melee and SB Damage each round thereafter. If wielded by a creature other than an Orc, the choppa counts as a Hand Weapon with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa, Shield, Bow with 10 arrows

B. SUPPLY ELEVATOR

As noted earlier, the Dwarfs created a number of elevators throughout Karak Azgal as a convenient means of travel and transport. The Skorrin clan used this particular elevator to bring food and other basic supplies into the hold. You can place this elevator wherever necessary above or below this level as a means to introduce your group to the Orc lair.

The Orcs have never been able to figure out how to use the elevator, but they sometimes use ropes to climb up and down the shaft and access other sections of the ruins. To protect against other creatures using the shaft, they keep two Cave Squigs in this chamber at all times as guards. The door to the room is also barred from the other side. A **Hard (–20%) Strength Test** is required to break the door down and the noise from such an activity might arouse the Orcs to investigate.

Cave Squigs

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	53%	35%	56%	5%	22%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	10	5	3	1-10	0	0	0

Skills: Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron

Special Rules:

Chaos Mutations: Squig 1: Three Eyes (+5% bonus to vision-based Perception Tests); Spiked Tail (can be used to make attacks with SB damage and the Pummeling quality)

Squig 2: Metallic Skin (+2 AP to all locations)

Random Movement: Squigs are so stupid they bounce about at random. Roll 1d10 to determine a Squig's Movement Characteristic each round it moves.

Armour: Squig 1—none; Squig 2—Metallic Skin

Armour Points: Squig 1—Head 0, Arms 0, Body 0, Legs 0; Squig 2—Head 2, Arms 2, Body 2, Legs 2

Weapons: Claws and Teeth

BLACKTOOTH LAIR

I. SHRINE

This room was once a shrine to the Dwarf goddess Valaya. The Orcs desecrated all of the vestiges of the old shrine by destroying the carvings once adorning the walls and replacing the statue of Valaya with two crude statues made of dung. A successful **Challenging (–10%) Academic Knowledge (Religion) Test** or a **Routine (+10%) Common Knowledge (Orcs) Test** reveals their names: Mork and Gork. They are the two legendary, warring brothers the Orcs worship as gods. They appear to be poised to attack each other, Mork brandishing a choppa and Gork a battleaxe.

There is a 50% chance Wingnot the Orc shaman will be here performing rituals to his gods. His two apprentices and two Orc bodyguards always accompany him. In this room, the power of Gork and Mork runs strong and gives Orc shamans a +2 on each d10 of the Magic rolls.

If you have the *Old World Bestiary*, you can use the Lore of Spirits to simulate Orc magic. Otherwise just use the Lore of Chaos in *WFRP* (it's inexact, but serves for this encounter).

If you have the *Old World Bestiary*, you can use the Lore of Spirits to simulate Orc magic. Otherwise just use the Lore of Chaos in *WFRP* (it's inexact, but serves for this encounter).

Wingnot, Orc Shaman Lord

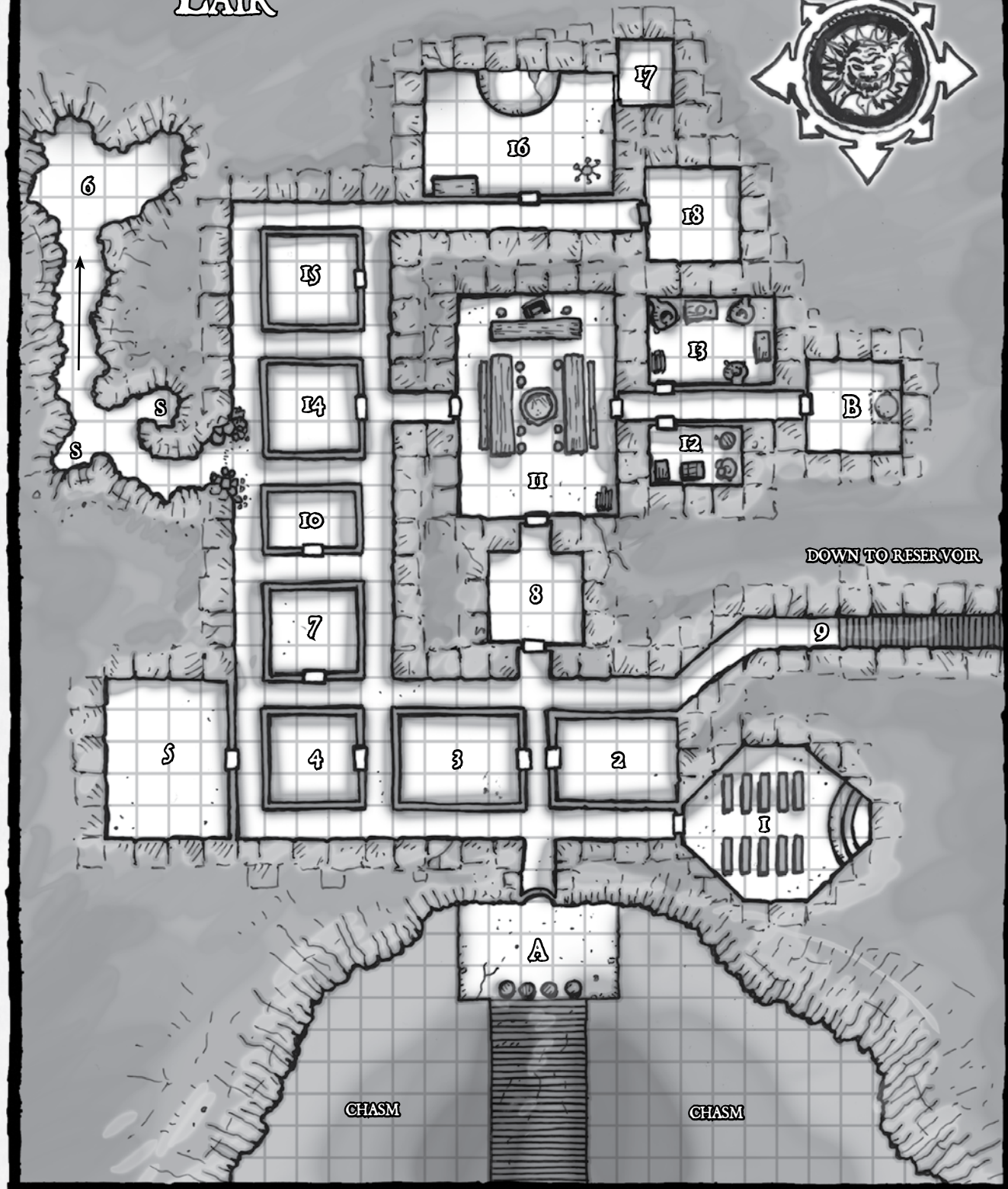
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	50%	45%	60%	40%	45%	55%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	3	4	4	+3	0	0

Skills: Academic Knowledge (Engineering) +10%, Academic Knowledge (Religion), Academic Knowledge (Theology) +10%, Channelling +20%, Charm, Common Knowledge (Greenskins, Skaven, Undead) +10%, Gossip +10%, Heal +20%, Intimidate +20%, Magical Sense +20%, Outdoor Survival, Perception +20%, Performer (Dancer, Singer) +20%, Read/Write, Ride, Scale Sheer Surface, Speak Language (Goblin Tongue), Speak Arcane Language (Daemonic, Magick), Speak Language (Eltharin, Khazalid, Queekish, Reikspiel), Torture

Talents: Aethyric Attunement, Divine Lore (Spirits), Fast Hands, Fearless, Lesser Magic (Aethyric Armour, Move), Master Orator, Meditation, Menacing, Mighty Missile, Night Vision, Petty Magic (Hedge), Public Speaking, Street Fighting, Strike Mighty Blow, Strike to Injure, Strong-minded

BLACKTOOTH
LAIR

ONE SQUARE = 4 YARDS



CHASM

CHASM

Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Axe)

Trappings: Key to his chambers, key to the reservoir door, 2 gemstones worth 10 *gc* each

Orc Apprentice Shaman

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	35%	35%	50%	30%	30%	35%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	+1	0	0

Skills: Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (Greenskins) +10%, Gossip, Heal, Intimidate, Magical Sense, Outdoor Survival, Perception, Performer (Dancer, Singer), Scale Sheer Surface, Speak Language (Goblin Tongue, Queekish, Reikspiel), Torture

Talents: Menacing, Night Vision, Petty Magic (Hedge), Public Speaking, Street Fighting, Strike to Injure, Strike Mighty Blow

Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Choppas: When wielded by an Orc, a choppa deals SB+1 Damage on the first round of melee and SB Damage each round thereafter. If wielded by a creature other than an Orc, the choppa counts as a Hand Weapon with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa, Bow with 10 Arrows

Orc Bodyguards

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	35%	35%	45%	25%	25%	30%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim, Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Choppas: When wielded by an Orc, a choppa deals SB+1 Damage on the first round of melee and SB Damage each round thereafter. If wielded by a creature other than an Orc, the choppa counts as a Hand Weapon with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa

2. SHAMAN'S CHAMBER

The door to this room is locked and can be opened with the shaman's key (see **Location 1**) or by succeeding on a **Challenging (-10%) Pick Locks Test**. There is a 25% chance for the shaman to be here if the characters have not yet encountered him already. The room holds a writing desk and bookcase along the south wall and a pile of furs along the north wall to serve as a bed.

The bookcase contains some books on engineering and theology. A **Search Test** uncovers a book written in Reikspiel entitled *The Art of Aethyric Attunement*, written by Klaus Schwarzhelm. This book is worth 300 *gc* to any wizard. If a wizard spends a week studying this book and succeeds on a **Challenging (-10%) Intelligence Test**, he gains a permanent +5% bonus to all **Channelling** and **Magical Sense Tests**.

If a character searches the room and succeeds on a **Challenging (-10%) Search Test**, he uncovers a hidden cache underneath the shaman's sleeping furs holding 10 gems each worth 1d10x5 *gc* each and 85 *gc* in loose coins.

If attacked here, the shaman calls for his Orc bodyguards and apprentices from **Location 3**. See **Location 1** for creature statistics.

3. APPRENTICE SHAMAN AND BODYGUARD QUARTERS

This room serves as the living quarters for Wingnot's two apprentices and bodyguards. Since they accompany Wingnot wherever he goes, they are only in this room if Wingnot is in his own quarters. The room is sparsely furnished with four mats on the floor for the Orcs to sleep on. The apprentices have built a shrine to Mork and Gork out of their own dung along the west wall of the chamber. They practice their magic here and sacrifice rodents and other small creatures to their gods, so the room is splattered with dried blood and bones. See **Location 1** for creature statistics.

Characters searching through this mess and succeeding on a **Challenging (-10%) Search Test** uncover 3 gems worth a total of 66 *gc* and 15 *gc* in loose coins.



4. GUARDS' QUARTERS

The Orc Shooty Boyz responsible for guarding the staircase entrance at **Location A** live in this room. There are a total of 12 guards that rotate through three shifts, with four of them on duty at a time. They sleep on dirty straw mats strewn all about the floor. In the southwest corner of the room is a wooden rack that holds choppas and bows.

There are always at least four Orc Shooty Boyz sleeping here (see page 78 for statistics). There is a 50% chance for the remaining eight to be here in-between shifts. If attacked, the Orcs closest to the intruders engage in melee while the remaining use missile weapons.

Succeeding on a **Challenging** (–10%) **Search Test** uncovers 25 *gc* hidden around this room.

5. BIG'UNS

Orcs are simple creatures and so their term for the largest and strongest Orcs is Big'Uns. Twelve of them live in this room when not foraging in the ruin or eating in the great hall with the Warboss. They sleep on fur-covered stone beds once used by the Dwarfs. There is a 50% chance they will be here when the characters arrive.

A **Challenging** (–10%) **Search Test** uncovers a total of 14 gems, each worth 1d10×5 *gc*.

Orc Big'Uns

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44%	35%	46%	45%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	0	0

Skills: Common Knowledge (Greenskins) +10%, Dodge Blow, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim, Torture

Talents: Ambidextrous, Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Choppas: When wielded by an Orc, a choppa deals SB+1 Damage on the first round of melee and SB Damage each round thereafter. If wielded by a creature other than an Orc, the choppa counts as a Hand Weapon with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa, Hand Weapon (Mace)

6. WARPSTONE CAVE

The Orc Shaman Wingnot received a vision from Mork and Gork about the warpstone contained in this cave. He convinced Gorgal that finding the warpstone and trading it with the Skaven would give them access to warpstone weapons. With those weapons, the Orcs could raid the Humie and Stunty settlements above, and wipe out the Skaven too, for good measure.

The Orcs are still excavating the warpstone cavern, though they have acquired enough ore to make a trade with the detestable Skaven (see page 59 for details on this first trade). It's not clear how the warpstone got here in the first place, but Wingnot believes that it was sent by

Mork and Gork to reward the Blacktooth Clan. Wingnot and Gorgal don't trust the Skaven, but they are foolishly confident that not even the Skaven are stupid enough to double-cross the Blacktooth Clan. Their plan is that once they have enough weapons, they will destroy the Skaven out of spite and then mount a series of raids on the Dwarf hold above to crush their spirit and drive the Stunties away.

The cave glows with a greenish light and can be seen at the top of the slope marked on the map with an arrow. The Orcs have crudely hacked at the walls to get to the warpstone, and bits of it lie scattered on the floor of the chamber. The Orcs have resisted the warping influence of the stone for the most part, but if the PCs take any of the warpstone, they must make a **Toughness Test** each day the stone is in their possession. If they fail, they gain a random Chaos Mutation.

Two Cave Squigs (see page 87 for statistics) are on guard duty on either side of the passage in the locations marked with an "S" on the map. If anyone other than Wingnot comes down the passage, they attack.

7. ARMOURY

This room once served as a warehouse for the imported goods the Skorrin clan used to deal in. The Orcs converted it into their armoury. Stone shelves line the walls and hold Orc choppas, helms, armour, daggers, and shields. The Orcs use the anvil in the centre of the room to repair their arms and armour. A grindstone is also nearby to sharpen blades for combat. Two Orc armourers are here working 75% of the time.

Orc Armourers

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43%	35%	52%	45%	33%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	5	4	4	0	0	0

Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim, Torture, Trade (Armourer)

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow, Very Strong

Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Choppas: When wielded by an Orc, a choppa deals SB+1 Damage on the first round of melee and SB Damage each round thereafter. If wielded by a creature other than an Orc, the choppa counts as a Hand Weapon with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa, Dagger, Shield

8. GOBLIN SERVANTS

The Dwarfs used this chamber as a waiting room for visitors to the hold. Stone benches line the walls, once used by visitors to sit on, but they are now used as beds for Goblins. There are 10 Goblins here that are used as servants by the Orc Warboss at his dinner table in **Location 11**. There is a 50% chance for these creatures to be present when the characters arrive. If things start going badly for the Goblins, survivors beat an ordered retreat into **Location 11** and then into the hallway outside

Location 14 to look for help.

Goblins

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	30%	30%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Swim, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Night Vision

Special Rules:

Animosity: A Goblin offered any kind of excuse to fight other Greenskins (including other Goblins) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Elves is Scary: Goblins find Elves extremely unnerving. A Goblin must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon, Spear, Shield

9. RESERVOIR ACCESS

The Orcs constructed a makeshift door of wood blocking the staircase leading down to the reservoir below. The door is locked and can be opened with a successful **Challenging (-10%) Pick Locks Test**. The Orc shaman painted a warning on the door in red to prevent any Orcs from trying to enter the reservoir. Since most of them cannot read, it is a drawing of a monster with a huge maw chewing on what appears to be an Orc. The shaman has the key to the door.

10. SQUIG PEN

The door to this room is barred from the outside and from beyond it a horrible stench issues, easily smelled in the hall outside. The Orcs use this room to keep their Cave Squigs. There are a total of eight Squigs in tribe, but there are only four here at any given time. If the Squigs sense the characters in the hallway outside the door, they yelp and howl, scratching at the door to get to them. This commotion likely draws nearby Orcs to investigate.

Cave Squig

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	53%	35%	56%	5%	22%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	10	5	3	1-10	0	0	0

Skills: Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron

Special Rules:

Random Movement: Squigs are so stupid that they bounce about at random. Roll 1d10 to determine a Squig's Movement Characteristic each round it moves.

Chaos Mutations:

Squig 1: Head Crest, Large Ears (Acute Hearing Talent), Regeneration

Squig 2: Fur, Metallic Skin (+2 AP all locations)

Squig 3: Eye Stalks (+1d10 to Initiative rolls), Regeneration

Squig 4: Bizarre Coloration, Three eyes (+5 bonus on sight based Perception rolls)

Armour: Squigs 1, 3, 4—none; Squig 2—Metallic Skin

Armour Points: Squig 1, 3, 4—Head 0, Arms 0, Body 0, Legs 0; Squig 2—Head 2, Arms 2, Body 2, Legs 2

Weapons: Claws and Teeth

II. THE GREAT HALL

This room once served as the mead hall for the Skorrin Clan of Dwarfs. The ceiling is peaked from the sides, reaching a height of 10 yards above the centre of the room. There is a stone-ringed fire pit in the centre of the room with tables and benches on either side of it. A larger table rests at the north end of the room with a throne-like chair behind it. A row of five stuffed heads is hung on the north wall behind the big table. From left to right they once belonged to an Ogre, a Human, a Dwarf, a Troll, and an Elf. Gorgal slew them all.

Gorgal and Wingnot (see page 78) are here eating 50% of the time. Depending on what has happened so far in the hold, there may be any number of Orcs as well. Wingnot's Apprentices (see page 80) always accompany him to meals and the Big'Uns (see page 81) always eat with Gorgal. If still alive, the Goblins from **Location 8** serve at the tables.

If the Orcs managed to get hold of the faulty weapons from the Skaven, Gorgal eventually tests the warlock pistol on one of the Goblin cooks. However, when he does, the weapon explodes, taking off his arm but not killing him. He is severely injured, the entire Blacktooth Tribe descends in anarchy as various factions try to kill the injured Warboss. It takes one week for the Tribe to restore order, after which the surviving Orcs invade the Skaven lairs, killing everyone they find—an interesting situation for PCs caught between the warring sides.

Gorgal Ironfoot, Orc Warboss

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
73%	50%	55%	70%	55%	40%	45%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	21	5	7	4	0	0	0

Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Greenskins) +10%, Consume Alcohol, Dodge Blow, Intimidate +20%, Outdoor Survival +10%, Perception +20%, Scale Sheer Surface +10%, Speak Language (Goblin Tongue), Swim, Torture

Talents: Disarm, Lightning Parry, Menacing, Night Vision, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Sun, Very Resilient

Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Armour: Heavy Armour (Sleeved Mail Coat, Breastplate, Plate Bracers, Plate Leggings)

Armour Points: Head 0, Arms 4, Body 4, Legs 4

Weapons: Great Weapon (Two-handed Axe)

Trappings: Key to his chambers, keys to the treasure chests in **Location 17**, key to the harem in **Location 18**, gold necklace worth 90 gc, ivory nose ring worth 10 gc.

Gorgal is a ruthless Warboss with a short temper who took over the Blacktooth Tribe in the traditional Orc way; he killed the previous Warboss in single combat. He is seven feet tall with a vicious scar across his forehead. He wears a suit of plate armour scavenged from people he's

killed, and metal boots that give him his name. In combat, he wields a two-handed axe from which dangle Dwarf and Human skulls on chains near the head of the weapon. When he swings it, the wind rushing through the skulls whistles eerily like screams.

Gorgal has never been content with simply hoarding treasure and getting fat here in the ruins of Karak Azgal. His lust for battle has always driven him to seek out and kill, as attested to by the various heads mounted in the Great Hall. Even he realized his small tribe would be no match for those in the city above.

When Wingnot approached him with his vision of the warpstone, he laughed at first and almost had the shaman put to death, but slowly the shaman managed to convince him of a grand strategy to destroy the Ratties, Stunties, and Humies, bringing glory to themselves and to their great gods. With the weapons and armour provided by the Skaven, he and his warriors would be able to raid the surface dwellers despite their small numbers. While waiting for the promised weapons, Gorgal dispatched several squads of Orcs to test the Stunties defences. When he thinks the time is right, and the Skaven give him the weapons they promised, he will come to Karak Azgal in force and make the Stunties squeal.

12. FROZEN PANTRY

The Skorrin Clan hired Runesmiths to carve runes along the walls to keep the pantry cold at all times. Although the Dwarfs have been gone for centuries, the runes still function, keeping this room at freezing at all times. The Orcs have no concept of what this room was really used for, but they find it amusing to throw prisoners into this room and torture them as they freeze to death. When the players arrive there are two corpses here, frozen naked along the south wall. They are both human males and their bodies show signs of being tortured. If the players have undertaken a quest to find a missing person in the ruins, this may turn out to be one of them, at your discretion.

13. KITCHENS

This room is obviously a kitchen with two brick ovens, two low stone tables, and a well, complete with bucket. The place is especially foul. Haunches of meat hang from the ceiling, but they are so far gone the flesh is sliding from the bones. Blood covers the walls and floor. Body parts from the most recent meal still lie on the floor and tables, and cast-off bits of fingers and toes, as well as a few eyes and unidentifiable bits of flesh, are either stuck to the walls in some grotesque display or are smashed on the floor from the feet of the Goblin cooks working here. A bucket filled with vile fat drippings sits near one of the ovens. They prepare most of their food on the spit in the Great Hall, but the Goblins from **Location 8** butcher the meat here. There is a 50% chance four goblins (see page 86 for statistics) are here preparing a meal for Gorgal.

14–15. ORC WARRIOR BARRACKS

These two rooms are the living quarters for the Orc warriors of the Blacktooth Tribe. Each room holds 15 Orcs living in filth, with smelly sleeping mats and garbage strewn about the place. The rooms reek with the stench of sweat and Orc dung, which they keep in large piles heaped in the corners. The exact number of Orcs in each room depends on what has happened in the Blacktooth Lair. Should the alarm be raised, Orcs from this room go to the problem locations and replace fallen Orcs as sentries and bodyguards.

Orc Warriors

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	35%	35%	45%	25%	25%	30%	20%



Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Ride or Swim, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow
Special Rules:

Animosity: An Orc offered any kind of excuse to fight other Greenskins (including other Orcs) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Choppas: When wielded by an Orc, a choppa deals SB+1 Damage on the first round of melee and SB Damage each round thereafter. If wielded by a creature other than an Orc, the choppa counts as a Hand Weapon with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Choppa, Dagger or Bow, Shield

16. GORGAL'S QUARTERS

The door to this room is securely locked and only Gorgal has the key, though it can be unlocked with a successful **Hard (-20%) Pick Locks Test**. Inside, a large semi-circular bed dominates the north wall, covered in filthy, lice-ridden furs (Gorgal has a taste for the finer things, at least in an Orcish sense). A weapons rack against the southwest corner holds a selection of axes and choppas. A heap that was once a practice combat dummy lies near the weapons rack.

If the PCs haven't yet dealt with Gorgal, he's here. He attacks any intruders, letting out a loud war cry to summon his warriors (if any remain) to defend him.

17. TRIBE TREASURE ROOM

Dwarfs made the secret door granting access to this hidden room, so it is hard to find, requiring a successful **Hard (-20%) Search Test**. Inside, there are two locked, ironbound chests in the southeast corner of the room. Gorgal has the keys, but they can be opened by succeeding on a **Hard (-20%) Pick Locks Test**. Each one holds a variety of uncut gems. There are 50 gems in each chest, most of them being common opals, blue spinels, topaz, and some diamonds. Each uncut gem is worth 1d10 gc. There are also three other open chests filled with silver and gold jewellery: armbands, bracelets, pendants, earrings, lockets, necklaces, and rings. They are all of Dwarf craftsmanship. The total take for the jewellery is 400 gc.

18. GORGAL'S SLAVE PEN

The door to this room is locked, and only Gorgal has the key. The door can be opened by succeeding on a **Hard (-20%) Pick Locks Test**. This room holds 10 slaves, consisting of four Dwarfs, four Humans, an Elf, and a Halfling. These slaves are in bad shape, having been tormented and abused. The Orcs and Goblins use these slaves for food, so when the door opens, the inhabitants are all pressed against the far wall, trembling in fear. You can use these slaves to replace fallen PCs or to swell the party's numbers with allies. Otherwise, treat the inhabitants as non-combatants. It's also possible that rescuing any one of the slaves may result in a reward from a grateful family...

— THE DARK RESERVOIR —

The Dwarfs of the Skorrun Clan discovered a small lake fed by three underground rivers. They initially used it as a source of drinking water, but the Dwarf Thane decided a larger reservoir should be created for a long siege. The result of their efforts was this massive chamber. Having taken years to make, this area is a marvel of Dwarf engineering. The flow of water into the chamber was stopped and the Dwarfs drained it, creating valves to control the flow of water. Then they carved the entire chamber out of the rock, leaving natural stone columns to support the roof. The valves were opened and the water was allowed to flow back into the reservoir, quickly filling to provide the Dwarfs with a renewable source of fresh water.

Occasionally, creatures found their way into the reservoir, travelling along the rivers into the chamber. When the Dwarfs were still in possession of the hold, there were regular patrols to deal with these nuisances, but when the hold fell, it did not take long for the reservoir to attract new residents. A tribe of River Trolls claimed the place as their lair, and they live there still. Led by Ugma, a powerful and exceptionally intelligent creature, at least for a River Troll, they are dangerous enough to keep other denizens of the ruins from exploring this place.

Most Trolls are incredibly simple-minded and spend most of their time thinking about how they are going to find their next meal. Orcs know how to prey upon this stupidity, often convincing Trolls to do their bidding by bribing them with promises of food. Gorgal tried this tactic when he discovered the Trolls in the reservoir, but he did not count on Ugma. The River Troll Chieftain realized helping the Orcs would only mean his Trolls would be used as fodder by the Greenskins, so he refused Gorgal's advances. The two tribes leave each other alone now, though every once in a while Gorgal throws the Trolls a prisoner, still hoping to convince these monsters to fight under his command.

The reservoir is 20 feet deep and filled with cold water. The stone columns supporting the roof are carved with images of fish and are about a yard in diameter. The chamber is dank and cold and has a faint smell of rotteness to it due to the Trolls. The sound of splashing water can be heard echoing in the chamber from the rivers that dump water into the reservoir.

1. STONE LANDING

A steep switchback staircase ends in a stone landing here that is 12 yards long and 8 yards wide. Rusted torch brackets line the walls and bones litter the floor. There are two stone docks jutting out into the reservoir. A poorly constructed wooden rowboat is moored there.

An **Academic Knowledge (Science) Test** reveals the bones to be of mixed races including Humans, Dwarfs, and even a few Orcs. The Orcs built the boat so Gorgal could meet with Ugma. Though the boat does not look serviceable, an **Academic Knowledge (Shipwright) Test** says otherwise.

2-3. TROLL ISLANDS

These two flat rock formations near the centre of the reservoir are home to the River Trolls. Five Trolls live at **Location 2**, and seven more live on **Location 3**. The smell of these Trolls is foul, and anyone approaching within 16 yards notices the sour stench. The Trolls swim about the chamber in search of food, so there is a 25% chance for the party to encounter one or more River Trolls as they paddle about the reservoir. The monsters here keep no treasure on their islands; Ugma has the tribe's wealth, which he keeps at **Location 4**.

River Trolls

Main Profile

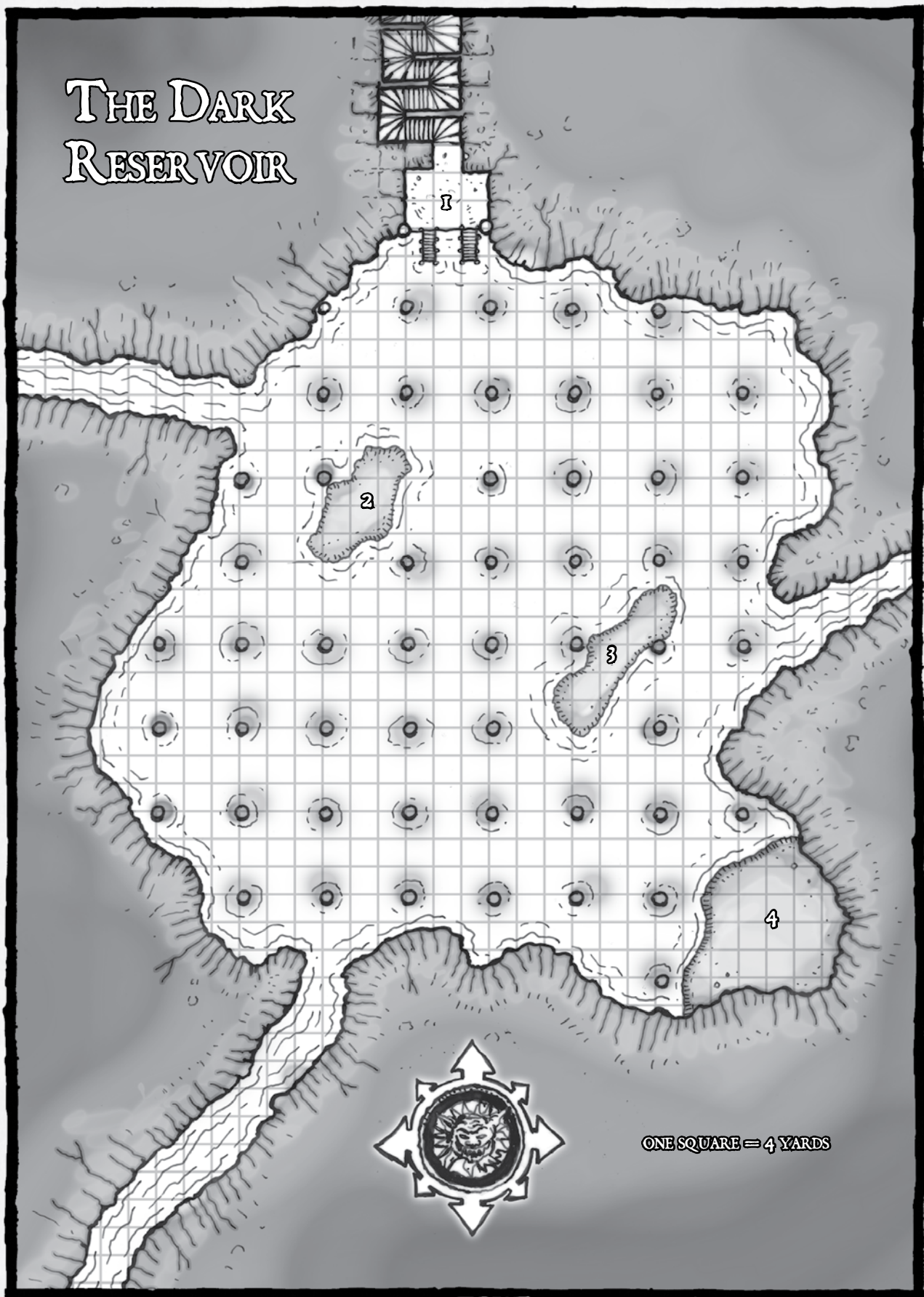
WS	BS	S	T	Ag	Int	WP	Fel
37%	15%	51%	44%	22%	18%	27%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	29	5	4	6	0	0	0



THE DARK RESERVOIR



ONE SQUARE = 4 YARDS

Skills: Intimidate, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim +10%

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Specialist Weapon Group (Two-handed)

Special Rules:

Regeneration: At the start of its turn each round, a Troll regenerates 1d10 Wounds. Wounds caused by fire cannot be regenerated. This ability ceases to function if the Troll dies.

Stink Baaaad: Due to the especially unpleasant stench of a River Troll, any opponents in melee combat have a -10% WS, unless they have no sense of smell or have some means of nullifying said sense.

Stoopid: Trolls are quite stupid and they often forget what they are doing. Any time a Troll encounters something that might distract it, such as a fresh corpse to eat or a particularly ripe smell to investigate, it must make an **Intelligence Test** or stop whatever it was previously doing to engage with the new distraction (in the above examples, eat the corpse or investigate the smell). If the Troll is being attacked, it is far less likely to be distracted and the test becomes Easy (+20%).

Vomit: A Troll can vomit on a melee opponent as a full action, spraying corrosive and ill-smelling digestive juices, whose foulness defies description. The vomit attack hits automatically for a Damage 5 hit that ignores all Armour Points. It may be dodged, but foolish attempts to parry the vomit automatically fail (for obvious reasons).

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Great Weapon

4. CHIEF UGMA

This island rises from the waters at the rear of the reservoir. Ugma, the chief of the River Trolls, lives here with two guards (see **Locations 2-3** for statistics) that are never far from his side. Unlike his brethren, Ugma was blessed with an abnormally high intelligence. He speculates it has something to do with his exposure to a significant amount of warpstone when he was a cub. Ugma is quite content to live here in the reservoir.

The food is abundant and he has been able to accumulate quite a treasure hoard by sending his Trolls up the rivers to prey on adventurers. He likes to talk to his prey before devouring them. It gives him pleasure to see the amazement on their faces when he speaks to them in their own language. If he can, he convinces them to help him eliminate the Orcs, claiming they hold his people in servitude, when in actuality, Ugma would just like to kill the Orcs.

There are three chests along the far wall, filled with the tribe's treasure. The first contains 200 *gc* and 5 pearls worth 40 *gc* each. The second holds 500 Old Dwarf gold crowns and 2 cut blue spinels worth 250 *gc* each. The last chest holds 500 *s*.

Ugma, River Troll Chieftain

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
57%	15%	61%	59%	42%	45%	42%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
4	35	6	5	6	0	0	0

Skills: Command, Intimidate +10%, Perception +10%, Scale Sheer Surface +10%, Speak Language (Goblin Tongue, Reikspiel), Swim +20%

Talents: Fearless, Frightening, Menacing, Natural Weapons, Night Vision, Sixth Sense, Specialist Weapon Group (Two-handed), Strike Mighty Blow

Special Rules:

Regeneration: See the previous River Troll statistics.

Stink Baaaad: See the previous River Troll statistics.

Stoopid: See the previous River Troll statistics.

Vomit: See the previous River Troll statistics.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Great Weapon

— SCREECH & THE YELLOW EYE NIGHT GOBLINS —

Many tribes of Night Goblins live in the depths of the Dragon Crag. It is a perfect environment for them; it's dark and dank with plenty of places to hide. Most tribes are scattered and leaderless, eking out a meagre existence until one of the other denizens of the ruins or some bold adventuring party exterminates them.

The Yellow Eye Night Goblins are a much more dangerous tribe, led by a clever shaman known as Screech. He led them to their current lair, a perfect haven with an abundance of fungus and a good water supply. Along the way the Goblins captured many Cave Squigs, and they now conduct numerous raids throughout the ruins in search of treasure. A monstrous Squig nursed back to health by Screech himself guards their lair. Those who would put an end to the Goblin tribe must first deal with this terror. The creature has large yellow eyes, giving the tribe its name. All Goblins here paint bright yellow eyes on their foul tunics.

The Yellow Eye tribe lives in a series of natural caverns on the 3rd level of the Karak Azgal ruins. The heart of their home is a huge, fungus-filled chamber that provides the tribe with food. There are two entrances to the lair, a shaft and a steeply sloping passage.

A. SLOPING PASSAGE

This small passage is sloped at a steep angle, so steep it requires care and concentration (a running character must succeed on a **Challenging (-10%) Agility Test** or fall down). The Goblins have a surprise waiting for anything making it down the passage. Seven guards hide behind

stalagmites in the chamber at the end of the passage. When they hear someone coming down the passage, two of the Night Goblins eat Mad Cap Mushrooms and turn into fanatics, attacking the intruders. The remaining Goblins hide behind the rocks and wait for a clear shot to throw their nets. If things go poorly, one of the Night Goblins runs to **Location 1** to get Squig Hoppers.

Night Goblins

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	30%	30%	25%	25%	30%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim

Talents: Night Vision, Specialist Weapon Group (Entangling)

Special Rules:

Animosity: A Goblin offered any kind of excuse to fight other Greenskins (including other Goblins) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Dwarf Hatred: When fighting Dwarfs, Night Goblins get a +5% bonus to their Weapon Skill.

Elves is Scary: Goblins find Elves extremely unnerving. A Goblin must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.

Night Goblin Fanatics: A Night Goblin Fanatic is an ordinary Night Goblin who has decided to prove himself (and possibly sacrifice himself) for the sake of the tribe. A Fanatic takes a dose of Mad Cap Mushrooms before battle, which is enough to scramble his poor brain so much he hurls himself fanatically at any opposition, whirling round in circles and swinging a heavy iron ball on a chain with all his might. Fanatics have the Specialist Weapon Group (Two-handed) Talent and the ball and chain counts as a Great Weapon. The Mad Cap Mushrooms increase the Fanatic's Strength and Toughness by 10%. In his madness, the fanatic can't dodge or parry. The effects of this drug last for 2d10 rounds. At the end of the effect, the mushrooms deal 2 Wounds to the Fanatic, regardless of Toughness Bonus or Armour.

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon, Great Weapon (Iron Ball and Chain), Net

B. SHAFT

This shaft is 4 yards in diameter and over 100 feet deep. It has very rough sides, making it easy to find handholds and footholds for climbing. A **Challenging (-10%) Scale Sheer Surface Test** allows a character to descend the shaft without ropes of assistance. The shaft ends 15 feet from the floor, and the Goblins have posted four Cave Squigs here to defend the entrance. They have been trained to wait until intruders reach the floor of the cave to attack.

Cave Squigs

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	53%	35%	56%	5%	22%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	10	5	3	1-10	0	0	0

Skills: Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron

Special Rules:

Chaos Mutations

Squig 1: Scaly Skin (+1 AP all locations), *Bizarre Colouration*, *Eye Stalks* (+10% on Initiative rolls)

Squig 2: Eye Stalks +10% Initiative rolls

Squig 3: Fangs (Can be used to make attacks, SB -2 Damage, Precise Quality)

Squig 4: Thick Fur (+1 AP all locations), *Blood Lust* (Gains Frenzy Talent)

Random Movement: Squigs are so stupid that they bounce about at random. Roll 1d10 to determine a Squig's Movement Characteristic each round it moves.

Armour: Squig 1—Scaly Skin; Squigs 2 and 3—None; Squig 4—Thick Fur

Armour Points: Squigs 1 and 4: Head 1, Arms 1, Body 1, Legs 1; Squigs 2 and 3: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Teeth

1. SQUIG HOPPERS

This chamber is the home of four Night Goblins (see page 86 for statistics) and their four Cave Squigs. They are kept here away from the main group of Goblins, not only to protect the entrance, but also

because Squig Hoppers are difficult to control and if they hopped around near other Goblins, things would go badly. If summoned, they come to the aid of the Goblins in **Location A**.

Cave Squigs

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	53%	35%	56%	5%	22%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	10	5	3	1-10	0	0	0

Skills: Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron

Special Rules:

Chaos Mutations

Squig 1: Grossly Fat (-10% to Strength, +1 Wound)

Squig 2: Foul Stench (opponents with a sense of smell suffer a -5% WS penalty when within 2 yards)

Squig 3: Horrific Appearance (Gain Frightening Talent)

Squig 4: Regeneration (Creature can make a Toughness Test at the start of its turn each round; if successful, it regains 1 lost Wound; does not work if dead already)

Random Movement: Squigs are so stupid that they bounce about at random. Roll 1d10 to determine a Squig's Movement Characteristic each round it moves.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Teeth

2. SNOTLING SLAVES

Among the Greenskins, Snotlings are lowliest, treated as slaves. About 50 to 60 (It is always hard to tell how many there are anyway) live here





in this chamber. The Night Goblins make them fetch water for everyone else in the tribe as well as catch fish from the underground river. The Snotlings are always wandering about fetching this or that or doing some chore given to them by a Goblin, so chances are good they are not all here when the characters arrive.

The small pond created by the underground river is about 3 yards deep. It is frequently filled with fish from the water running into the chamber, and the Snotlings quite comically try their best to get what they can out of it.

Snotlings

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
15%	0%	12%	15%	30%	12%	10%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	4	1	1	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Fearless, Night Vision

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

3. NIGHT GOBLIN LAIR

This chamber is where most of the Night Goblins sleep when they are not out foraging, on guard, or culling mushrooms from **Location 5**. There are 60 +1d10 Night Goblins (see page 86 for statistics) in the tribe. Deduct casualties from this number. The number of Goblins found here depends upon what has happened so far. It is possible that they may have killed some earlier in the ruins or in getting to this point.

This chamber smells quite horrible, a heady blend of Goblin dung and rotting food. There is nothing of value here, as all the Night Goblin treasure resides with their shaman leader Screenshot.

4. SQUIG PENS

Night Goblins use this cave to keep all of their Cave Squigs contained in one place. Ten Night Goblin Squig Herders are in charge of feeding and controlling the ten Cave Squigs here. If warned of an attack, the Goblins goad the Cave Squigs to attack. If encountered here, five of the herders delay the intruders while the other five work to free the Squigs for an attack.

Cave Squigs

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	53%	35%	56%	5%	22%	5%



Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	10	5	3	1-10	0	0	0

Skills: Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron

Special Rules:

Chaos Mutations:

Squig 1: *Eye Stalks* (grant +1d10 to Initiative rolls); *Running Sores* (impose -10% penalty to Fel characteristic)

Squig 2: *Beak* (can be used to attack, dealing SB-1 Damage); *Eye Stalks* (grant +1d10 to Initiative rolls)

Squig 3: *Animalistic Legs* (grant +1 M); *Spiked Tail* (can be used to attack, dealing SB Damage and has Pummelling quality)

Squig 4: *Horrific Appearance* (grants Frightening Talent)

Squig 5: *Horrific Appearance* (grants Frightening Talent); *Large Ears* (grant Acute Hearing Talent); *Warped Mind* (imposes -10% penalty to Int)

Squig 6: *Wings* (grant Flier Talent and a Flying Speed of 6)

Squig 7: *Fur*; *Spiked Tail* (can be used to attack, dealing SB Damage and has Pummelling quality)

Squig 8: *Running Sores* (impose -10% penalty to Fel characteristic); *Suckers* grant +20% to Scale Sheer Surface Tests

Squig 9: *Horns* (can be used to make attacks, dealing SB-1 Damage); *Leathery Skin* (grants +10% bonus to Toughness)

Squig 10: *Cyclops*; *Short Legs* (imposes a -1 penalty to Movement)

Random Movement: Squigs are so stupid that they bounce about at random. Roll 1d10 to determine a Squig's Movement Characteristic each round it moves.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Teeth

Night Goblin Squig Herders

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	30%	30%	25%	25%	30%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim

Talents: Night Vision, Specialist Weapon (Entangling), Specialist Weapon Group (Two-handed)

Special Rules:

Animosity: A Goblin offered any kind of excuse to fight other Greenskins (including other Goblins) must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Dwarf Hatred: When fighting Dwarfs, Night Goblins get a +5% bonus to their weapon skill.

Elves is Scary: Goblins find Elves extremely unnerving. A Goblin must make a Fear Test if it and its allies do not outnumber the Elves by at least two to one.

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Special (Two-handed Squig Prod) The Night Goblins use this weapon with a trident-like head to control Squigs. It gives them a +25% bonus to each Intelligence test to control the monsters. If successful, the Squig does the bidding of its handlers. The Squig Prod gives the Night Goblins no special advantage over other creatures except to make them angry.

5. FUNGUS GARDEN

This impressive chamber is over 20 feet high, with stalactites covering the ceiling. Multicoloured fungus in greens, blues, and reds smother the floor and the few stalagmites here. Characters succeeding on **Challenging (-10%) Academic Knowledge (Poison)** or **Trade (Apothecary) Tests** can identify Mad Cap Mushrooms and Dwarf Bile. Characters can harvest 2d10 batches of each.

This chamber is often very active, filled with Snodlings or Night Goblins who tend to the fungus and cull it for their own nefarious uses. They also use this place to hide, using the stalagmites for cover.

Combat here is dangerous because some of the fungi is unstable and tends to expel clouds of poisonous spores if disturbed. The Night Goblins are aware of this and work to get attackers to aim for them by standing next to one of these types of fungi. Any attack that misses by 20% or more instead strikes a fungus, causing it to release a cloud of spores. Use the small spell template. Characters in the spores must succeed on a **Toughness Test** or fall unconscious for 1d10 rounds.

6. BONK'S LAIR

This room is reserved for the monstrous Squig that Screetch has named Bonk. This Squig is 5 times the size of a normal Squig, and is under the complete command of Screetch. He earned the creature's trust when he pulled a painful splinter out of the Squig's foot. Whenever the lair is threatened, Screetch releases Bonk to quite literally crush the threat. Bonk gets very hungry, so Screetch sends Night Goblins with nets into the ruins to capture food (most often people) for the creature.

The door to the cage is locked and only Screetch has the key. A character who succeeds on a **Challenging (-10%) Pick Locks Test** can open it.

Bonk, Monstrous Squig

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
58%	0%	61%	48%	35%	5%	38%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	25	6	4	5	0	0	0

Skills: Dodge Blow, Perception

Talents: Natural Weapons, Night Vision, Terrifying, Will of Iron

Special Rules:

Chaos Mutations: Bizarre Colourations; Metallic Skin (grants +2 AP all locations); *Spiked Tail* (can be used to make attacks, dealing SB Damage with the Pummelling quality).

Blood-Curdling Roar: A Monstrous Squig can let out a loud roar as a half-action. Anyone hearing this roar must make a **Terror Test**.

Gaping Maw: Monstrous Squigs have such an enormous mouth, they often simply swallow their enemies whole. A Monstrous Squig can try to swallow a target whole by making a single attack that takes a full action to complete. If the target is wounded, the Monstrous Squig has swallowed him. Each combat round afterwards, the swallowed target can attempt to get out of the Monstrous Squig by making an opposed Strength Test with it. If the test fails, the target will take damage as if struck by one of the Monstrous Squig's attacks. Swallowed targets may also attack using thrusting weapons like daggers. Attacks hit automatically, but Damage is at SB-2 due to lack of leverage.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Claws, Teeth, and Tail





7. SCREECH'S LAIR

This cave is the home of Screech, the Night Goblin shaman who controls the Yellow Eye tribe. He sleeps on a huge mattress of furs at the rear of this chamber, and keeps his supply of Mad Cap Mushrooms nearby on a table. If trouble comes to the tribe, he tries to deal with it using the Squigs and his Night Goblins. If things get tough, he lets Bonk loose and supplements the monster with spells to make sure the threat is neutralized.

Screech is quite content for his Night Goblins to live down here undisturbed and has no designs on anything greater—although he does not mind building on his already large cache of treasure. He sends raiding parties into the ruins for the most part to find fresh meat for Bonk, seeing the enormous Squig as the best defence the Night Goblins have.

The trapdoor in the floor marked “T” on the map is hidden beneath the furs of Screech’s mattress. The door is locked but can be opened by succeeding on a **Challenging (–10%) Pick Locks Test**. Inside are five sacks filled with the Night Goblins’ treasure, which consists of 150 *gc*, 310 *s*, 2 Gold Armbands worth 120 *gc* each, 100 old Dwarf gold crowns, an uncut ruby worth 500 *gc*, and an uncut diamond worth 250 *gc*.

Screech, Night Goblin Shaman Lord

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42%	45%	40%	45%	40%	50%	45%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	3	0	0

Skills: Academic Knowledge (Theology) +20%, Academic Knowledge (Poisons) +20%, Common Knowledge (Greenskins) +20%, Channelling +20%, Charm +10%, Concealment, Gossip +10%, Heal +20%, Intimidate +10%, Magical Sense +20%, Outdoor Survival, Perception +20%, Performer (Dancer) +10%, Ride, Silent Move, Scale Sheer Surface, Speak Arcane Language (Magick), Speak Language (Goblin Tongue, Khazalid, Reikspiel)

Talents: Aethyric Attunement, Divine Lore (Spirits), Fast Hands, Fearless, Lesser Magic (Aethyric Armour, Dispel), Master Orator, Meditation, Night Vision, Petty Magic (Hedge), Public Speaking, Specialist Weapon Group (Entangling), Strike to Injure, Strong-minded

Special Rules:

Animosity: If Screech is offered any kind of excuse to fight other Greenskins (including other Goblins), he must succeed on a **Will Power Test** or he immediately attacks the offending Greenskins.

Dwarf Hatred: When fighting Dwarfs, Screech gets a +5% bonus to his **Weapon Skill Tests**.

Elves is Scary: Screech, like all other Night Goblins, finds Elves extremely unnerving. He must make a Fear Test if he and his allies do not outnumber the Elves by at least two to one.

Armour: None

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Dagger

Magic Item:

Staff of Gork: Once per combat, Screech can re-roll a failed attempt to control the Winds of Magic. This can be used even if Tzeentch’s Curse was rolled.

Trappings: Key to Bonk’s cage, key to treasure trapdoor, gold bracelets worth 96 *gc* each, five Mad Cap Mushrooms





CHAPTER VIII: BEAST OF CHAOS

Deep within the bowels of the earth, many unspeakable things lay buried and forgotten. These warped and twisted things are relics of the past, left over from the forming of the world. Imbued with the raw stuff of Chaos, these abominations have never seen the light of day, and that is a good thing. Disturbing these monstrosities would mean certain death and if ever one were loosed upon the world, the carnage would be devastating.

The Dwarfs heard such warnings, but insatiable greed for gems and ore made them pay no heed to the teachings of wizened scholars. They continued to dig, deeper and deeper into the mountain; the lure of gromril blinding them to the horror that they were about to unleash. At the bottom of a deep shaft in what seemed like the centre of the earth, they found the ore, perhaps one of the richest strikes in the history of the Dwarf kingdom. The celebration lasted a full week.

Then they found the creature.

The first reports to reach the surface from the handful of survivors were too terrible to believe. Miners had encountered a hideous creature when collecting the gromril. It was said to have three heads, six tentacle-like arms, and hard scaly skin. Warriors were immediately dispatched to deal with the threat, but they never returned. Soon the lower levels of the hold were under attack by the creature, and Karak Izril seemed doomed for their greed.

A desperate plan was conceived to bury the creature alive. It meant giving up the vein of gromril forever, but the Dwarfs had no choice. A brave but doomed group of Dwarf runebearers acted as the bait and they lured the creature back to the lowest level of the dungeon. As the runebearers gave up their lives, Dwarf miners exploded charges and collapsed the shaft leading to the gromril and the Chaos Beast was never seen again. The gromril is still there, however. Many an expedition has been sent to find it, but none have ever returned.

BEAST OF CHAOS

This twisted and warped abomination still lives at the bottom of Karak Azgal. It is drawn to the gromril that the Dwarfs prize over all other ores. Anyone seeking to mine the gromril must slay this creature first—no easy task.

The Beast walks on all fours, and has a spiked tail and three heads: one of a horned goat, one of a venomous serpent, and another of a troll. Six tentacles stick out from the creature's back, each one tipped with suckers to latch on to prey. It has scaly skin of a metallic black colour that provides it protection from attacks. It is over 20 feet long, but can move quickly despite its size.

Beast of Chaos

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
67%	0%	72%	62%	40%	5%	65%	5%

Secondary Profile

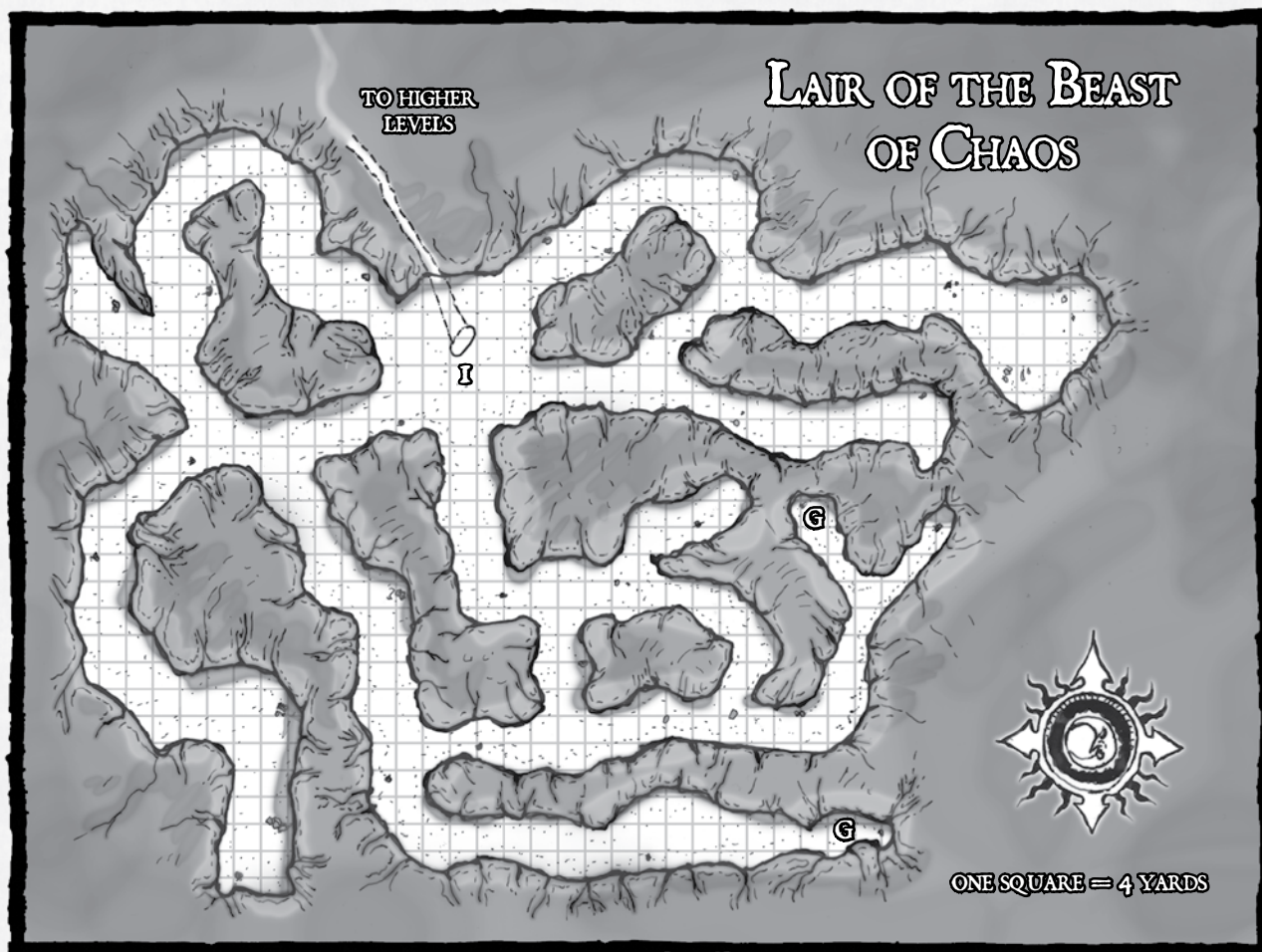
A	W	SB	TB	M	Mag	IP	FP
5	43	7	6(8)	5	0	0	0

Skills: Dodge Blow, Perception

Talents: Daemonic Aura, Natural Weapons, Night Vision, Resistance to Magic, Terrifying, Will of Iron

Special Rules:

Chaos Mutations: Chaos Spawn (Five additional Mutations); Large Horns (Can be used to make a SB attack); Scaly Skin (3) (+3 AP to all locations); Tentacle-like Arms (+10% on



all Grappling-related tests); Spiked Tail (Can be used to make attacks with SB Damage and the Pummelling quality); Horrific Appearance (Gains Terrifying Talent).

Expert Grappler: The suckers on the Beast's tentacles make it a very effective grappler. The Beast uses its tentacles, three on either side, to grab prey on a successful hit. If multiple enemies are attacking it, the Beast can use the tentacles to immobilize two of them by grappling. It can also slam grappled enemies into the ground causing normal SB damage. It can also throw its victims up to 1d10 yards away. They must succeed on a **Challenging (-10%) Agility Test** to avoid taking SB damage from the toss.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Goat head—Large Horns with SB Damage; Serpent Head—Poisonous Fangs with Precise Quality, Toughness Test or suffer additional 5 Wounds; Spiked Tail—SB Damage; Tentacles—one attack from each side.

THE SECRET OF THE BEAST

Many Dwarfs have forgotten the legend of the creature beneath the ruins. The elders purposefully quashed the story, as the lure of gromril is too hard for Dwarfs to resist. There are always rumours on the surface about a hoard of treasure buried deep within the ruins. Most people dismiss such stories as just tales meant to lure adventurers to their dooms. A **Hard (-20%) Common Knowledge (Dwarfs) Test** allows a character to recall the tale recounted earlier in this section. It is also possible to use the Gossip skill to discover more about the Beast within the ruins. Doing so requires a **Very Hard (-30%) Gossip Test**.

PLACING THE BEAST'S LAIR

The map of the lair can be placed anywhere in the ruins you like, but it should be well below the surface and lower than any of the other detailed levels in this sourcebook. It is an area of natural caverns with two large veins of gromril ore. The entrance to the lair is a rough shaft over 200 feet deep, too small for the Beast to climb up. If the characters can defeat the Beast, they only need to figure out how to get the ore up to the surface and keep the Dwarfs from confiscating it to become rich beyond their wildest dreams. It is possible they might work a deal with the Dwarfs, letting them know where the vein is in exchange for a one-time payment.

The map has only one described location and that is the entry shaft.

I. ENTRY SHAFT

The bottom of the shaft opens 20 feet from the floor. This is a natural cavern of jagged rocks with many stalactites and stalagmites lining the floor and the ceiling. It is roughly 24-yards in diameter and is illuminated by phosphorescent mould that grows on the stones. A **Perception Test** reveals the stone is marked with deep gouges and scratches that appear to be claw marks. There are five passages leading out of the cavern, all of which are quite large, over 12 yards across. These passages lead deep into the Beast's lair and may be populated with other creatures of your choosing.

The Beast of Chaos is constantly roaming these halls deep under the earth. It likes to sleep in one of the two passages with the veins of gromril, labelled "G" on the map. It fights to the death.

In addition to the gromril ore, you may reward your players with items from the Very Hard column of **Table 4-12: Special** on page 46. Roll once for each surviving character in the party.

ALTAR OF SLAANESH

The source of the corruption slowly spreading through the highest levels of Karak Azgal's Dwarf society is this profane place, the altar of Slaanesh. Buried deep beneath the ruins, only Hegakin and Elgrom know its location. Aluthra (see page 65) suspects its existence and if she gets a hint of its location, she'll do anything to reach it. The exact placement of the altar is up to you, as introducing it to the characters could create all sorts of havoc in your campaign. If you aren't interested in having Mutants as player characters, it's best to prevent them from finding it. On the other hand, if you want a darker twist in your game, one that involves Witch Hunters and Ulric's Templars hunting the characters, this is the place for you.

The Altar of Slaanesh is an ancient unholy site dedicated to the Ruinous Power of dark pleasures, blind ambition, and lust. When the Dwarfs of Karak Azgal learned of the gromril veins, many Dwarfs were consumed by their lust for this precious ore. Most found their fates in the depths of the mines, torn to bloody gobbets by the Beast. Three Dwarf miners, however, sought the protection of the dark gods to ensure a successful recovery of the metal, for their own gods seemed unwilling or unable to supply the Dwarfs with the means to get the treasure. Whilst the rest of the Dwarfs worked to close off the passages to the veins, the three Dwarfs built an altar to Slaanesh, sacrificing their kinsmen on its foul altar. As they plunged the knife in the last victim, their one-time neighbours set off the charges above, sealing in the Beast and everything in the deepest depths, including the cultists. The Dwarfs languished in their tomb, haunted by the terrible visions of their dark master, eating chunks of their very own flesh to survive. In the end, they succumbed to madness and starvation, becoming something far worse than ordinary Mutants.

The Ruinous Powers are tricky beings. Such corruption does not lay hidden for too long, and rumblings beneath the hold reopened many of the old tunnels. Hegakin, impelled by a feverous dream, entered the ruins, searching for weeks to uncover this lost altar, not knowing what exactly what it was that he sought. Slaanesh led him to the tunnel that opened onto the altar itself. Waiting for him there were the Chaos-warped remains of the three Dwarfs, but instead of attacking, the three-headed thing merely bowed and withdrew to the darkness. The Dwarf scholar entered the green cave to see the altar for himself, and against his will he reached out and touched the stone, condemning his soul to the Lord of Pleasure. Thus was born the Cult of Gorlaz.

Now, years later, Hegakin and his convert Elgrom occasionally come to the altar to receive guidance from Slaanesh, and at each visit the Abomination lets them past, weeping and crying out with pleasure at their approach. If the PCs happen upon these caves, there is a 50% chance for either Hegakin or Elgrom to be here, and a 20% chance for them both to be here.

I. RUINED TUNNEL

The entrance to the altar looks like an ordinary tunnel, not unlike all the others honeycombing the World Below. One thing that's immediately obvious is the stench of old blood, decay, and filth. The air in the tunnel is foetid and foul, leaving a profane taste in the mouth. The walls are covered with bloody shallow marks as if someone or something was once trapped inside and tried to scratch their way free. In a few places, the walls have collapsed, spilling loose rock and dirt onto the floor.

Lurking in the entrance is the Abomination of Slaanesh. This poor creature is all that remains of the three Dwarfs who gave their souls over to Slaanesh. The monster is raving mad, haunted by the memories of its past, blasted by its mutated form. What was once three different entities





is now an amalgamation of all three Dwarfs, a composite being, their forms melted together into one new hideous beast. Having survived all these years by devouring pieces of itself and the occasional insect, not to mention the sumptuous banquets of offal provided by their master Slaanesh, it is ravenous for fresh meat. Should people not chosen by Slaanesh enter, the Abomination attacks and fights until it is slain. However, if the PCs offer the creature a chunk of gromril, it retreats, taking the ore back into the shadows where wet slobbering sounds and weeping issue as the creature does unspeakable things with the metal.

Abomination of Slaanesh

The Abomination blends the forms of three Dwarfs, giving it six legs and six arms, with three twisted faces staring out from the mass of flesh. Its body is covered with small, self-inflicted, weeping gouges.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40%	0%	46%	41%	25%	18%	12%	13%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	19	4	4	5	0	12	0

Skills: Perception, Scale Sheer Surface, Search

Talents: Acute Hearing, Dwarfcraft, Fearless, Frenzy, Natural Weapons, Terrifying

Special Rules:

Chaos Mutations: Foul Stench (take $-2d10\%$ to Fellowship Characteristic, and opponents take -5% to Weapon Skill Tests when within 2 yards); Metallic Skin (gain 2 Armour points in all locations); Suckers (gain $+20\%$ to all Scale Sheer Surface Tests)

Regeneration: At the start of its turn each round, the Abomination regenerates 1d10 Wounds. Wounds caused by fire cannot be regenerated. If the Abomination dies, it loses this ability.

Three Dwarfs in One: As the Abomination is the amalgamation of three Dwarfs, it gains a $+10\%$ bonus to all Search and Perception Tests.

Armour: Metallic Skin

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Three Sets of Teeth

2. THE ALTAR

Beyond the Abomination, the tunnel widens into a strange grotto. Veins of warpstone cast the entire room into weird shifting shadows, painting everyone's features green. Against the southern wall is a blasphemous altar, constructed to resemble a servile Dwarf on his hands and knees, his head lifted in a look of exquisite pleasure. Burned in his forehead is the symbol of Slaanesh. Condensation forms on the rock, as if it is perspiring black fluid. Scattered around the altar are the bones of long-dead Dwarfs. A character searching through the remains and succeeding on a **Search Test** uncovers a sacrificial dagger stained with ancient blood. Once per day, if plunged into the heart of a helpless victim, the dagger grants a $+1$ bonus to Magic rolls to cast spells from the Lore of Chaos. Every time it is used, the wielder must make a **Challenging** (-10%) **Will Power Test** or gain 1 Insanity Point.

Anyone coming within 4 yards of the altar must succeed on a **Challenging** (-10%) **Will Power Test** or take a step closer. On the next round, characters who failed the first test must succeed on a **Very Hard** (-30%) **Will Power Test** or reach out and touch the statue. Touching the statue causes the victim to automatically gain one Chaos Mutation (use **Table 11-1: Chaos Mutations** in *WFRP* or **Table 2-1: Expanded Chaos Mutations** in the *Old World Bestiary*), gain 2 Insanity Points, and become a servant of Slaanesh. The implications of this transformation are left for you to decide.

The statue can (and should) be destroyed. It has 25 Wounds and a 5 Toughness Bonus. If struck, it releases a geyser of black blood, spraying the person striking it and forcing the subject to make a **Terror Test**. If destroyed, the warpstone in the walls flares briefly before fading into harmless grey dust.



— HANDOUT: RUINS LICENCE —

UPON PAYING THE APPROPRIATE FEE, THE BEARER OF THIS DOCUMENT IS HEREBY AUTHORIZED BY THE LORD OF THE HOLD AND THE COMMANDER OF THE LAWGIVERS TO LEGALLY EXPLORE THE RUINS OF THE GREAT DWARF REALM OF KARAK AZGAL. THIS DOCUMENT MUST BE PRESENTED IMMEDIATELY UPON EXITING THE RUIN. FAILURE TO COMPLY WILL MEAN CONFISCATION OF ALL ITEMS CARRIED BY SAID PERSON AND IMPRISONMENT OF NOT LESS THAN ONE DAY. THIS LICENCE IS NON-TRANSFERABLE. PRESENTATION OF THIS LICENCE BY NO MEANS EXEMPTS THE BEARER FROM ANY TAXES, CHARGES, OR FEES FOR VALUABLES BROUGHT UP FROM THE RUINS. THOSE POSSESSING FORGERIES WILL BE PROSECUTED TO THE FULLEST EXTENT OF THE LAW.

Fame and Fortune Await Below!

Deep beneath the Worlds Edge Mountains lie the shattered remains of Karak Izril—once proud city of Jewels. In the fallen halls there lies death, riches and much in between. Tales claim the abandoned Dragon horde of Graug the Terrible lies somewhere in the twisting tunnels—all glinting gold and broken bone—there for the taking, should you have the stomach for it. Few survive on such a quest for long, as the dark depths of the Dragon crag hides horrors uncountable...

Above the caves and catacombs the new founded Dwarf Hold of Karak Azgal is hardly any safer. Though the Dwarfs have reclaimed the surface of their land, the tunnels remain firmly in the hands of their ancient enemies. Too few to bring the battle to the Skaven, Undead and Orcs prowling the depths, they permit outsiders and longshanks to plumb the depths in search of Gold, hoping their blades will aid their quest to regain the mines and tombs of their ancestors. Should these treasure seekers survive near certain death—and crippling Dwarf taxes—they must pick their way between the crime lords and chaos cults of the glittering city if they are to keep their hard earned gold. More than one faction waits, ready to part the foolish and unwary from their loot. Adventurers will need more than a strong sword arm to profit from Karak Azgal—the Hold of Horde's peak.

Karak Azgal is an adventure sourcebook for *Warhammer Fantasy Roleplay*. Within these pages, Games Masters have everything they need to launch a new campaign or adapt an existing one to explore this dangerous city and the ruins beneath. *Karak Azgal* is the premier place for exciting adventure—whatever your style. Whether you want a seedy city, where betrayal waits behind every corner, or an epic adventure where heroes navigate endless corridors and battle the denizens of the deep for the dim promise of gold, gems and magic—this book has it all. A complete setting sourcebook, *Karak Azgal* contains:

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Printed in Germany



Black Industries

BL PUBLISHING

Black Industries World Wide Web site: www.blackindustries.com

Green Ronin World Wide Web site: www.greenronin.com

Product Code: 60040283010

ISBN 13: 978-1-84416-267-3
ISBN 10: 1-84416-267-2



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