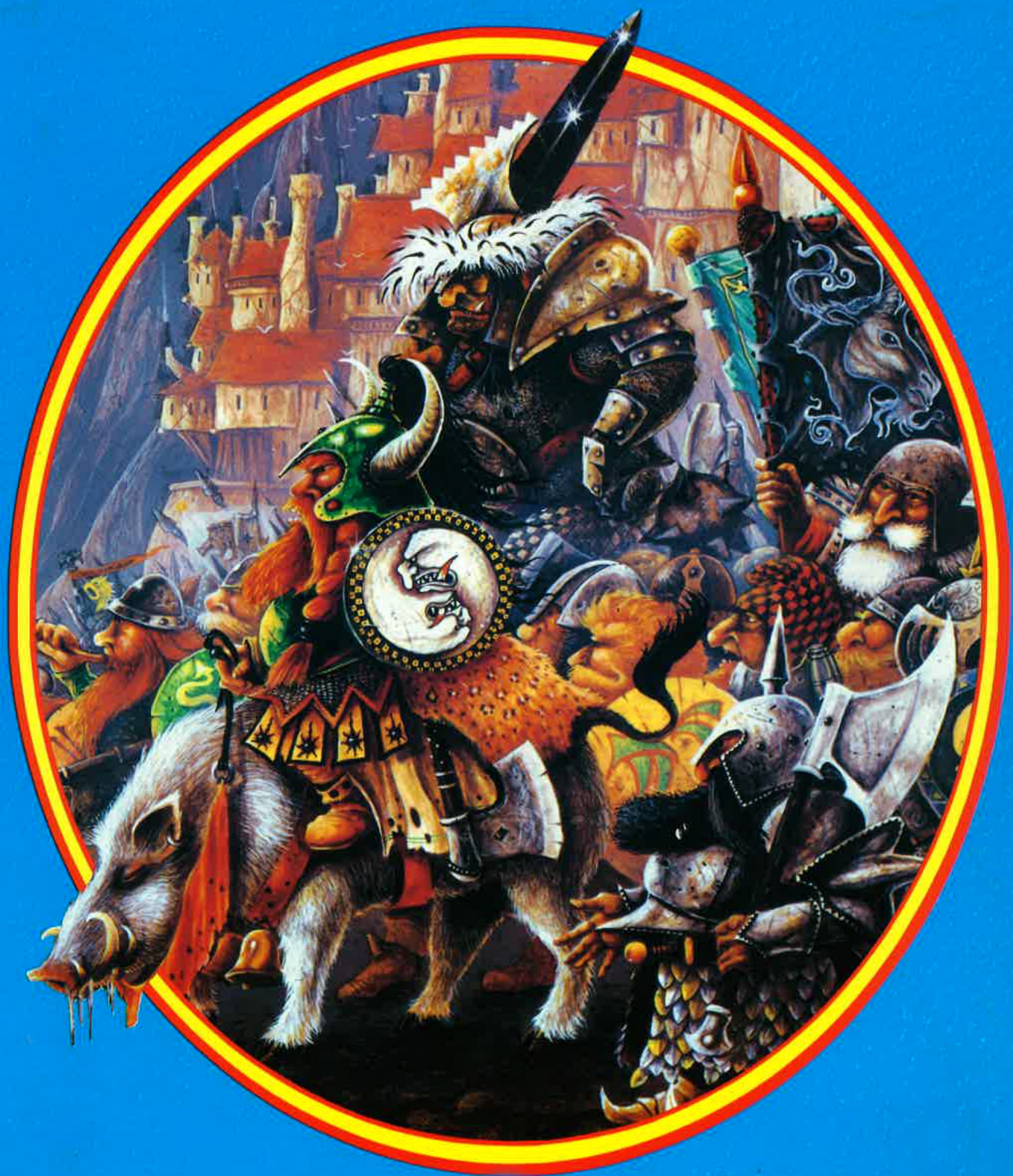


**WARHAMMER
FANTASY ROLE PLAY**

DWARF WARS



BY SIMON FORREST, BRAD FREEMAN, AND GRAEME DAVIS

CONTENTS

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INTRODUCTION 3
WHAT THIS BOOK CONTAINS 3; HOW
TO USE THIS BOOK 3; Abbreviations
3; Beginning the Adventure 4; THE
CRYSTALS OF POWER 4; THE
BLOODAXE ALLIANCE 5; GM'S PLOT
SUMMARY 6.

THE LOST HOLD 7
BEGINNING THE ADVENTURE 7;
Eyrie 7; Starting Cold 10; THE
JOURNEY 10; Terrain and Obstacles
10; The Boyz 12; Giant Spider 12;
Rock Serpent 13; Air Travel 13;
FINDING THE HOLD 13.

**THE HALLS OF KADAR-
GRAVING** 14
THE REIGN OF HARGRIM 14; THE
INCURSION OF CHAOS 15; THE
COMING OF TORGUCH 15; THE
CROWN QUEST 16; THE ROYALIST
EXPEDITION 16; Cranneg 16; Kadri
18; Dern 18; Yanni and Bradni 18;
Sundrim 18; The Specialists 19;
Brogar 19; Dwarf Troopers 20;
APPROACHING THE HALLS 20;
"Charge!" 20; "Shhhhh!" 21;
"Greetings!" 21; Signing Up 21;
Onward 23; STAGING THE HALLS
23; Mendri's Army 23; The Tombs
24; ARCHITECTURAL NOTES 25;
Doors 26; Stairs 26; Area
Numbering 26.

MAP KEY 27
DUNGEON LEVEL (AREAS 1-10) 27;
The Ghouls 27; 1 Lower Entrance
27; 2 Guardroom 27; 3 Store Room
27; 4 Store Room 29; 5 Steep Slope
29; 6 Torture Chamber 29; 7 Small
Jail 30; 8 Main Jail 30; 9 Head
Priest's Jail 30; 10 Ladder 30; MAIN
ENTRANCE LEVEL (AREAS 11-18)
31; 11 Main Entrance 31; 12
Entrance Hall 31; 13 Cell 31; 14
Guard Quarters 31; Tight Squeezes
31; 15 Store Room 32; 16 Mess Hall
32; 17 Kitchen 34; 18 Kitchen Store
Room 34; THE WORKSHOPS &
AUDIENCE CHAMBERS (AREAS 19-
29) 35; 19 Workshop 35; 20 Store
Room 36; 21 Passageway 36; 22
Workshop 36; 23 Workshop Store
Room 38; 24 Reception Hall 38; 25
Guard Room 38; 26 Commader's
Quarters 38; 27 Hidden Shaft 39; 28
Audience Hall 39; 29 Landing 39;
UPPER ENTRANCE & ROYAL
APARTMENTS (AREAS 30-50) 40; 30

Counting Room 40; 31 Antechamber
40; 32 Guardroom 40; 33 Throne
Room 40; 34 Queen's Chamber 42;
35 King's Antechamber 42; 36 King's
Bedchamber 42; 37 Vault Passage
43; 38 Vault 43; 39 Guard Room 43;
40 Shrine 43; 41 Antechamber 44;
42 Upper Entrance 44; 43 Rockfall
44; 44 Guardroom 45; 45 Priests'
Hall 45; 46 Priests' Landing 45; 47
Priests' Quarters 45; 48 Priests'
Quarters 45; 49 Head Priest's
Anteroom 45; 50 Head Priest's
Quarters 45; THE TOMBS LEVEL
(AREAS 51-82) 46; 51 Passage 46;
52 Store Room 46; 53 Guard Room
46; 54 Antechamber 46; 55 Vestry
48; 56 Dead End Passage 48; 57
Ablutory 48; 58 Temple 49; The
Royal Burial Rites 50; 59 Landing
52; 60 East Ledge 52; 61 West Ledge
52; 62 Passage 52; 63 Antechamber
53; 64 Passage 53; 65 Lake 53; 66
False Tomb Entrance 53; 67 False
Tomb Entrance 54; 68 Passage 54;
69 Tomb Entrance 54; 70 Small
Tomb 55; 71 Entrance to Hrada's
Tomb 53; 72 Hrada's Tomb 55; 73
Entrance to Fenni's Tomb 56; 74
Fenni's Tomb 56; 75 Entrance to the
Three-King Tomb 57; The Three-
King Tomb 57; 77 Entrance to
Darbli's Tomb 57; 78 Darbli's Tomb
57; 79 Entrance to Hargrim's Tomb
57; 80 Lower Passage 58; 81 False
Doorway 58; 82 Hargrim's Tomb 58.

EXPERIENCE POINTS 60

THE CRYSTAL OF WATER 61

PROFILES 66

POLTERGEISTS 74

**WARHAMMER FANTASY
BATTLE** 76

**SAMPLE PLAYER
CHARACTERS** 77

HANDOUTS 85

**MONSTER &
TREASURE ROSTERS** 101

The player characters, handouts
and roster pages should be removed
before play. Permission is granted to
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DWARF WARS

Welcome to **Dwarf Wars**. In this **Warhammer Fantasy Roleplay** adventure, the adventurers can rediscover the lost Dwarfhold of Kadar-Gravning, and search for the Crystal of Water, one of the powerful Doomstones.

For adventurers in at least their third careers, this adventure is set in the same part of the Vaults mountains as the *Doomstones* adventures: **Fire in the Mountains**, **Blood in Darkness** and **Death Rock**. It can be played either as a stand-alone adventure or as part of that campaign. You may find it useful to read the other adventures first.

- a selection of pregenerated player characters.
- an appendix giving full details of the Crystal of Water, the powerful magical artefact which forms the basis of this adventure.
- details of a new Ethereal Undead creature: the Poltergeist.
- an appendix of information and ideas on **Warhammer Fantasy Battle** games which can be derived from this adventure.

WHAT THIS BOOK CONTAINS

Dwarf Wars includes the following:

- the Introduction (this section), giving you basic notes on how to use the book, and full background information on the events which have led up to the start of this adventure.
- the adventure itself, with all necessary maps, player handouts and GM aids.

HOW TO USE THIS BOOK

In order to use **Dwarf Wars**, you will need the **Warhammer Fantasy Roleplay** rulebook, plus scrap paper, pencils and dice. It is also useful – but not essential – to have **The Restless Dead**.

Abbreviations

A	Number of attacks (melee)
AP	Armour Points
BS	Ballistic Skill
BiD	<i>Blood in Darkness</i> adventure
CJ	Cool
CR	Complexity Rating (locks)
D	Damage
Dex	Dexterity
DoTR	<i>Death on the Reik</i> adventure
DR	<i>Death Rock</i> adventure
EiF	<i>Empire in Flames</i> adventure
EPs	Experience Points
ES	Effective Strength (missile weapons)
Fel	Fellowship
FitM	<i>Fire in the Mountains</i> adventure
GC	Gold Crown
GM	Gamesmaster
I	Initiative
Int	Intelligence
Ld	Leadership
M	Movement
MP	Magic Points

NPC	Non-player Character
P	Parry
PBT	<i>Power Behind the Throne</i> adventure
PC	Player Character
R	Range (missile weapons)
RD	<i>Restless Dead</i> companion/rulebook
Rld	Reload time (missile weapons)
ROC-LD	<i>Realm of Chaos - The Lost & the Damned</i>
ROC-SD	<i>Realm of Chaos - Slaves to Darkness</i>
RoL	<i>Return of the Lichemaster</i> adventure
S	Strength
SOB	<i>Shadows over Bogenhafen</i> adventure
SRK	<i>Something Rotten in Kislev</i> adventure
SS	Silver Shilling
T	Toughness
TEW	<i>The Enemy Within</i> sourcebook
W	Wounds
WC	<i>Warhammer City</i> sourcebook
WFRP	<i>Warhammer Fantasy Roleplay</i> rulebook
WP	Will Power
WS	Weapon Skill

Dwarf Wars is designed for characters in their third or fourth careers. Players can generate characters of their own using the **WFRP** rulebook, or they can use the pregenerated PCs in the back of this book. The pregenerated characters can be used to start play almost immediately, saving a lot of time for eager players!

If you have already played the previous **Doomstones** adventures, you can use the same characters; the pregenerated characters supplied with this adventure are those from **Fire in the Mountains** and the subsequent adventures, with extra skills and advances.

Whether or not you intend to use the pregenerated characters, have a look at them – you might be able to use them as NPCs at some time. Their backgrounds can provide a useful basis for you to sketch in details of player-generated PCs to fit them into place in the country around the Yetzin Valley, where the action begins.

Beginning the Adventure

The start of this adventure assumes that the adventurers have just finished **Death Rock**. If this is not the case, then you will have to make a few slight changes.

The pregenerated characters provided with this adventure have backgrounds which account for their being together in this part of the Vaults when the adventure starts. You can use similar backgrounds for newly-generated characters, or work out something suitable with your players.

The Enemy Within Campaign

If you want to use **Dwarf Wars** in conjunction with the *Enemy Within* campaign, you should play **Dwarf Wars** at some time before **Empire in Flames**. A good point to use **Dwarf Wars** is immediately after **Something Rotten in Kislev**; the adventurers are sent to the Vaults (by Graf Boris or Sulring Durgul, it makes no difference at this point) to search for a lost Dwarfhold or to investigate reports of fresh Goblinoid activity, when they stumble across the first clue which sets them looking for the Crystal of Water.

Alternatively, if the adventurers are all well-advanced in their second careers or starting third careers by the end of **Death on the Reik**, you might have them find a document in Castle Wittgenstein pointing to a Purple Hand base in the Vaults. This lead might take them up the river Ssll and into the mountains where they find the clue at the start of this adventure. The journey can be filled with incidents from the *River Life of the Empire* section of **DoTR**, giving you the chance to toughen the characters up a little as they go.

The Restless Dead Campaign

PCs from this campaign will fit quite well into **Dwarf Wars**, provided that they are at least beginning their third careers by the time this adventure starts.

The **Restless Dead** campaign ultimately leads the PCs to Delberz, which is not far from Altdorf, so again they can travel up the Reik and Ssll to the Vaults given a suitable reason to do so. For example, in the adventure *The Haunting Horror*, they might find a document giving details of a powerful cult base in the Vaults, with a clue that this cult was somehow responsible for the Chaos creatures which have afflicted the house. This gives them an excuse to travel into the Vaults on other business, where they can stumble across the events of **Dwarf Wars**.

If you have a copy of **Death on the Reik**, you can use some of the incidents and encounters from the *River Life of the Empire* section to enliven a long river journey and toughen the characters up a little as they go.

THE CRYSTALS OF POWER

Six thousand years ago, the Dwarven realm was at its height. The devastating Elf Wars had yet to happen, and the Dwarfholds in the mountains of the Old World were as yet untouched by Chaos or Goblinoids. And Humanity? It was no more than a mere gleam in the eye of some mad god – or so say the Dwarfs.

This was the golden age of the Dwarfs. The great caverns and arches of Caraz-a-Carak were the marvels of the age, the deepest of delvings yielded riches beyond measure, and Dwarven artificers wrought many marvels which have passed into legend.

Among these marvels were the Crystals of Power: cunningly-wrought gems invested with powerful magical virtue, each allowing its user mastery over one of the four elements. If the four should be combined (at the very least, a somewhat risky proposition), it was said, their master would be master of all.

But the power of these four crystals does not come solely from the Dwarven loremasters who created them. Their creation did not escape the notice of the Chaos Power Tzeentch, the Changer of the Ways; no transformation of such power can ever ignored or overlooked by that enigmatic being. Tzeentch saw great potential in these crystals; unknown to the Dwarfs, he intervened in their creation, so that the finished artefacts were more powerful even than their Dwarven creators could have hoped.

Tzeentch's plan was subtle, and worked on many levels. Firstly, there were the changes which must be wrought in the mere creation of the crystals – both materially and magically, each acted upon the balances which exist between the four elements, and on which depends the existence of matter and physical law as mortals know it.

Secondly, Tzeentch knew well that the purposes of Chaos could be served merely by giving power to mortals. The greater the power, the greater the likelihood that they would destroy themselves. At the very least, they would contribute greatly to the cause of Chaos as they fought over these shiny baubles.

No mortal would be strong enough to keep hold of all four crystals for very long, which gave them a greater long-term value. The crystals would inevitably become scattered; sometimes hidden, sometimes found and used, but never together. And whenever one crystal was used without its brethren to balance it, elemental balances would be tilted. One day, physical laws might begin to collapse under this strain, and there might be the beginning of a new Age of Chaos. Or some other change might occur – even Tzeentch did not know what might happen, which pleased him above all things, for certainty was poison to him.

It was not long before the Dwarfs realised the destructive potential of their creations, and it was decided to widely separate them to prevent any one person gaining too much power. The Crystal of Fire was sent northward into the Worlds Edge Mountains; the Crystal of Earth was hidden in a Dwarven shrine deep in the mountains of the Vaults; the Crystal of Air was given to the Elves – then friends and allies of the Dwarfs – who, so Dwarven legend says, promptly lost it; and the Crystal of Water was lost in battle during the Incursions of Chaos.

THE BLOODAXE ALLIANCE

The Bloodaxe Alliance were able warriors even for Orcs, and were employed as mercenaries by the Hobgoblin Hegemony for many generations. In recent centuries, however, the Hegemony came to value profits from trade more highly than the spoils of war, and the Bloodaxe Alliance became surplus to requirements. Like many demobilised armies, they turned to raiding and banditry, and ultimately the Hobgoblins ejected them from the lands of the Hegemony.

Returning to the western fringes of the Dark Lands, the Bloodaxe Alliance began to send warbands sweeping across the northern states of the Border Princes, sometimes reaching as far as the borders of The Empire and Bretonnia. Just over a century ago, when the leading priests assembled to read the omens in the offal of sacrificed enemies, a special expedition was planned. The whole strength of the Bloodaxe Alliance marched across the Border Princes in search of the fabled Black Fire Pass.

A navigational error landed them up in the Vaults some three hundred miles to the south-west of their goal. However, the quest for Black Fire Pass – linked in Orcish tradition with such great names as Notlob and Harboth – had taken on the quality



of a crusade. The Orcs established a permanent base in the Yetzin valley, from which raiding and scouting parties were constantly despatched.

Among the warrior-priests of the Bloodaxe Alliance was a young Orc named Torgoch. His story is told in **Fire in the Mountains**, the first of the **Doomstones** adventures. A century ago, the whole of the Yetzin valley fell under his sway, but a series of events involving the Crystal of Fire led to the destruction of his fledgeling kingdom and, ultimately, of himself.

During his campaign of conquest in the Yetzin valley, Torgoch discovered and hastily ransacked the Dwarven shrine at Kadar-Helgad, and there something strange happened.

Torgoch carried an ornately-worked red stone with him, which, as a young warrior, he had looted from the body of a Human wizard during a raid further north. He sensed that it had some magical power, but could not discover how it functioned. Inside the shrine, the stone began to glow; the deeper he went, the brighter the light became. Torgoch could not discover the meaning of this phenomenon – puzzled, he left to continue his campaign.

Little did Torgoch know that his red stone was the Crystal of Fire, and that the light was caused by its proximity to the hiding-place of the Crystal of Earth, deep in an undiscovered secret chapel. This story is told in **Blood in Darkness**, the second of the **Doomstones** adventures.

The Crystal of Air had also come to Yetzin. Almost three centuries ago, the Bloodaxe Alliance stood poised on the northern edge of the Vaults to attack the Elven fastness of Athel-Loren. The Crystal's hiding-place was right in their path, and the Elven army could not hope to arrive in time to defend it. Therefore, a small party took the Crystal westward, hoping to reach the sea, and then the safety of the Elf Lands. They never even reached the edge of the forest; weakened by constant attacks from Beastmen and other hazards, they fell prey to Human bandits, and the Crystal was lost.

The bandit chief was no wizard, and did not see the true nature of the oddly-shaped blue stone which he took from an Elven body. He kept it as a curiosity for a few years, and in that time – a century or so before the coming of Torgoch – he carved himself a domain in the Yetzin valley, and prospered for a while. In the end, he gave the stone to a crew of Dwarf Engineers in payment for the building of a fortified tower. Thus the Crystal of Air came into the possession of the Loremaster Hadrin; the Dwarfs of Yetzin now had two Crystals of Power in their hands.

One power of the Crystals is their ability to sense each other's nearness; so when Torgoch entered the Yetzin Valley, Hadrin knew that a Crystal of Power was approaching. The Dwarfs did not know that the main Orc force had deserted Torgoch, or that he had not yet mastered the stone. If the Orcs

should gain control of two more Crystals, the consequences were unthinkable.

Hadrin begged the dwarven leaders to flee with the two Crystals, but they refused; their pride forbade retreat before the hated Orcs, however dire the consequences. In desperation, Hadrin gave the Crystal of Air to the mage Yazeran, with instructions to flee the valley and find a new hiding-place. The story of Yazeran and the Crystal of Air is told in **Death Rock**, the third of the **Doomstones** adventures.

Soon afterward, despairing of the foolhardy courage of the dwarven leaders, Hadrin left Yetzin with a small group of followers. Encountering a strong Orc scouting party, they took refuge in a small tunnel-complex behind a waterfall; a messenger was sent to raise the alarm, but died in the mountains. The Dwarfs were wiped out, and – ironically – it was through Hadrin's books that Torgoch learned to use the Crystal of Fire.

By that time, Kadar-Gravning had been sacked and the last of its defenders were dead. Torgoch never set foot in the Dwarfhold – he left that campaign to his lieutenant Roglud – so he never knew of the presence of the Crystal of Water there. Perhaps some other powers succeeded in thwarting Tzeentch's plan a century ago, for Torgoch came very close to all four Crystals of Power, but only ever owned one.

GM'S PLOT SUMMARY

Dwarf Wars opens with the adventurers at the monastery of Eyrie, having fought off an attacking Orc army and gained possession of the Crystal of Air. If you have not played **Death Rock** immediately before **Dwarf Wars**, you will have to modify the opening to the account of where the adventurers are at the start.

A map and some fragments of a century-old journal set the adventurers searching for the lost Dwarfhold of Kadar-Gravning. There is a strong indication that a Crystal of Power is hidden there somewhere. After travelling through the mountains for several days, they find the lost Hold – and discover that it is no longer lost. An expedition from the Dwarfholds of the southern World's Edge Mountains has begun to clear the Hold, searching for a relic which will prevent an impending civil war. They are expecting an expedition from the opposing faction to arrive at any time, and may well be suspicious of adventurers.

The adventurers must deal with the Dwarfs in some way, and search the ruined Dwarfhold for the Crystal. There are ancient traps and guardians to be avoided, and there is the knowledge that at any time the other expedition could arrive and plunge the whole place into war...

THE LOST HOLD

This part of the adventure is intended to give the adventurers a few hints that the Crystal of Water is hidden in the Dwarfhold at Kadar-Gravning, and to get them there from wherever they happen to be now.

BEGINNING THE ADVENTURE

The first thing that you need to do is to get some clues into the adventurers' hands, to lead them toward the lost Dwarfhold of Kadar-Gravning. Then the adventure proper can start...

The following few paragraphs assume that the adventurers have just completed **Death Rock**, the third adventure in the *Doomstones Campaign*.

If this is not the case, you will have to alter a few of the details given here. Some notes and ideas for this eventuality are given in the section headed *Starting Cold*.

Eyrie

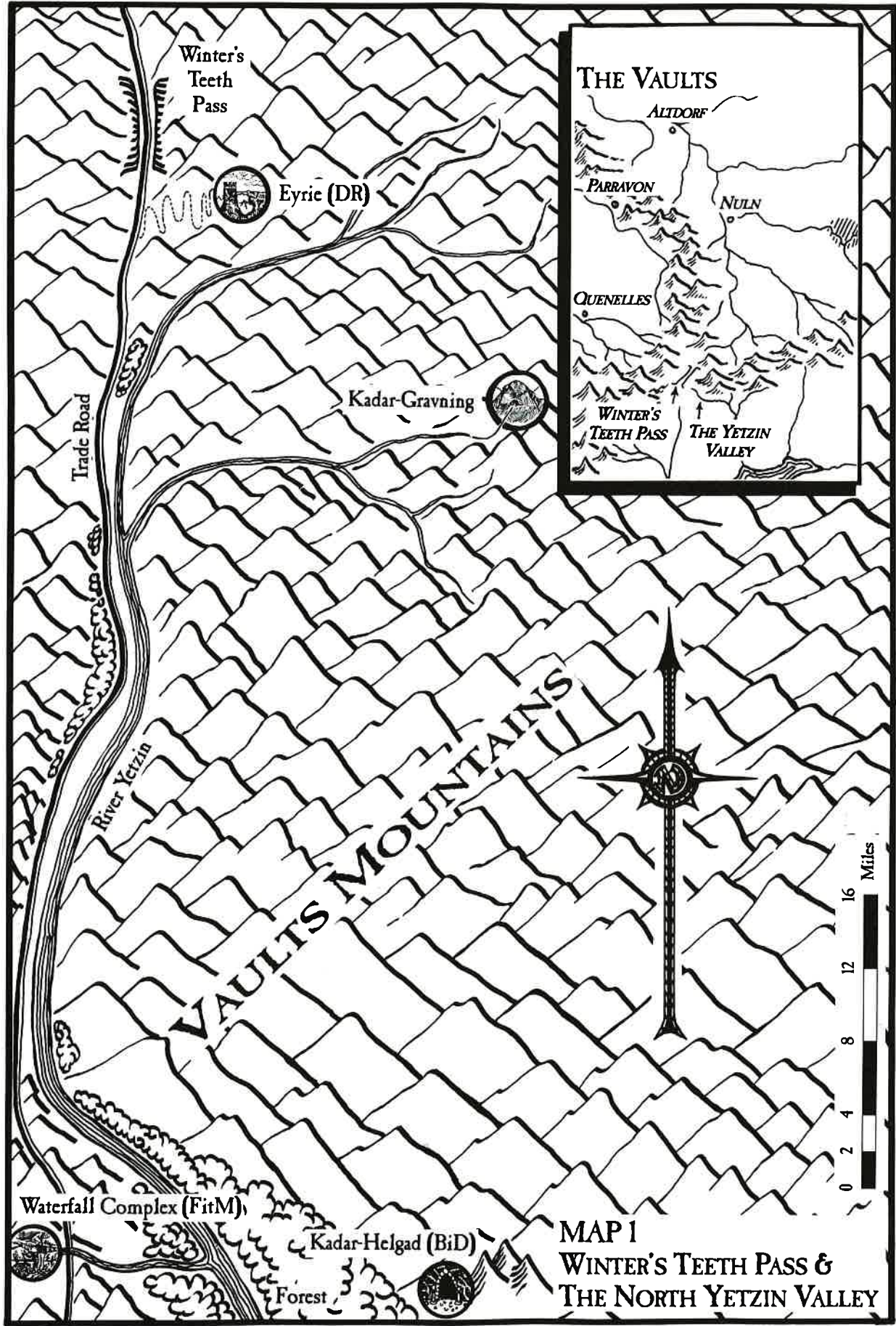
If you are following the *Doomstones Campaign* sequence, **Dwarf Wars** begins where **Death Rock** leaves off, with the adventurers in the remote mountaintop monastery of Eyrie.

All things being equal, they should have just repulsed an attacking Orc army and found the Crystal of Air. Here is one suitable sequence of events which will get the next few clues into the adventurers' hands – you may need to change some details if key NPCs have been killed in the preceding battle.

Shortly after the battle, Roostmaster Gregor comes out of his room, clutching a small book. He wanders through the wreckage of battle, hardly noticing any of it – he looks as though he has no idea that a battle ever took place.

"Ah, there you are," he says, "Been looking for you everywhere. Don't know what the place is coming to – I rang and rang for a messenger but nobody came. Anyway, now I've found you I... What was it now? Oh dear... I've a feeling it may have been





important. I know – let's go back to my room and I'll have some tea brought in, and maybe I'll remember." He turns to the nearest monk.

"Smarten yourself up, lad," he says, "Just look at the state of you. Won't do at all. And organise someone to clear up. Can't have all this clutter about the place."

The monk stares dumbfounded as Gregor wanders back to his quarters, seemingly oblivious of what's been going on.

When the adventurers gather in Gregor's quarters, he is still clutching the small book. Some herbal tea arrives, and Gregor busies himself serving it. He puts the book on the table, hands cups of tea around, and then looks back and notices the book.

"Ah, that's where it is," he mutters, picking it up, "Been looking for that everywhere." He leafs through it, dislodging a bookmark which falls to the floor unnoticed. Finally he finds the page he was looking for.

"Ah, yes, here we are. While you were out I found this – it's a journal of some sort, that Yazeran kept until his death. These few pages are to do with his journey here and the vision and so on – they might help you in some way."

The adventurers might well protest that they need no further help from Yazeran – after all, they have found the Crystal of Air, fought off Radzog and his Orcs, and saved Eyrie. Gregor will seem not to take their words in, but will push the book at them, mumbling "Well, have a look anyway – you never know, it might be of some use." Eventually, the adventurers will probably take the journal just to please the eccentric old monk. If not, then you might drop a further hint by having Yazeran's ghost appear behind Gregor's shoulder, raise his eyebrows and nod, then vanish.

Gregor drops the book as he passes it to the adventurers, and it falls open at the two pages shown in *Handout 1*. Yazeran passed through Kadar-Gravning on his way to Eyrie, and the Crystal of Air detected the presence of one of its brethren there – the Crystal of Water, hidden in a royal tomb and unknown to the Dwarfs who lived there. If the adventurers have been following the *Doomstones Campaign* so far, they should have no difficulty in realising what Yazeran's notes mean, and they should want to set out immediately for Kadar-Gravning.

Yazeran's mention of Kadar-Gravning may ring a few bells, too. Characters with *History* skill are permitted an **Int** test (-50 for non-Dwarfs) to recognise the name; if the test is successful the character will remember a little about the story of Hargrim.

If Gregor did not survive the Orc assault on Eyrie, you will have to find some other way to put the journal into the adventurers' hands. Albrecht

Borgin smote his forehead with the heel of his hand.

"Kadar-Gravning!" his voice was hushed, his eyes wide with awe. "Stone and steel! Kadar-Gravning! Hargrim's Hold!"

"Strange," Fiathriel regarded his teacup quizzically. "The infusion has had no untoward effect on me. Do you think he might be ill? Or mad?" Rogni glared at the Elf and fingered the edge of his axe, but Borgin didn't seem to notice the sarcasm. He simply kept repeating the name Kadar-Gravning.

"Come on, Borgin," Anders' voice betrayed his impatience, "Let us in on it. What's this Kadar-Gravning, then? Another shrine?"

"Does it give there more Ogres?" The others groaned in unison – Lars was becoming obsessed by Ogres.

"No, no, no," snapped Borgin excitedly, "You don't understand! Hargrim's Hold was lost over a century ago – completely wiped out. Yazeran must have been there just before it fell! If I could rediscover Hargrim's Hold..."

"Important, no?" Gluseppi chimed in. "Big place, eh? Lotsa gold?"

"No, no, no, you don't understand!" Borgin repeated. "Hargrim was one of the greatest heroes of the Dwarven race! According to legend, he founded a Hold between the Grey Mountains and the Black, and ruled there till he died in the Elf Wars! According to the stories he died so well that the Elves gave his body back for burial under flag of truce! The Hold was re-named Kadar-Gravning – Holy Place of the Burial – in his honour, because his tomb lent the place sanctity."

"Royal tombs, eh?" Anders found himself rubbing his hands.

"And the fourth Crystal." Oleg put in. "So, little friend, where is this Kadar-Gravning?"

might have discovered the journal in the library while researching Yazeran for the adventurers or for the course which he presents to the junior monks. Or some damage caused during the battle might have caused a stone to fall out of a wall, revealing a secret space with the journal inside. Or Yazeran's ghost might put in another appearance and lead the adventurers to the journal's hiding-place, causing it to fall open at the pages shown by *Handout 1*.

Starting Cold

If the adventurers have *not* just completed **Death Rock**, then you will have to find some other way of getting them to Kadar-Gravning.

They might discover Yazeran's journal in a library somewhere, and be intrigued by the mention of a now-lost Dwarfhold and a powerful magical item. If you like, they might even discover this reference in the library at Eyrie – perhaps they have been hired by a scholar to go there and research Yazeran, or maybe the journal has been tracked down after several years, and the adventurers are hired to take it to Eyrie. You shouldn't need a map of Eyrie to play out this introduction – simply have the adventurers find *Handout 1*, and let them head off in search of Kadar-Gravning.

Alternatively, a Dwarven scholar in one of the great Human cities in the Old World might hire the adventurers – after decades of research in Human and Dwarven libraries, he has finally discovered the location of the lost Dwarfhold, and he hires the adventurers either to go and explore the place themselves or as a bodyguard to accompany him there. If you like, you can use the pregenerated character of Borgin (at the back of the book) as an NPC Dwarf scholar.

Another approach might be to have the adventurers hired by an NPC wizard to find and recover the Crystal of Water. He has discovered by magical means that it is somewhere in the lost Dwarfhold, but cannot tell precisely where. No doubt he will have some hold over the adventurers, so that they will do what they are told – a magical curse which will operate when a character even thinks about keeping the Crystal for himself, or a plague which will kill them all if they do not return to the wizard within a month to take the antidote.

THE JOURNEY

The adventurers should be able to get to Kadar-Gravning by following the river Yetzin to its source, as shown by Yazeran's map on *Handout 1*. The journey is no more than a preliminary to the main part of the adventure in the ruined Dwarfhold, so you can handle it in various ways. If you want to get on with the adventure, the journey is uneventful and the adventurers find Kadar-Gravning with no difficulty – you can simply tell the players that their characters have arrived.

If, on the other hand, you want to play the journey out in more detail, this section contains a number of encounters and ideas for you to use. Some of the previous adventures in the *Doomstones Campaign* have more ideas for mountain journeys, and if you want to use or re-use any of these, feel free. And, of course, you are also free to add any ideas of your own. But be careful not to weaken the adventurers unduly with too many demanding encounters on the journey – they have a hard time ahead of them.

Terrain and Obstacles

Kadar-Gravning is a remote place, deep in the mountains. There is no reliable above-ground route, so the adventurers will have to go across country to reach the Dwarfhold. Going across country in high mountains is no easy matter – they will be lucky if they cover fifteen miles a day, and the way will be fraught with hazards. Following a mountain stream may sound like an easy task, but the adventurers will have to follow it over waterfalls, along precipitous gorges and over other barely-passable terrain.

Quite apart from encounters with monsters, the mountains can throw a number of unpleasant surprises at the adventurers. Some of the dangers of travelling in mountains are covered in **Blood in Darkness**, the second adventure in the *Doomstones Campaign*; if you don't have access to that volume, here are some simplified rules for common mountain hazards.

Ground is always *difficult* in the mountains – the adventurers are well off the beaten track, in very rough terrain.

Weather is very changeable in high mountains, and can go from brilliant sunshine to a fierce storm with zero visibility in a matter of minutes. Dwarfs and Rangers are permitted an **Int** test to anticipate the change in the weather, giving them 2D6 minutes' warning. The ground turns from *difficult* to *very difficult*, and characters who fail to take shelter must make a **T** test (*Immunity to Disease* +10, waterproof clothing +20) or take a chill, suffering a -5 penalty to all tests on percentage characteristics for D3+1 days.

Sheer Drops can be dangerous for the incautious or unlucky. A character who loses his footing is permitted an **I** test each round until he comes to rest – each failed test results in a fall of D6 yards. Characters on horseback test on their mount's **I** score – if the horse fails the rider may test on his own **I** score to throw himself to safety, but the horse and everything attached to it is gone for ever. Rather than actually killing characters – which would be all too easy – let them spend fate points and cling to the crumbling edge by their fingernails until they can be rescued.

Rockfalls and avalanches can be very dangerous, so be careful with them. Detailed rules are given in **Blood in Darkness**. If you don't have access to a copy, you can treat rockfalls and avalanches as equivalent to an *Assault of Stones* spell in the damage they do. Characters who fail an **I** test get swept away and buried, taking additional damage as from a fall of D10 yards. As with weather changes, there are telltale signs which a Dwarf or Ranger character can spot on a successful **Int** test – if successful, they can get everyone out of harm's way in time.

A rockfall or avalanche that has already happened can have dangers of its own. It will be a serious obstacle, and adventurers trying to clamber over it





run the risk of causing a secondary slump, taking an automatic **S** 3 hit as the loose rubble collapses beneath them.

Ravines might present the adventurers with a problem. If they don't have useful magic like *Flight* or *Magic Bridge*, they will have to climb down one side and up the other. Alternatively, you can have a frail-looking rope-and-board bridge running across it, with a few boards missing and the ropes worn down to string in places – and just as the adventurers arrive, the wind picks up... A ravine can be anything from a few yards to several hundred feet in depth.

The Boyz

At the end of **Death Rock**, the mountains were full of Goblinoids, and if the adventurers have just set out from Eyrie it is more than likely that they will run into some scattered remnants of Radzog's army. From time to time they will see small bands of Goblinoids from a distance, and they may be seen in their turn – giving the greenskins a chance to lay an ambush or two.

The ambushing force should be any strength you think the adventurers can handle, as long as it poses a viable threat. If you want to let them off lightly, then it's a dozen or so Goblins, and if you want to give them a harder fight you can throw twice their numbers in Black Orcs at them.

The terrain and tactics for the ambush are up to you as well – Orcs will tend to rely on tried and trusted techniques like trapping victims between two forces and getting into close combat as soon as possible, while Goblins might prefer to harass the adventurers with missile fire from behind cover, perhaps running off if seriously challenged.

Giant Spider

Blood in Darkness featured an encounter with a Giant Trapdoor Spider. Here's another Giant Spider with an unusual hunting technique.

This individual lurks on steep mountainsides, relying on immobility and the camouflage of its mottled grey-black colouring to remain unseen. To the casual eye, the spider looks very little different from the boulders and scree among which it hunts its prey – a successful **I** test (Dwarf +10, Ranger +10, Druid +10, *Excellent Vision* +10) is required to spot it.

The spider can sense prey within a radius of 40 yards, using a mixture of eyesight and ground vibration. Anything rabbit-sized or larger counts as prey. The spider moves with blinding speed, extruding a filament of sticky silk and flinging it with a hind leg almost like a lasso – it does this with a **BS** of 55. The target is permitted an **I** test (*Dodge Blow* +10) to dodge the sticky missile; if he fails, the target will be reeled in swiftly.

The spider can reel a victim in from any distance in a single round – the victim must make a successful **I** test in order to act while being reeled in, and may try to cut the silk (**WS** -20). Other characters may also try to cut the silk, but do not suffer any penalty. The silk has **T** 5, **D** 5, and will be cut by any single blow which causes sufficient damage to it.

Once the spider has reeled a victim in, it will dispatch him with a venomous bite (**WS** +20 owing to the victim's awkward position) and take the body back to its cave lair for consumption. It will also retreat to its lair if its silk 'lasso' is cut.

Rock Serpent

The high mountains of the Vaults are ideal terrain for this unusual predator. Preying on anything from birds' eggs to mountain goats, the Rock Serpent can grow up to sixty feet in length. The larger specimens are capable of killing and swallowing creatures up to the size of a horse.

Like most other predators in this kind of terrain, the Rock Serpent specialises in ambush. It lies in wait on a narrow ledge or in a small cave-mouth, which is generally half-way up a sheer rock face. When potential prey passes beneath, the Serpent hurls itself from its hiding-place, dropping on the victim and throwing a mass of coils around him. Its bite is not venomous; it kills by constriction.

The Rock Serpent can control its fall to an extent by altering the shape of its underside, which channels air beneath the falling snake and allows it to glide. This also means that the snake suffers no damage from a fall of up to sixty feet.

When a Rock Serpent leaps, use its **BS** to see if it lands on target. If it is successful, the potential victim is permitted an **I** test (*Dodge Blow* +10) to get out of the way. If the test is failed, the snake lands on top of the victim, who is automatically knocked to the ground. He must then make a further **I** test (*Wrestling* +20) to avoid being wrapped in the snake's coils. All this takes one round.

The Rock Serpent may begin to constrict in the second round of its attack, if it has caught a victim in its coils. If not, it may attack normally, using its **WS**.

The Rock Serpent will try to escape if it finds itself without a victim and attacked by characters who outnumber it. It will also flee if it is reduced to half its initial **W** score or less. Its usual method of escape is to throw itself off the mountainside, gliding to safety. Note that it cannot carry a victim in its coils while gliding.

Air Travel

Faced with a long and dangerous journey across treacherous high mountain terrain, it is quite possible that the adventurers will think about flying

to Kadar-Gravning. The Crystal of Air will provide them with the means to do this, provided that it has been mastered sufficiently, and they may have other magical means of flight. Travelling by air could get the adventurers from Eyrie to Kadar-Gravning in a single day. However, air travel is not without hazards of its own.

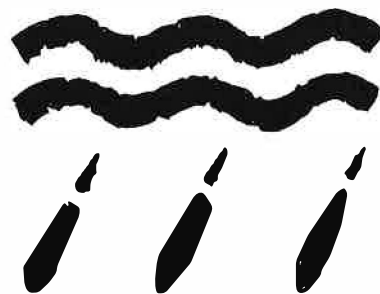
Firstly, there is the weather – mountain areas are notorious for treacherous crosswinds which can unexpectedly dash a flying creature against the hard, unforgiving mountainside. Characters using the Crystal of Air won't suffer from the winds – the howling air will seem to part round them, leaving them untouched – but characters flying by other means could be thrown into a rock wall for damage equivalent to a fall of 2D6 yards.

Secondly, although flying will help avoid ground-based predators, there are plenty of flying creatures in the high mountains which can be at least as much of a threat. Many of the larger flying predators – Griffons, Hippogriffs, Eagles and the like – are highly territorial, and will attack any large flying creature that trespasses in their airspace. With all these creatures, the basic tactic will be the same – rise above the target, dive and claw on the way past. This means that there is only one round of hand-to-hand combat in any attack run; furthermore, characters with multiple attacks must make a successful **I** test to make a second attack, test against half **I** to make a third, and against one-quarter **I** to make a fourth. All these flying predators will be driven off if reduced to half their initial **W** score or less.

FINDING THE HOLD

Following Yazeran's map, it should not be difficult for the adventurers to find Kadar-Gravning; the Yetzin – now a rushing mountain stream only a couple of feet wide – runs through a steep, narrow gorge, and at the head of the gorge the adventurers can see several entrances in the mountainside.

This phase of the adventure comes to an end as soon as the adventurers catch sight of Kadar-Gravning. Before they go any further, you should make absolutely sure that you know how they intend to approach the Dwarfhold. Read the next section of the adventure carefully – a great deal of what happens next will depend on how the adventurers approach the Dwarfhold and those inside.



THE HALLS OF KADAR-GRAVNING

The Halls of Kadar-Gravning stand at the north end of a wide, deep valley. From the entrance to the Halls it is possible to see the sun rise over the three-peaked mountain which marks the site of Kadar-Helgad, the ancient kingdom's holiest shrine, where the events described in **Blood in Darkness** took place.

The valley in front of the Halls is criss-crossed by a multitude of small streams flowing from the hillsides and rapidly merging into a narrow and treacherous river. Dotted along the slopes on each side of the valley are the entrances to the old dwarven settlement. Most stand open, broken and scarred by the siege that laid waste to the valley, although a few feet inside every entrance roofs have collapsed, burying the Dwarven workings. Ragged gashes in the hillsides still bear witness to the fearsome magics used in the conquest.

THE REIGN OF HARGRIM

According to dwarven chronicles, the area around the Yetzin valley was settled millenia ago by the great warrior-king Hargrim Ironhand. A legendary figure, Hargrim was a Dwarf of immense physical strength and outstanding charisma who led his followers through the Goblin-infested Vaults mountains and carved out a realm in Yetzin. Hargrim fell during the Elf Wars, dying a hero's death at the battle in the Loren forest which Dwarven ballads remember as Hargrim's Last Stand. According to legend, the desperate heroism of the surrounded and outnumbered Dwarfs made an impression even on the Elves who wiped them out,



and the bodies were handed over to their kin under a flag of truce and returned to Yetzin for burial. The Hold which Hargrim had called Karak-Gronhud, the stronghold among the Goblins, was renamed Kadar-Gravning – the revered mountain of the burials.

As the Elf Wars drew to a close and the dwarven race retired into the mountains of the Old World, new settlers flocked to Kadar-Gravning, drawn by the glory of Hargrim's name. The Yetzin valley and the mountains around it were cleared of the hated Orcs, and a great underground highway was built linking the Hold to Caraz-a-Carak and the Dwarven heartlands in the Worlds Edge Mountains.

Scarcely a generation later, the Goblinoids poured out of the Dark Lands, across the Black Gulf and into the Vaults. Hargrim's Hold had remained untouched by the Elf Wars, but now it was besieged repeatedly. The Dwarfs of Kadar-Gravning fought valiantly to keep Hargrim's burial-place out of Goblinoid hands, and it withstood all their attacks, even though several outposts near the vital Winter's Teeth Pass were destroyed. As the Holds on either side fell, Goblins attacked along the underground highways. After a series of vicious and bloody tunnel-fights, the passages were collapsed; Kadar-Gravning was secure, but completely isolated.

THE INCURSION OF CHAOS

For almost two thousand years, Kadar-Gravning survived in isolation. Occasional expeditions set out to re-establish contact with surviving Dwarfholds, but nearly all fell prey to the Goblinoids who still haunted the high mountains. So far from the World's Edge heartlands of Caraz-a-Carak and Zhufbar, Hargrim's Hold was cut off; the population declined and contact was never successfully re-established with the rest of the Dwarven realm.

Two centuries ago, Chaos fell upon the Old World. Already weakened by centuries of isolation, the Dwarfs of Kadar-Gravning found themselves under siege again – this time by a huge force flying the banner of the Blood-God Khorne. They fought with desperate valour against overwhelming odds, but were eventually forced back to Hargrim's tomb, where they made a last stand.

The Chaos army sustained heavy losses as it attacked the Dwarven position. Time and again they were thrown back, until finally a band of Trolls was sent into the tombs. Many fell to the traps set up around the tombs, but always they rose again and carried unstoppably on. At last, they stood face to face with the surviving Dwarfs.

The charge of the Trolls was terrible, but somehow the Dwarfs turned it back. The Troll chieftain,

Hargrim's Crown is said to have been buried with the great Dwarf-king. An old and somewhat battered iron coronet that the king wore into battle, it is decorated only by a huge freshwater pearl, and for this reason the Crown is sometimes called the Pearl of the Lake.

When Hargrim was buried, his crown was buried with him. While unusual, this was not unprecedented; the preservation of his crown was a mark of immense respect, expressing the sentiment that no future ruler would ever be his equal.

There were, however, a few sceptics who claimed that the crown had been stolen by the fleeing Trolls. Hargrim's sons, they ventured, had no wish to start their reign under the shadow of such a bad omen, and concocted this story to glorify Hargrim and lend themselves pity, while at the same time covering up the disgrace of the crown's loss. These rumours were put to rest at the funeral, however, when the king's body was shown in state – wearing the crown. A few maintained that this was a mere copy, but in the eyes of most Dwarfs, the matter was settled.

from The Legend of Hargrim, by Professor Gundri Crooknose, University of Nuln

Agblad Thundergut, was slain, and many of his bodyguard were grievously wounded by his spilled digestive fluids. Confused by the death of their leader, the Trolls retreated, and the Dwarfs were left in the depths. Then, inexplicably, the forces of Chaos moved on. Perhaps they thought the returning Trolls had wiped the Dwarfs out, or perhaps they had other, less understandable reasons.

The Dwarfs began the task of burying their dead and piecing together what remained of their Hold. Among the remains of Agblad Thundergut they found – miraculously intact – a strangely-shaped green gem, carved with arcane symbols in an ancient Dwarven style. Like its three brethren, the Crystal of Water had come to Yetzin.

The strange green stone was hailed as a token of victory, and the Dwarfs of Kadar-Gravning laid it reverently in Hargrim's tomb.

THE COMING OF TORGOCH

A century after the Incursion of Chaos, a fresh danger assailed Kadar-Gravning. This time it came from the east, in the form of the Bloodaxe Alliance. The Orcs swept up the Yetzin valley destroying everything in their wake. The few surviving out-

posts were destroyed, and Kadar-Gravning itself was taken. All its inhabitants perished – but not before the sacred tombs were firmly sealed with stone and magic. Neither they nor the Orcs knew the true significance of the green gem which lay undisturbed in Hargrim's tomb; it remains there to this day.

The Halls of Kadar-Gravning were not occupied for long by the Orcs, and remained abandoned for many years; their only sound was an occasional crash of masonry as another part collapsed. Most areas caved in completely, leaving only gashes in the hillside to show where they had been. Travellers who chanced upon the Halls told wild tales of the echoes of ghostly forges, or the sounds of battle resounding from the accursed hills.

Gradually, the Halls were reclaimed. Trolls, Goblins, and worse creatures claimed back the land that had been stolen by the Dwarfs so many centuries before. Caves and chambers that were still intact became the lairs of these odious creatures, and many of the makeshift graves of the Bloodaxe Alliance were robbed to feed the hungry mouths of this new population.

THE CROWN QUEST

It is only now, a century after the Orcs destroyed the Hold, that Dwarfs have returned to Kadar-Gravning. But unlike Hargrim, they do not come to settle and build a colony. After decades of research in ancient and obscure chronicles, the names of Hargrim and Kadar-Gravning have been found, and expeditions sent out to discover the lost Hold. These expeditions seek Hargrim's tomb, and most especially they seek his legendary crown. The Crown of Hargrim is a great and powerful symbol of rulership – almost worthless in itself, but priceless to any Dwarf for the legend which surrounds it.

Unknown to the outside world, there is a great deal of civil unrest fermenting among the Dwarfholds of the southern World's Edge Mountains. Some are preparing for war – although their preparations go under the guise of precautions against renewed Goblin attacks. The leadership of the clans in this area has come under dispute, and the new king, Mendri, has been openly accused of patricide in order to usurp his father's throne.

Mendri has a very strong army and is supported by a large number of the smaller clans, who hope that their support of Mendri will raise their fortunes. Opposed to Mendri are many of the major clans, including several which have spawned royal lines in the past. It is unusual for these clans to show such unity – especially when the throne is in question – but they see Mendri as such a dire threat to the established order that for once they are unanimous in their actions.

Each side needs an overwhelming moral advan-

tage over the other – something that will rally the undecided clans to its cause. The Crown of Hargrim would be the perfect emblem of rulership, and whoever could recover it and have it remade would surely command the loyalty of all Dwarfs south of Mad Dog Pass. Only a few months ago, a lone Dwarven prospector discovered traces of a lost Hold high in the Vaults. He found inscriptions bearing Hargrim's name and that of Kadar-Gravning. The news spread like wildfire – Hargrim's Hold was found! Within days, both factions sent expeditions to Yetzin. Crossing the Border Princes by different routes, they are about to meet each other for the first time outside the ruins of Kadar-Gravning – just as the adventurers arrive looking for the Crystal of Water.

The anti-Mendri alliance (who call themselves the Royalist party) entered the Halls first, finding them – to their surprise – mostly unoccupied. They began their task of discovering Hargrim's resting place, while the elite troops assigned to the expedition went about setting up a defensive position at the mouth of the cave and blocking other entrances.

It has now become a race against time for the Royalists as the approaching unit from Mendri's army approaches. This expedition is not aware that it has been forestalled, but they know that it is only a matter of time before things come to a head. The Royalist priests are growing desperate, but at the same time they are worried about the rumoured defences left by their predecessors. They know only too well that a mistake might bring the whole complex crashing down around them and bury the tombs for good. However, some of them say, this would be preferable to Mendri recovering the Crown.

THE ROYALIST EXPEDITION

If the adventurers try a non-hostile approach, they will be spending a lot of time talking to various members of the expedition. They are fully detailed in the *Profiles* section, but here are a few short character sketches. Read them through a couple of times before running this part of the adventure, and they will help you to present the various Dwarfs as individual personalities.

Cranneg, Chief Priest

Cranneg has sharp, wily features with bright, hard eyes. He wears his long beard in the traditional double plait of the dwarven priestly class, with fine wires of iron and silver woven in. His hair is long and worn loose. He is dressed in long, stone-coloured robes worn over chain mail and always carries his staff of office – an iron-bound wooden rod, slightly taller than Cranneg, topped by a hand grasping a quartz globe.



Cranneg is the leader of the expedition to Kadar-Gravning. He is very intelligent and quick-witted, but shows little emotion or compassion and has a complete disregard for the weak and helpless. He is a subtle politician and has gained his position by wit and manipulation rather than by any great piety. He has taken the Royalist side simply because he sees a greater chance for his own advancement by doing so.

His first concern is to recover Hargrim's crown. If it comes to a choice between the crown and his own life he will give up the crown, but otherwise he is committed to the search and will work to the best of his abilities.

He can be seen as a scheming cardinal, with a strong pragmatic streak: *"Well, if that's what it takes, I don't care how unpleasant it is. Get to it! I'll accept full responsibility."*

Kadri – Cranneg's assistant

At the age of 55, Kadri is a young Dwarf, but has risen quite rapidly through the priesthood because of his almost fanatical devotion. He has a blind, unquestioning faith in his master, and is never far from his side. Kadri is mildly contemptuous of Dern, his colleague and rival, who he sees as tainted by ambition and worldly cares. Strangely, this naive zealot is blind to these same faults in Cranneg: *"I think you've chosen very wisely, Master Cranneg. How fortunate our Cause is, that we have you with us."*

Dern – Cranneg's assistant

Dern is middle-aged at 97, a time-server who has risen as far through the priesthood as he ever will. He despises Kadri for his lack of experience, and for the uncritical enthusiasm that he himself has lost. Dern also sees himself as a shrewd individual although he is really an untalented schemer and a cynic to boot. He spends a great deal of time trying to manipulate Cranneg, usually through transparent flattery, into backing his own advancement. Needless to say, Cranneg is fully aware of this, but it amuses him to let Dern carry on. *"Indeed, lord, and if you'll recall I supported you from the start, unlike that doubter Kadri."*

Yanni and Bradni – Minor Priests

These two are very quiet individuals, unwilling to express an opinion on anything unless they have checked it beforehand with Cranneg. Once they have his word on anything, however, they enforce it to the full limit of their abilities. Unfortunately, they often disagree on precisely what it was Cranneg said, and often come up with completely different interpretations of his orders: *"No, no, no, you numbskull! Master Cranneg distinctly said he wasn't to be disturbed – he said nothing about cave-ins, so you don't go barging in to tell him, even if the tombs do happen to have collapsed!"*

Sundrim, Chief Scholar

Although Cranneg is technically the head of the expedition, it is Sundrim who handles most of the day-to-day running of the search for Hargrim's Crown. It is an equitable arrangement – Cranneg doesn't want the work and Sundrim doesn't want the interference.

Sundrim is a shortish Dwarf with old and gnarled features. His eyes are small and deep-set, glimmering with a spark of insatiable curiosity. His hair is receding on top, and he has a long beard which he tucks out of the way, either into his broad belt or inside his tunic. His belt is hung with all manner of tools, from ink and quill to a selection of cold chisels; it also bears a couple of bulging pouches from which can usually be seen various rags and scraps of parchment.

Sundrim has had a chequered career, working as a smith before settling on scholarship. Unlike the other two leaders of the expedition, he has no interest in political matters; he is doing this because it sounded like an interesting job and would add to his credit as an academic and researcher. He shows little regard for what is happening around him and manages to turn a blind eye to any misdeeds by Brogar and Cranneg – although he would deplore such things if they were unavoidably brought to his attention.

Sundrim is generally a bright and jovial Dwarf, willing to bore anyone who will listen – especially

It is customary for the leader of a Dwarf clan to wear a crown at all times, as a symbol of his rank. While spectacular and priceless crowns are made for ceremonials and other great occasions, the 'day-crown' worn at other times is often of simple design, and made of iron or steel. At the end of each king's reign, his crown is traditionally melted down in the furnaces of a Hold's mastersmith and remade for the new king.

Although it is surrounded by a great deal of ceremony, the remaking of the crown is not a magical process. However, the crown of a great and glorious king is commonly supposed to confer some spark of greatness on a ruler whose crown was remade from it; it may even legitimise a right to kingship which may previously have been in doubt. This has been the cause of several civil wars in Dwarven history.

from A Miscellany of Dwarven Lore and Superstition, by Doctor Theophrastus Hochleben, Collegium Theologica, Middenheim, 2435.

with stories of his own expertise. He cannot abide ignorance or phillistine stupidity in historical matters, or interruptions when he is working.

"Let me see, now. Aaah, yes. Local porphyry, of course, and worked with steel rather than mithril. See those scratches there? No? You develop an eye for that sort of thing over the decades. As I said only last year to my great friend Hugnir Flintbrow – a great scholar, or he will be with a few years' work – Hugnir, I said, you develop an eye for these things."

The Specialists

All the expedition's scholars, artisans and engineers are under Sundrim's command. They can be divided into two rough groups, those who are actually engaged in the search for the Crown and those who play a supporting role by making equipment and helping with the more complex traps.

These Dwarfs are unlike the rest of the expedition in that they are not really interested in the political motives that prompted it. Some are sufficiently politically inclined to take a certain amount of risk in the pursuit of the Crown, but by and large they are far more concerned with their own personal safety. They are not so absorbed in their work as Sundrim, and will not ignore what is happening around them. They know that an enemy force must be approaching, and are increasingly nervous about the thought of a battle. Cranneg is aware of this and will shield them as much as possible – generally by not telling them what is going on. If threatened, most of these Dwarfs would co-operate – they are not keen on the prospect of a heroic death.

Scholar: *"Hmum. I wish we had the whole of this inscription. See where that character's missing? Alters the whole meaning of the phrase, you see. It could mean 'pour a warm libation on the east face' or it could mean 'away to the Dark Lands and boil your head'. Oh, yes it could, Yadr! Haven't you ever read Ragni Hook-eye's treatise on 'Metaphor and Euphemism in Temple Inscriptions'? You CAN read, I assume?"*



Artisan: *"Who took my number three chisel? Look, don't give me any of your excuses, I left it right here! WHO TOOK IT?"*

Engineer: *"Stone and steel, just look at that. Four interlinked push-rod triggers going to a floating-armature governor with interruptor-gear here, here and here. Plus – and this is the real beauty – this drop-swivel booby trigger with an independent disabling screw. Have you ever seen the like? Take your head clean off, that will. Beautiful workmanship, too. Damned if I know how to get round it."*

Brogar, Military Commander

Brogar is broad-built even for a dwarf, with an immensely muscled physique. He has a flattish, dull face, exhibiting little wit or warmth, and his movements are precise and controlled. Brogar is the leader of the expedition's military contingent,

and second in command overall. He was chosen for his stubborn tenacity, his oft-proven skill as a warrior and his unquestioning compliance with orders. He is not an inspired tactician, but he will lead his troops against overwhelming odds without a second thought.

Brogar is almost a machine in his approach to life. He carries out his orders, and having done that he stops and waits for further orders. He has never been known to smile. He is capable of acts of violence that would be thought sadism if he showed even the slightest enjoyment in them. He is a stubborn traditionalist and stands firmly behind the Royalist cause – mainly because that's where the orders have always come from. He does not appear to know the meaning of fear, doubt or compassion, and will not tolerate these weaknesses in his troops. If he needs to discipline any of his warriors, he will do so quickly, violently and permanently.

If Cranneg is killed, Brogar will take orders from Sundrim until it looks like the opposing expedition will take the complex. At this point, he will order a general withdrawal, giving about five minutes notice and making it clear that latecomers will be left behind.

His last act before leaving will be to order the destruction of Kadar-Gravning, so that neither side will get the Crown. He knows that tampering with the royal tombs runs the risk of bringing the whole level down, and will send some troops to

desecrate as many tombs as possible in order to achieve this. The thought that he is sending faithful troops to their deaths would not bother him at all.

If the expedition finds Hargrim's Crown, Brogar will use every means at his disposal to ensure that it gets back to the Royalist faction who sent the expedition out. If that means sacrificing his own life and those of all his troops, so be it: *"ON YOUR FEET, you Orc-loving wasters! Master Sundrim wants those Ghouls clearing out of the basement, so I need five volunteers – you, you, you, you and you. Follow me."*

Dwarf Troopers

These are professional soldiers, for the most part, and are not put off by a little fighting. If truth be known, most of them are positively looking forward to the arrival of Mendri's force – they are both bored and frustrated with the constant round of sentry duty that they have endured ever since they arrived. Chasing Ghouls through tunnels is no substitute for a good, honest, stand-up fight.

"Hey, Gorm! Why don't you go out and find us a few Greenskins to play with? Face like yours, they'd take you for a relative!"

APPROACHING THE HALLS

The approach the adventurers take will be critical in determining the course of the adventure. The main choice is whether to approach the Royalist Dwarfs in a friendly or hostile manner, but there are various options spinning off from these.

Here are a few of the possible courses of action, with notes on how they will affect the rest of the adventure. Obviously, it isn't possible to cover *everything* a group of adventurers might try, but these approaches are the most likely. If your players come up with something unexpected, you should be able to improvise or adapt an appropriate response.

Before dealing with this phase of the adventure, you will find it useful to take a look at the character-sketches for the expedition. These are presented immediately after this section.

"Charge!"

This approach is the least subtle, and the most dangerous. The adventurers simply march into Kadar-Gravning, destroying everyone and everything that gets in their way.

It's certainly possible to do this and survive, especially if the adventurers already have three of the



four Crystals of Power. But such a slaughter of Dwarfs might cause the adventurers to fall foul of Grungni, especially if there are Dwarfs in the party. Remember, though that Cranneg is no fool, and will withdraw troops from contact in order to set up ambushes later on. He is prepared for a fight in the tunnels – although he's expecting a different type of foe – and a small party of adventurers is fairly easy to contain, surround and hit from several directions at once. In short, if your players try this – make them work hard for victory.

“Shhhh!”

More cautious adventurers might try to get in and out without being noticed by the Dwarf expedition. This is a tall order, since sentries are posted at all critical points and the troops are expecting an alarm at any minute, but a party with lots of Rogue characters and stealth-related magic might be able to pull it off.

More likely, though, is that the adventurers will try to get in and out without being noticed, but will fail. In such an event, they will be challenged by a numerically superior force of dwarven troops and ordered to surrender. If they refuse, refer to “Charge!” above. If they surrender, the adventurers will be taken to Cranneg and questioned. Refer to “Greetings!” below, but give the adventurers an additional -20 **Fel** modifier – trespassers don't tend to be trusted...

“Greetings!”

The adventurers walk boldly into Kadar-Gravning, announce themselves to the sentries, and ask to talk to the boss. If your group likes a game with lots of NPC interaction, then they will probably go for this option. Having a majority of Dwarfs in the party will be useful here.

The sentries will be nervous, but will not attack once they realise that the adventurers are a small group and do not appear to be from Mendri's force. A few **Fel** checks might be in order to see whether or not the guards insist on disarming the adventurers before taking them to see Cranneg.

When the adventurers finally get to see Cranneg, he will play things very close to his chest, giving away as little as possible and letting the adventurers do most of the talking. If pressed, he might claim that the expedition is a purely peaceful one, sent to rediscover the lost Hold, assess its condition, recover what they can, and report back. But if he can get away with saying nothing, he will do so. Another **Fel** test will be in order at this interview, at -10 because of Cranneg's fundamentally cynical and distrusting nature.

The **Fel** test is to determine whether or not Cranneg believes that the adventurers are completely ignorant of the impending dwarven civil war and the quest for Hargrim's Crown. You might want to impose an additional modifier of up to +/-30

according to how you rate the story they tell him. Remember, too, that just because something's *true* doesn't necessarily mean that it's *convincing* – especially when you're dealing with someone as byzantine as Cranneg.

If Cranneg decides that the adventurers know nothing of Hargrim's Crown, he might allow them to search those areas of the Hold which have already been cleared by his followers. They will be supervised all the time by one of the scholars, who will raise the alarm as soon as they stray off limits – If Cranneg isn't quite sure of them he may even insist that they remain unarmed while in the Hold.

If Cranneg decides not to trust the adventurers, he will appear helpful and charming, but will secretly order Brogar to have them wiped out at the first opportunity. He will give them an 'escort' of a couple of dozen troops, lead them into a quiet side-passage somewhere, and try to kill them. Thenceforward, it will probably be war.

If you have been following the *Doomstones Campaign* this far, the adventurers will probably have one or more Crystals of Power with them. If Cranneg becomes aware of the power of these magical items – for example if he or one of his followers witnesses the adventurers using one of the greater powers – then he will not be able to resist trying to steal them. With such power at his command, he could go a long way.

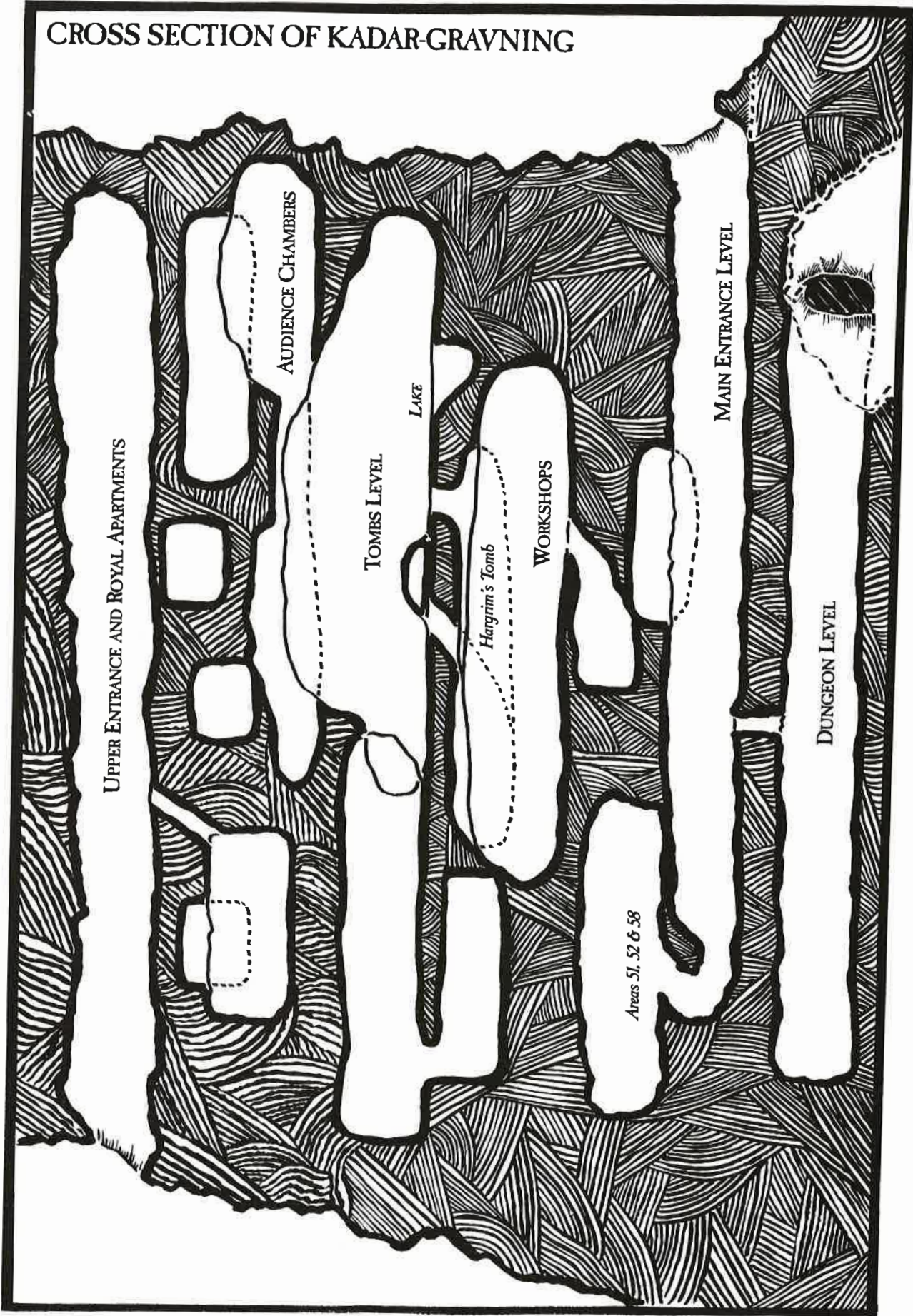
In this event, Cranneg's tactics are up to you. He might try to have the adventurers quietly killed, or he might try something more subtle – like drugging their food so they wake up on a mountainside a few miles away, stripped of all equipment. Cranneg is an accomplished hand at skullduggery, so do him justice.

Signing Up

Helpful adventurers may decide to sign up with the expedition, especially if there is a majority of Dwarfs in the party. Characters will be assigned to areas where their skills are most useful: warriors and rangers to the guard, academics and rogues to the scholars. The expedition has no specialist rogues in its ranks, so a burglar or tomb robber character might be able to talk his way into a job.

Once assigned, the adventurers will have their own duties and work-shifts. Cranneg will try to keep them apart as much as possible, without appearing to do so – various petty regulations will appear in the guard quarters about off-duty personnel keeping to their quarters and not interfering with others as they work, and so on. Even so, resourceful characters will probably be able to scout their own areas and confer with each other from time to time. They might even be able to persuade Sundrim that they can help with the investigation of the tombs, and gain a couple of hours' exploration time before Cranneg finds out and puts a stop to it.

CROSS SECTION OF KADAR-GRAVNING



Onward

If the adventurers have the Crystal of Earth, they may decide to try the direct approach – simply tunnelling in, following the increased brightness as it comes closer to the Crystal of Water. In theory, this is fine, but there are a few things you should bear in mind.

Firstly, the Crystals of Power in the adventurer's possession will be glowing very brightly *all the time*, because they will be close to the other Crystals of Power in the adventurers' possession. The only way to use them to detect the Crystal of Water is to isolate one – the other Crystals must be kept at least a mile away – so that they do not interfere with the signal from the Crystal of Water.

Secondly, over distances of less than a quarter of a mile, it is very difficult to tell whether you're getting closer to another Crystal of Power. The Crystals register proximity, not direction, so they can't be used like a compass. And although the brightness of a Crystal is directly proportional to its nearness to another Crystal, the eye isn't sensitive enough to read this off as if it were a tape-measure. Because of this, characters using a Crystal of Power to find their way to another Crystal of Power must make an **Int** test every turn – on a failed test, they veer 45° to the right or left (equal chance of either). They could end up almost anywhere, although they will probably be within a hundred yards or so of the Crystal's location.

Finally, driving a tunnel through solid rock is all very well, but the characters will actually be driving a tunnel through a Dwarfhold. You should record where they start, and keep careful track of where they go. They could suddenly come out in the ceiling of the cavern above the lake, for instance, or in some other, less fortunate place – like one of the deadlier tombs, or in the middle of the guard quarters. The Dwarfs will respond to these unannounced intruders with suspicion.

STAGING THE HALLS

Kadar-Gravning is a large underground complex with many interconnecting levels and areas. Mobility will be a key element in this part of the adventure – the Dwarfs who are defending the Halls from the adventurers will not want to fight pitched battles, and will rely on ambushes. They know the terrain better than the adventurers, and are natural masters of underground combat – they know how to use the various natural features and obstacles that this type of terrain provides. Don't let them be tied down to a couple of areas, but keep them moving, constantly harassing the adventurers. Remember that the Dwarfs have their own mission in Kadar-Gravning, and will try to steer the adventurers away from the tombs, so they can look for Hargrim's Crown in peace.

Many of the rooms in the complex contain little or nothing of interest to the adventurers. If the players are given too much time, the adventure might turn into nothing more than a series of rolls to discover hidden parchments and secret catches. You should make sure that the players always feel that their characters are under pressure, both from the defending Royalist Dwarfs and the force from Mendri which may arrive at any moment. Keep the adventurers moving, and make sure that they always think twice before spending precious time conducting a detailed search.

The Royalist Dwarfs have already discovered many of the items that the adventurers will need to complete the adventure successfully. They are aware of this, and will do their best to keep these items away from the adventurers, even destroying them if necessary. If the players insist on their character blundering around Kadar-Gravning in a predictable and straightforward manner, the Dwarfs will be able to keep one jump ahead and avoid them – the players must combine stealth and cunning to get what they need. The Dwarfs start with the upper hand, but don't be too generous to the adventurers in return – they're experienced and seasoned characters by now, and should expect to take the consequences of their actions.

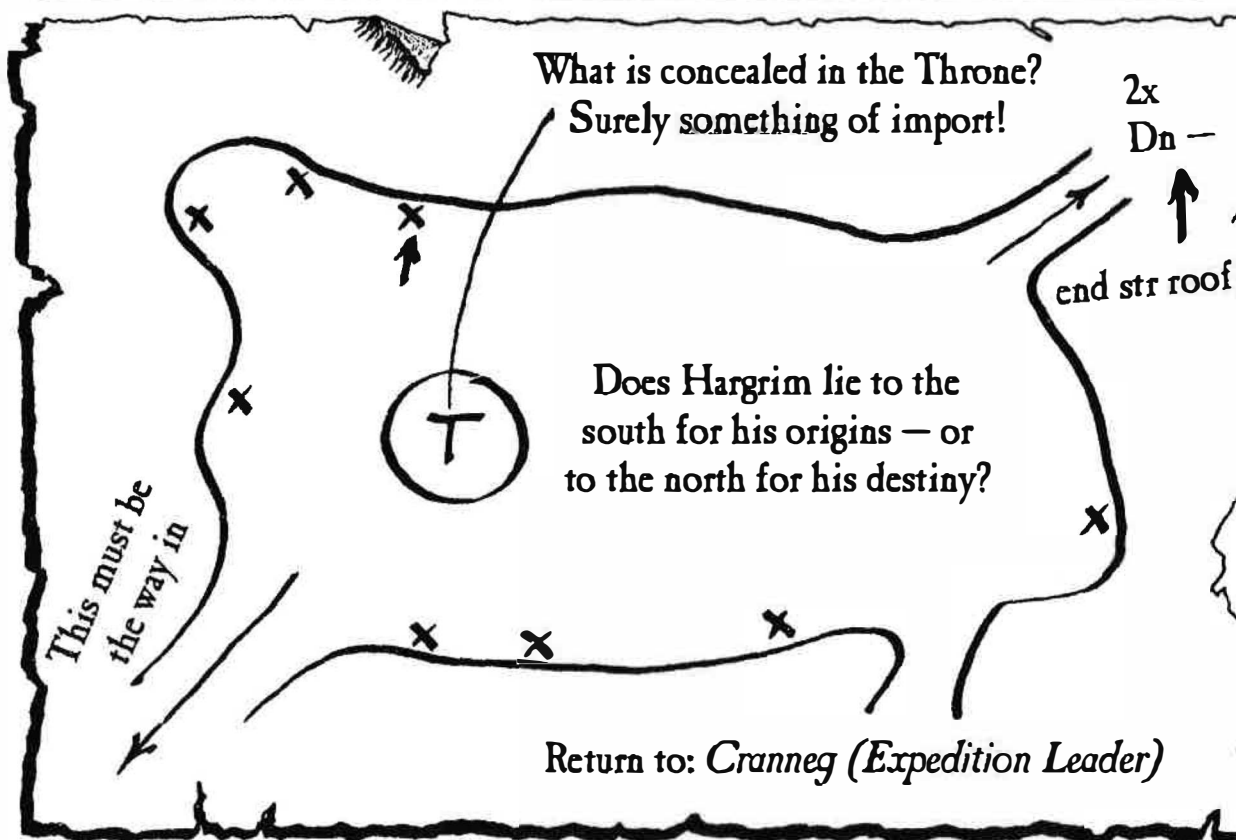
Mendri's Army

Mendri's army is presented as an option, for you to use if you wish. If you think your players will have their hands full enough without a large force of hostile Dwarfs attacking the complex, then feel free to ignore them. On the other hand, Mendri's army can be used in a number of ways, depending on how you stage their appearance.

The Cavalry

If the adventurers have ended up in serious conflict with the Royalist expedition and thing are looking sticky, then Mendri's army might arrive just in the nick of time to take the heat off them. The Royalist troops break off their attack on the adventurers and head for the nearest entrance to hold off the new arrivals. The adventurers may even get an hour or so of peace and quiet to explore the tombs while the battle is going on. After the battle, events depend on who has won. This is up to you. If the Royalists have repulsed Mendri's attack, then they will return – much weakened – to hunt down and kill the adventurers. Each Dwarf warrior has a 50% chance of being D3 Wounds down on his normal profile.

If Mendri's forces have won, then a lot will depend on how the adventurers play things – and on how mean you're feeling. If you're feeling mean, then Mendri's forces might be as hostile and distrustful as Cranneg and his followers. The adventurers will have to do some very fast talking, some very hard fighting, or simply try to sneak out as best they can. If you're feeling merciful, then Mendri's followers might believe the adventurers' protestations that they aren't a bit interested in Hargrim's Crown. The adventurers will be pumped for the



information they've gained on Kadar-Gravning, and then left alone. They might even be given some help in return for their co-operation.

The Enemy

If the adventurers have struck up a reasonably friendly relationship with the Royalist Dwarfs, then the arrival of Mendri's force will put a different complexion on the matter. Any Dwarfs who have been detailed to assist the adventurers will be withdrawn, and the adventurers themselves might get drafted into the defence of Kadar-Gravning. Needless to say, any Royalist sympathisers will have a hard time at the hands of Mendri's victorious troops. If the Royalists win the battle, any surviving adventurers who have distinguished themselves in the fighting may be able to trade on the additional goodwill this gains them. Alternatively, the arrival of Mendri's forces might mean that the adventurers get left alone while the battle is going on. You can end the battle as you wish, and decide which side has won; the results can vary as described in the previous section.

Time Pressure

If you want to hurry the adventurers along a bit, then the arrival of Mendri's army could be just the thing. Describe the sounds of battle getting closer and closer as they search for the Crystal of Water.

Siege

In many ways, this is the opposite of the *Time Pressure* option. Instead of trying to storm Kadar-

Gravning, Mendri's army simply seals all the exits and settles down to wait. This makes the enemy do all the work - let the Royalists do the hard and risky work of finding the Crown, and simply take it away from them when they try to leave.

This option can keep Craneg's Dwarfs out of the adventurers' hair for quite a while if you need it to - they will be manning barricades in case of an assault, and searching for exits which haven't been sealed off. You might even give the adventurers the chance to earn some credit with the Royalists by intercepting a spy - perhaps one of Sundrim's scholars - who attempts to reach Mendri's forces with vital information. Alternatively, they might be able to contact Mendri's force and make a deal - they sell out the Royalists, and in exchange they get co-operation in their attempts to find the Crystal of Water. Alternatively, of course, you could simply leave Mendri's force in place as an obstacle when the adventurers try to leave.

The Tombs

The royal tombs of Kadar-Gravning all lead off from the lake cavern (area 65). It is the dwarven custom to disguise tomb entrances as natural rock, so that the deceased is "returned to the element from which he sprang". The expedition knows of all the tomb entrances, but they do not know which tomb is which, and they have not yet begun to find and deal with the various traps.

The traps on the tomb entrances will be deactivated if the royal burial ceremony (detailed in the description of the temple – area 58) has been carried out, and if the stone gargoyles actually enter the lake cavern. The priests designed these traps to be disarmed in this manner because some of the royal tombs might need to be reopened for later burials. Note, however, that this will not disarm the traps on individual sarcophagi. The traps in the two false tombs (66-68) cannot be disarmed, since those areas were never intended to take burials. Likewise, Hargrim's tomb (80-82) was intended to protect Hargrim's remains for all eternity, and the traps there cannot be disarmed.

Death Trap

The Dwarfs of the expedition are being very careful in their investigation of the tombs – probably a great deal more careful than a group of adventurers would be. There are various reasons for this. Firstly, they are trying to establish which tomb houses Hargrim's remains – this is the only tomb they are interested in, and they would prefer to avoid the extra work and sacrilege involved in opening more tombs than necessary. Secondly, they know that the tombs are littered with traps, and are trying to find and disarm them all rather than simply blundering into them with possibly fatal results.

But there is a more compelling reason why the dwarven scholars are treading with such care. They have discovered that there is a powerful spell cast on the whole of the tombs complex, dating from the time of the Orc invasion. If any tomb entrance is opened without the ceremony in the temple having been performed first, the spell will bring down the whole of the lake cavern. This was a desperate attempt to protect the tombs from the Orcs, while still allowing legitimate royal burials to take place if the complex could be re-taken.

The invading Orcs felt the presence of a powerful spell in this area, and after a partial triggering of the spell broke up the cavern's floor and raised the water level slightly, they decided to leave this cavern alone. The Dwarfs know of the spell, but they do not know about the burial ceremony and they are still trying to find some way round it. They will do all they can to prevent the adventurers simply blundering into the first tomb they find – although if the arrival of Mendri's faction is imminent and the expedition still has not recovered the Crown, Cranneg will order some troops to start breaking down doors in order to bury the tombs completely. That way, he reasons, neither side will possess Hargrim's Crown.

If the spell is triggered, the whole cavern will begin to shake, as if an earthquake is taking place. Dust and small fragments of rock will begin to shake down from the ceiling. This will become considerably worse within a minute or so, and the roof will begin to collapse with huge lumps of rock falling into the water. Anyone in the lake cavern at this time must make an I test (*Dodge Blow* +10) or take D3 S 3 hits from falling rock. This test must be repeated every round until they leave the cavern.

In the tombs, or the passages that lead off the cavern (to the first stairs or door as applicable), the test must still be made but the damage is a single S 3 hit. Within D3+2 minutes the whole of the cavern and the surrounding areas will have collapsed, and any characters still alive in that area are trapped. They can be dug out, but clearing the wreckage will take 3D10+50 man-days (characters with *Mining* skill count as 2 men), and there is a 20% risk per day of a further collapse forcing the would-be rescuers back to square one.

If Mendri's force is getting closer, Cranneg may simply decide that the Crown has been sealed off by the collapse, and abandon the whole project. He certainly wouldn't bother with digging the adventurers out through compassion.

The Crystal of Earth will not do anything to prevent the collapse, but it will protect its bearer from being crushed by the falling rock. If it is combined with another Crystal of Power, it will protect those who are in physical contact with its wielder. They may still suffocate, starve, or die by other means, but they won't die from the cave-in.

If you decide that burying the adventurers alive under millions of tons of rock with no way out is a little too harsh, you may want to let them off the hook a little. Don't be too soft. The adventurers should have the ingenuity, skills and hardware to enable them to survive a 'little' cave-in. Only exercise mercy if you're absolutely sure that your party of adventurers simply wouldn't be able to get out alive. And even then, think it over. If they *deserve* to be buried alive, then do it.

However, if you've decided that mercy is the only answer, then draw out the shaking and quaking so that they have half-an-hour rather than a few minutes. This can be a very tense episode if you time it nicely, and keep dropping the occasional stone. Give them a reasonable time to find the Crystal and get clear, and *then* drop the roof.

ARCHITECTURAL NOTES

The Halls of Kadar-Gravning are based on an old cave system, which has been changed little by the Dwarfs. When they needed to build a room in a place that the water had not carved out, they cut new passages into the rock, but on the whole they retained the natural look of the caves. The only major change that they made was to level the floors, and to remove many of the stalagmites and stalactites that blocked the rooms and passages.

Rooms and Passages

Passages are normally around 6 feet high, and vary in width between 3 feet and 12 feet. Rooms – and the widest of the passages – are normally 6-

Dwarf Wars

7feet high. Exceptions to these general measurements are noted in area descriptions.

The walls and ceiling are rough and often damp, in many places supporting lush growths of moss and lichen. The floors are constructed from foot-square paving slabs, resting on stone pillars and wooden beams set into the irregular cavern floors. The flooring of the Halls is built over the top of the old stream-beds, and in many places water still flows underneath. The floors of the rooms are similarly constructed, though in the larger rooms the paving slabs may be 2ft square.

Rooms and passages that were not built over the original stream-cut formations are marked by an asterisk (*) in the map key. In these areas the floor - although it may consist of paving slabs over a rougher natural base - is not raised on pillars and beams and has no space underneath it.

Doors

Doors are wooden with iron bindings; many are weakened and rotting. They normally have T 4, D 11, and CR D4+1 x 10% when they are locked. Stronger or weaker doors are noted in area descriptions.

Secret doors are made of stone, or wood faced with stone. Although they may be found normally (modifications to the roll are given, where appropriate, in the map key), finding the door does not

necessarily mean that the opening mechanism has been found. Precise details are given in the map key. There are only two ways to open a secret door once it has been found - find and operate the mechanism or smash the door down.

Stairs

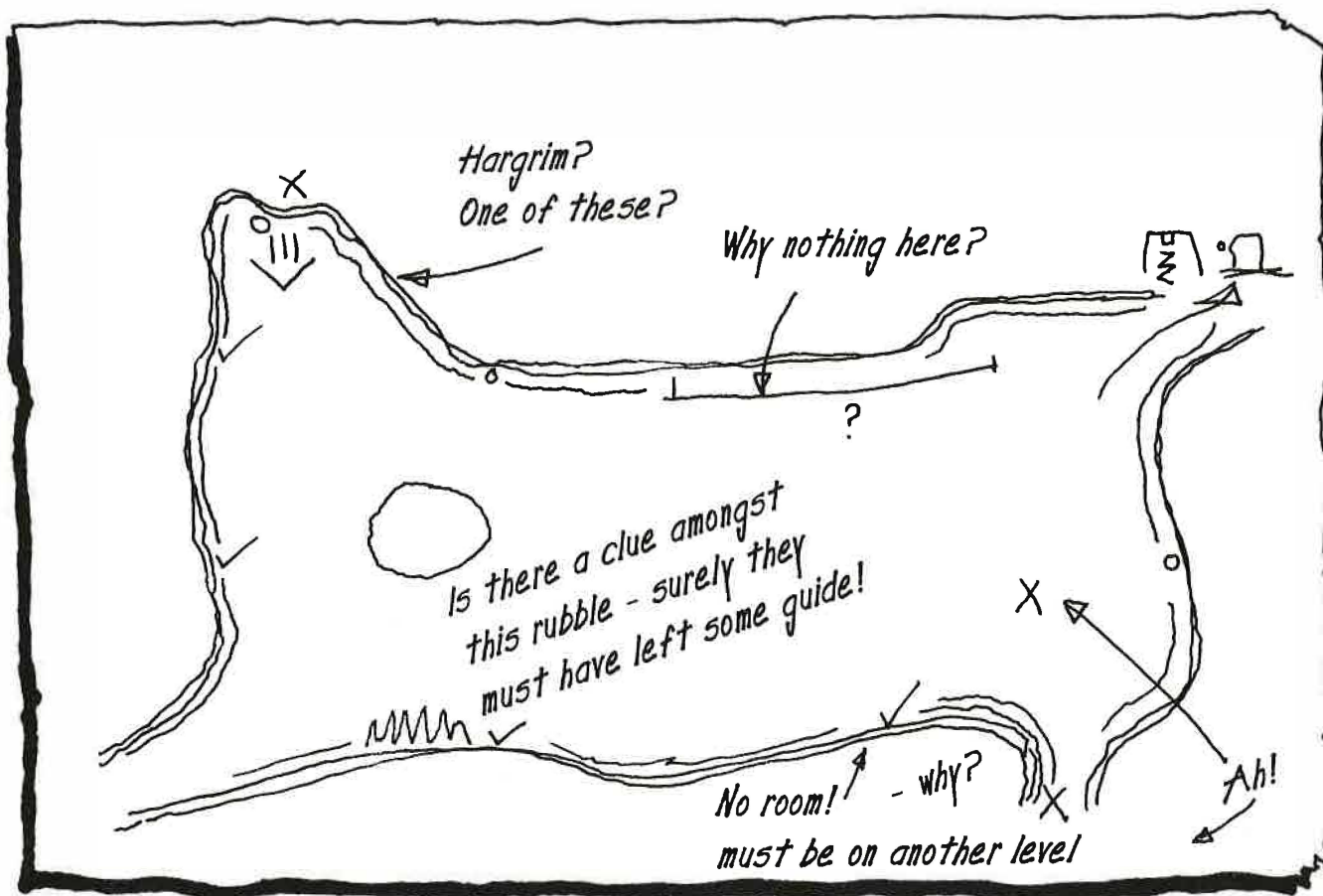
Unless otherwise noted, staircases are stone and ascend or descend at a rate of 1:1 (a 45° angle). The direction of rotation of spiral staircases is indicated on the map and you should pay careful attention as they are of some importance.

Area Numbering

Note that the numbering system of the areas in Kadar-Gravning reflects the flow of the adventure rather than the arrangement of the levels. The cross-section given here shows the vertical relationship between levels.

Although it is numbered and described last, the Tombs level (areas 51-82) is not the top level of Kadar-Gravning. It is below the Upper Entrance and Royal Apartments.

The adventurers will probably enter Kadar-Gravning on one or other of the bottom two levels. They will then work their way up through the complex, looking for the Crystal. The Tombs are the place where the adventure should reach its climax.



MAP KEY

DUNGEON LEVEL (AREAS 1-10)

This is the bottom level of the complex (map overleaf), housing a lower entrance (the equivalent of the postern gate in a Human castle) and a range of guardrooms and dungeons.

This level has not been entered by the Royalist Dwarfs, and is home to a pack of Ghouls.

The Ghouls

The Ghouls were originally Goblins who came to Kadar-Gravning with the Bloodaxe Alliance. When the Orcs withdrew they stayed behind, feeding on the dead of the final battle. Delirious with a fever they had contracted from the putrid flesh, they wandered through the complex without knowing just where they were headed. They stumbled into traps left behind by the Dwarfs, but were not killed by them; instead they passed into a damned half-life and became Ghouls. Now little remains to indicate the race from which they sprang.

There are currently a dozen Ghouls inhabiting this level – although you may wish to alter this according to the adventurers' strength. A few may be found wandering outside the complex, especially at night. In daylight, there is a 20% chance of meeting 1-2 Ghouls within 100 yards of the entrance. After dark, there is a 40% chance of meeting D4+1 Ghouls within 200 yards of the entrance. The Ghouls will attack anyone or anything they meet, unless they are outnumbered by two to one or more. If a fight is going against them, they will retreat into the complex and regroup. They can be pushed back as far as area 6, the old torture chamber, which is the heart of their lair; in this area, they will fight to the death.

The Ghouls have enough basic cunning to be able to arrange ambushes using the layout of this level to its best advantage. They use the basic weapons, such as loose rocks and pieces of broken furniture – these all count as *improvised weapons*. They may also use the weapons and armour in area 7 – the weapons will mainly be thrown at intruders, as the Ghouls will only enter hand-to-hand combat if there is no alternative.

1. Lower Entrance

To the west of the main entrance, and some 100ft below it, this entrance was originally used for sup-

plies and other minor functions. The cave-mouth is about 5ft wide and 7ft high, and is now partially obscured by vegetation. This vegetation makes discovery of the cave a little difficult (search necessary), but it does not impede entry.

During the Orc attack, the entrance was blocked; rocks remain across the passage to area 2, reaching to within 2ft of the ceiling. It is possible to clamber over this obstacle, but a character counts as *prone* while doing so.

2. Guardroom

This broadening of the passage was used as a guardroom to defend the lower entrance; indeed it serves something of the same function today. There is an 80% chance that D3 Ghouls will be in this small chamber – this may be raised to 100% if the adventurers are particularly clumsy and/or noisy in their approach. The Ghouls regularly use this chamber for ambushing anything that wanders in through the entrance.

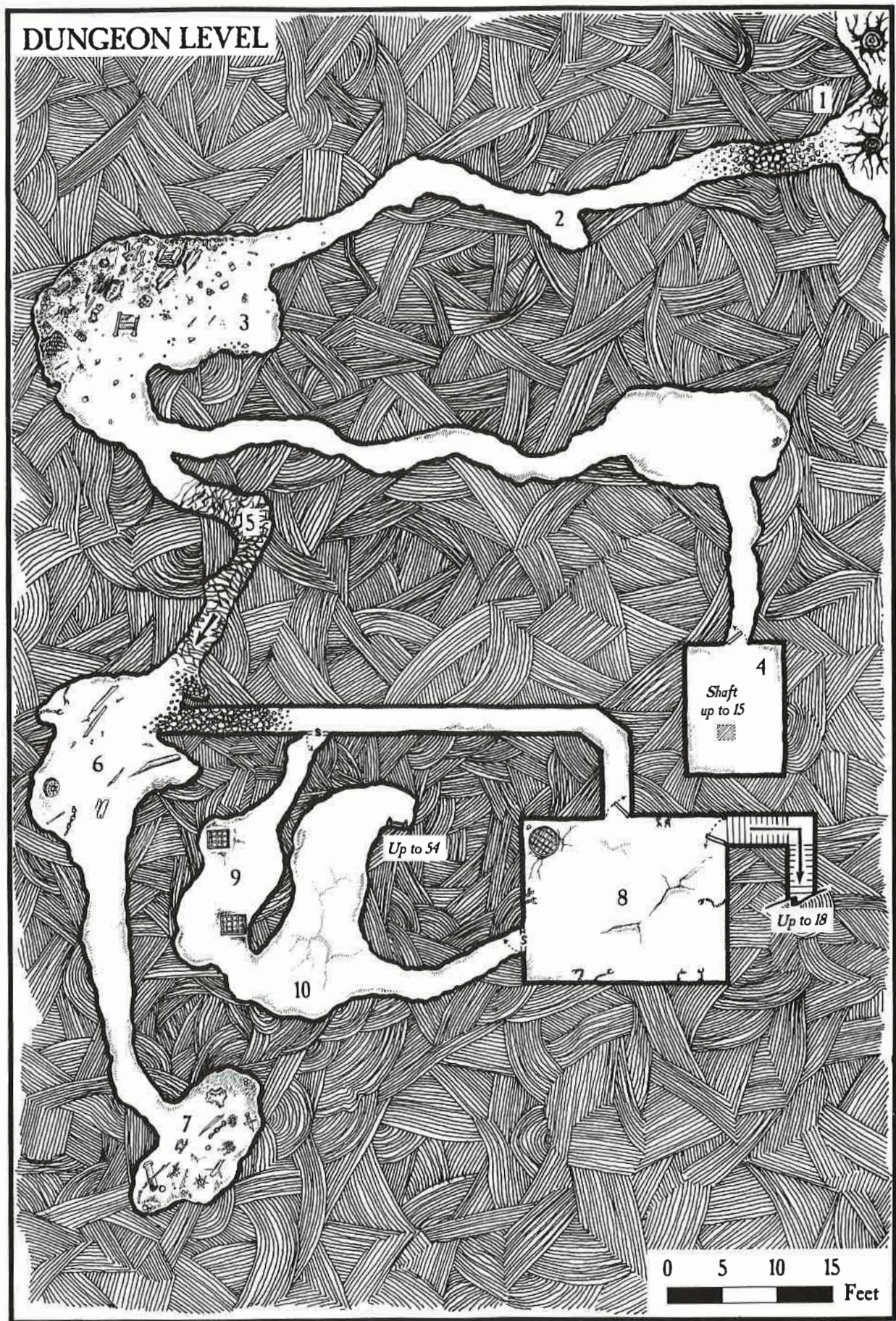
3. Store Room

The Ghouls found supplies of various kinds in this chamber, and various ripped sacks and broken boxes still litter the room. As well as consuming some of what they found here, the Ghouls sometimes store spare food of their own in this chamber, so among the litter may be found the occasional severed arm or other body part, invariably rotten and crawling with maggots.

Any character who is incautious enough to inspect the debris in this chamber must make a CI test (with a +10 bonus for each past career as a Grave Robber, Physician's Student, Physician and +20 for Necromancer) or spend the next D6 turns being violently ill – reduced to *cautious* movement, able only to parry in combat, and with a -10 penalty to all tests.

Characters with strong stomachs who insist on rummaging around must make a T test (*Immunity to Disease* +10) or contract an infection – after an incubation period of D4+2 hours, the character becomes lightheaded and dizzy for D3 days (-10 to all tests) and must then test each characteristic in turn, losing 1/D10 points every time a test is failed.

If someone decides to *eat* some of the meat, they must make a T test (*Immunity to Poison* +10) or after 3D10 turns they become immobilised with agonising stomach cramps for D6 hours. At the end of the D6 hours, the character makes another



T test – those who succeed spend D6 turns being violently ill as above, those who fail die. It's up to you whether dead characters subsequently become Ghouls. Characters who pass the first **T test** are violently ill D6 turns after eating the meat, but suffer no further ill-effects.

4. Store Room

In the roof of this room there is a shaft leading up to area 15 above. During the attack, the Goblins tried to climb up this shaft to gain entry to the level above, so the Dwarfs blocked the top. Since then the wood has decayed and access is possible, but not particularly safe – see area 15 for further details.

5. Steep Slope

This slope leads up from the store rooms in the south part of this level to the dungeons in the north. The floor here is very broken and jagged, and there are quite a large number of loose rocks on the slope. At the upper end is a pile of largish rocks, put here by the Ghouls for use as weapons if need be. There are 24 rocks in all, counting as *improvised* missile weapons in the hand of the Ghouls.

Because of the steepness of the slope and the bad footing, characters attempting to climb the slope without rope or *Scale Sheer Surface* skill must make an **I test** to climb the slope successfully. Characters climbing the slope count as *prone*, and must repeat the test every time they are hit – regardless of whether wounds are caused. A failed test sends the character back down the slope, possibly causing those climbing below him to make additional **I tests** as he careers into them. Characters falling down the slope take damage as from a fall of 3 yards, halved if the falling character has *Acrobatics* skill.

A close inspection of this area slope will reveal that there was once a wooden stairway attached to the walls and floor, although only the holes for the beams remain. The holes and the areas around them are still blackened from the burning of the stairs during the Orc attack.



Area 6 is the heart of the Ghouls' lair, and they will fight to the death in its defence – after all, they have nowhere left to run. Once intruders reach the top of the slope, the Ghouls will try to hold the passage from 5 to 6. One Ghoul blocks the passage, with the others standing behind ready to jump in when their comrade goes down. Only one character at a time can fight in the narrow tunnel, and the cramped conditions impose a -10 *Weapon Skill* modifier – the Ghouls, of course, do not suffer this penalty, having had years of practice fighting in these tunnels.

6. Torture Chamber

This cavern was originally used as a torture chamber, attached to the dungeon block; the wreckage of some equipment still lies scattered about the room. If you the adventurers look for any specific tools here, give them a 5% chance of finding any



desired item by a thorough search; large items, such as racks and iron maidens, will be more obvious, of course. Where size is important, everything in this chamber has been designed for Dwarfs.

During the Orc attack, the Dwarfs blocked the original exit to area 8 with a deliberate rockfall. This prevented the invading Orcs from reaching the upper levels from here. Although the rocks seem to be fairly loose at this end, they are solidly packed further in, and the rockfall will take D6+10 man-hours to move; up to two characters may work at a time, and one Dwarf-hour counts as two (Human or Elf) man-hours. If you are feeling particularly mean, there may be a risk of further rockfalls (but you'll have to improvise the details) if the operation is not supervised by a character with *Mining* skill.

This chamber is the heart of the Ghoul lair, and they will fight to the death in its defence as has already been described. The adventurers will only get into this room over the (permanently) dead bodies of all surviving Ghouls.

7. Small Jail

This was used originally to house the prisoners being interrogated and has chains and manacles attached to the walls. The Ghouls now keep their paltry treasure in here. This is made up of a few

rusted swords, axes, spears, seven shirts of ring mail (in various sizes, but all with large rents in them), and a grisly collection of bones and skulls from the 'snacks' brought back to the lair.

The armour has a 25% chance of being usable, but even then it will only afford 0/1 protection – the same as leather armour. Weapons from here have a -10 **WS**, -1 **D** modifier, and have a 50% chance of causing *infected wounds*.

8. Main Jail*

There are a large number of manacles around the walls of this room, most of which are designed for prisoners of dwarven stature. On the floor is an iron grille covering an oubliette, which is empty. The oubliette is 10ft deep, and the grille is not locked.

The stairs lead up to area 18 on the next level. The secret door to 9 can be found as normal, but there is no way to open it from this side; unless it has already been opened from area 9, the only way through is to break it down.

9. Head Priest's Jail*

This chamber was once used to keep especially important prisoners. There are two oubliettes under the room, again covered by iron grilles. Both are locked (**T** 5, **D** 16, **CR** 10).

The northern oubliette contains the skeleton of a Dwarf who was held here when the Orcs attacked – they never found the secret entrance to this area and could not hear his frenzied yells, so he died a slow and agonising death. His tortured spirit has become trapped in the oubliette as a Poltergeist (an appendix at the end of the adventure gives you details of this new ethereal undead creature). Any living creature entering the oubliette – or even looking into it – will be attacked with the only weapons the Poltergeist has available: the bones of its own former body. It will hurl these at any intruders.

The southern oubliette is empty.

The secret door to area 8 is obvious from this side, and can be opened with ease.

10. Ladder

This chamber is empty except for an iron ladder leading up to area 54, two levels above. The ladder is angled slightly toward the wall. It is still in good condition. Give any character with encumbrance over 300 points (including equipment) a 1% chance per point over 300 to break one of the rungs. If this happens, the character must make a test on the average of **S** x 10 and **I** to keep hold of the ladder; otherwise he falls D6+3 yards to the bottom of the shaft, possibly taking others below with him.

MAIN ENTRANCE LEVEL (AREAS 11-18)

11. Main Entrance

The main entrance to the Halls of Kadar-Gravning is in a low cliff-face. It is always guarded by 2-4 Dwarfs armed with crossbows. Any movement outside the complex will be reported back – the Royalist faction is expecting Mendri's troops to arrive at any time.

A stream appears from under the floor of the entrance, and flows south. There is about 6in between the stream and the flooring; it is about 2ft deep. There is a small hole in the wall in area 14, where it is possible to crawl through from the stream to the corridor – upstream of this point, the stream becomes too narrow to allow the passage of anything larger than a rat.

12. Entrance Hall

This room is 12ft high. There are 4-7 Dwarfs in here at all times, to reinforce the guard at the entrance if necessary. Most of the time, they lounge around playing dice and talking.

When the alert is given, one of these Dwarfs will run to notify the Royalist leaders, another will raise the alarm throughout this level and the rest will stand by to close the gates once the entrance guards are inside.

Once the gates are shut and barred, they have T

8, D 22. They still carry protective enchantments which give them an 80% chance of resisting any spell or magical effect of any kind – and this includes the activities of enchanted creatures such as Elementals.

13. Cell

This low room (6ft high) has several sets of manacles around the walls. It was originally used to hold any prisoners that were not likely to be long-term guests in the dungeons below. During the Orc attack it was used to hold prisoners taken in the battle for the main entrance; they were briefly questioned, and then executed.

One set of manacles is new, having only recently been replaced; they hold a severely mutilated Ghoul, whom the Dwarfs recently caught outside. The Ghoul has only 3 W points remaining, but will lash out at any target within reach – in effect this is anyone who ventures into the southern part of the cell. The Dwarf leaders have some idea of questioning the Ghoul, but it is not capable of giving them any useful information.

14. Guard Quarters

These two caverns are between 10-15ft high. The caves are being used to house the military contingent of the Royalist expedition, and all but the commander live here when not on duty. At any time these caves will usually be filled with sleeping Dwarfs, although a few may be found talking quietly or gaming.

The Dwarfs sleep on coarse blankets laid on makeshift mattresses of dry heather and moss.

Tight Squeezes

It is possible to enter Kadar-Gravning by swimming up the stream underneath the floor. Don't suggest this to the players, and if they think of it on their own, don't give any hints as to how far they are likely to progress.

There is usually enough airspace to allow safe movement, but there are places where the stream reaches the underside of the flooring above. There are also places where the stream-bed narrows suddenly. These hazards can combine to make a trip through the underfloor stream into an experience your players won't forget in a hurry.

Movement through the underfloor stream is at one-quarter of a character's *cautious* movement rate. Characters who have had a Tunnel Fighter career may move at half their *cautious* rate. It is not practical to crawl through the tight passage with backpacks and other equipment attached to the body; some items can be dragged behind on a rope, but anything which is taken into the stream-channel will get soaked.

Characters with claustrophobia must make a C1 test at -40 every round they are in the stream-channel. Failure indicates that the character must try to leave the passage immediately; failure by 40 or more indicates that the character has picked up an Insanity Point as a result of this distressing experience.

Every round, there is a 25% chance that there will be no airspace. A character can hold his breath for a number of rounds equal to his Toughness score – after this time he begins drowning, as explained in the WFRP rulebook.

Every round, there is an additional 10% chance that the stream-channel will become uncomfortably narrow. In order to make it through a narrow squeeze, a character must make a successful I test (Contortionist +10, Escapology +10, -5 for each point of non-magical metal armour worn) or be unable to go further. If the test is failed by 30 or more, the character gets stuck partway through. The test may be repeated once per round.



Each has a pack by his bed containing his personal belongings, though some have used the niches nearby to store their goods. Weapons and armour are kept close to hand, and almost all the Dwarfs sleep in their leather jerkins, only removing their mail, boots and helmet.

Carved into the walls are many niches, used as rough lockers by the guards on duty. A dozen or so are in use, each holding some small and generally worthless personal belongings of the guards on duty in areas 11-12: small packages of food and the like. Nailed to the wall by the door to area 12 is a copy of *Handout 2* – posted to warn the Dwarfs of possible trapped areas.

The door to area 16 is locked, and sealed around all edges with pitch. If the adventurers have established friendly (or at least, non-hostile) relations with the Dwarfs, the Dwarfs will warn them not to attempt to open this door – the reasons for this are explained in the description of area 16. The lock on the door is CR 10, but even once the lock is opened, the door itself will still have to be forced – it has T 6, D 16.

15. Store Room*

Once used to bring supplies up from area 4 below, this room has been turned into a storeroom by the expedition. Packs and sacks are stacked placed around the walls of the room, although there are

none near the hole to the lower level. The Dwarfs sensed some unpleasant odours from that area and decided the food was best kept away from it. The stores consist almost entirely of salted and preserved meat and vegetables. The fresh stores were eaten on the journey.

The shaft to area 4 is about 3 feet wide, and is surrounded by a low stone lip, 3 feet wide and 1 foot high. At first glance this looks like no more than a plinth, since the hole is covered by a large stack of heavy timbers with stones piled up on top. This blockage was put in place during the Orc assault to prevent attackers climbing up from the dungeon level. Since then, the wood has rotted, and is now very much weakened.

There is still no way that blockage can be pushed up from below, but it can be dismantled from above in D6+2 character/turns, or it can be destroyed somewhat more quickly (T 5, D 11). If the blockage is destroyed – from above or below – rocks will fall down the shaft, causing D6 hits at S 8 to any character in the shaft. Characters at the very bottom of the shaft are permitted an I test to avoid the rocks.

Thus, although the adventurers may be able to enter the upper levels via this shaft, they risk severe injury or death in trying to do so. The noise of the blockage being destroyed will, of course, alert the Dwarfs.

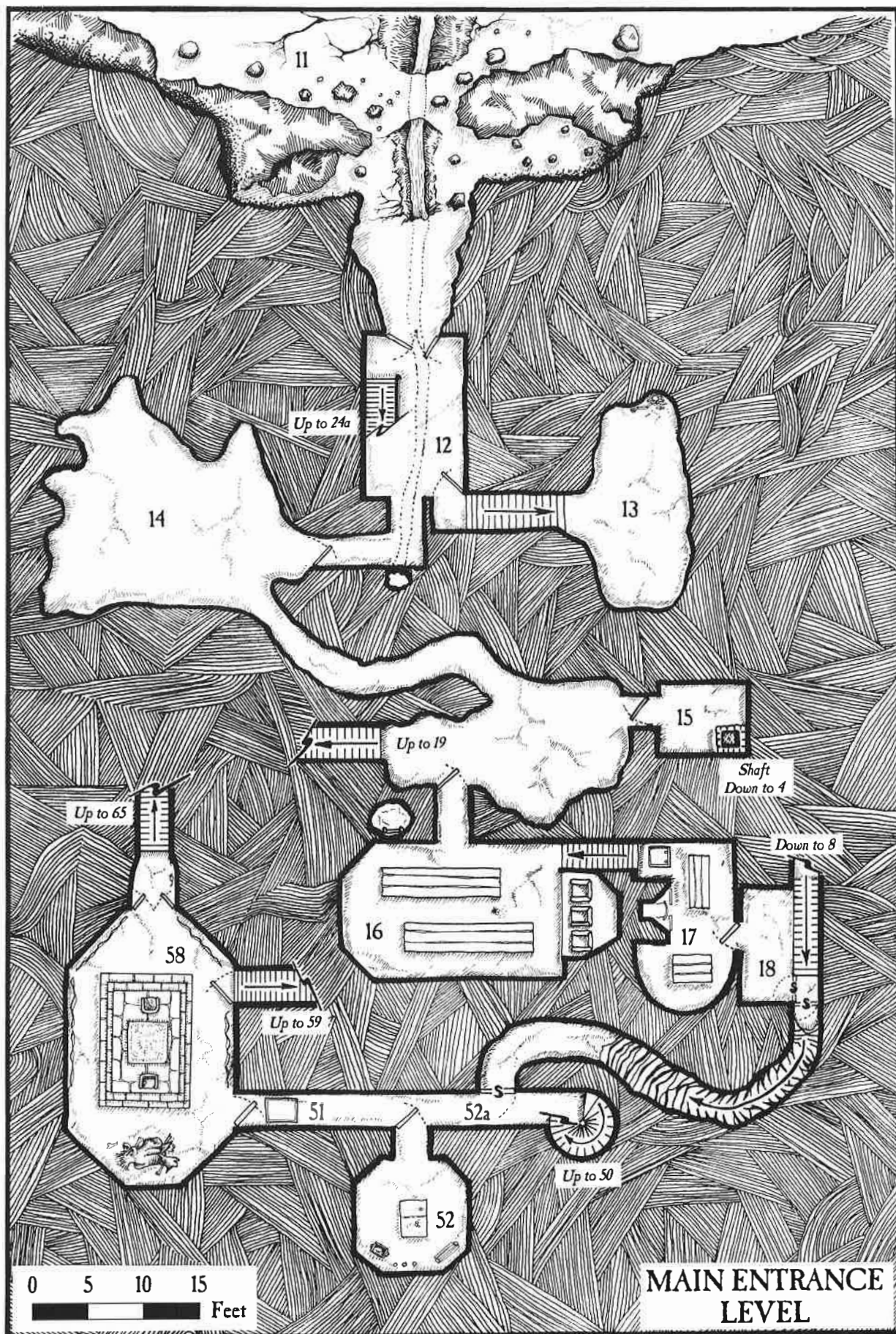
16. Mess Hall

This chamber was sealed because of the atrocities that the expedition found here. When the Orcs had taken the Halls, they rounded up all the Dwarfs left alive and strung them from the ceiling. They were used for target practice and other barbaric amusements as the Orcs held a celebratory feast.

When the expedition arrived, many of the dead Dwarfs were still hanging from the ceiling, their armour and clothing keeping the skeletons in one piece. Others had fallen to the floor, their bones gnawed and scattered by scavenging animals. Cranneg gave the order to lock and seal the door, as there was no time to bury the dead properly until Hargrim's Crown was found. The Dwarfs had little trouble in making a key to fit the lock – their leader, Cranneg, now holds this key.

The room is 15 feet high and the walls are decorated with a number of relief carvings, mainly representing the heroic and noteworthy actions and achievements of the kings buried in the tombs. Many of the carvings have been defaced by the Orcs, but the one showing Hargrim's final battle is fairly intact; if any of the adventurers examine it closely they may be able to piece together that part of the story (Int test, Dwarfs +20, History +10).

Dwarven skeletons hang from a number of hooks in the ceiling of this room, and more are scattered around the floor. Most of the room's furnishings



were removed by the Dwarfs to be used as barricades against the Orcs; those that remain are three large tables (one of which stands against the east wall, having had crude rungs carved into it) and the three stone thrones in the north alcove.

Rotten food is strewn about the room and on the tables – like the skeletons on the floor, it has been disturbed by scavenging animals.

Stairs lead down to area 17; there was once a door, but all that remains in the doorway is a pair of twisted iron hinges.

17. Kitchen*

The door which formerly hung in the doorway to area 16 now lies shattered on the floor at the bottom of the stairs. The pair of large tables in this room show a sight as gruesome as that in the mess hall above. The Orcs used the butchers' knives and cleavers to prepare several dwarven bodies for eating.

Protruding from the eastern wall of the kitchen is the oven. The old iron doors have been pulled away, leaving the oven open. Inside are the partly charred skeletons of three more Dwarfs, another of the Orcs' amusements.

Any Dwarf who sees the sights in this room must make a successful CI test or gain one Insanity Point. Other races need not test.

Also in the oven, nesting among the ashes and bones, are a couple of tiny but vicious poisonous snakes. The snakes sleep most of the time, coiled up inside one of the skulls; any interference with the bones will wake them, and they will both dart out to bite the nearest target.

18. Kitchen Store Room*

This room is now empty, other than for a few old empty crates and boxes; out of the natural flow of water, these are in reasonably good condition, considering they are a century old.

The secret door is opened by means of a panel that may be depressed – this is 3 feet up the wall, and 3 feet to the left of the door. However, the door will only open if there is someone (or a weight of at least 300 encumbrance points) standing on the paving slab directly in front of the secret door. The secret door and the two panels which open it may be found with the normal chance of success (no bonuses or penalties).

The stairs behind the secret door lead down to area 8 (the Main Jail) on the dungeon level. The secret door from the stairs to the rough, sloping passage which leads up to area 51 is opened by pushing in a stud at the west side of the base of the first step down. There is a -10% modifier to the chance of finding this stud. There is an ordinary handle on the other side, which is not disguised in any way.



THE WORKSHOPS & AUDIENCE CHAMBERS (AREAS 19-29)

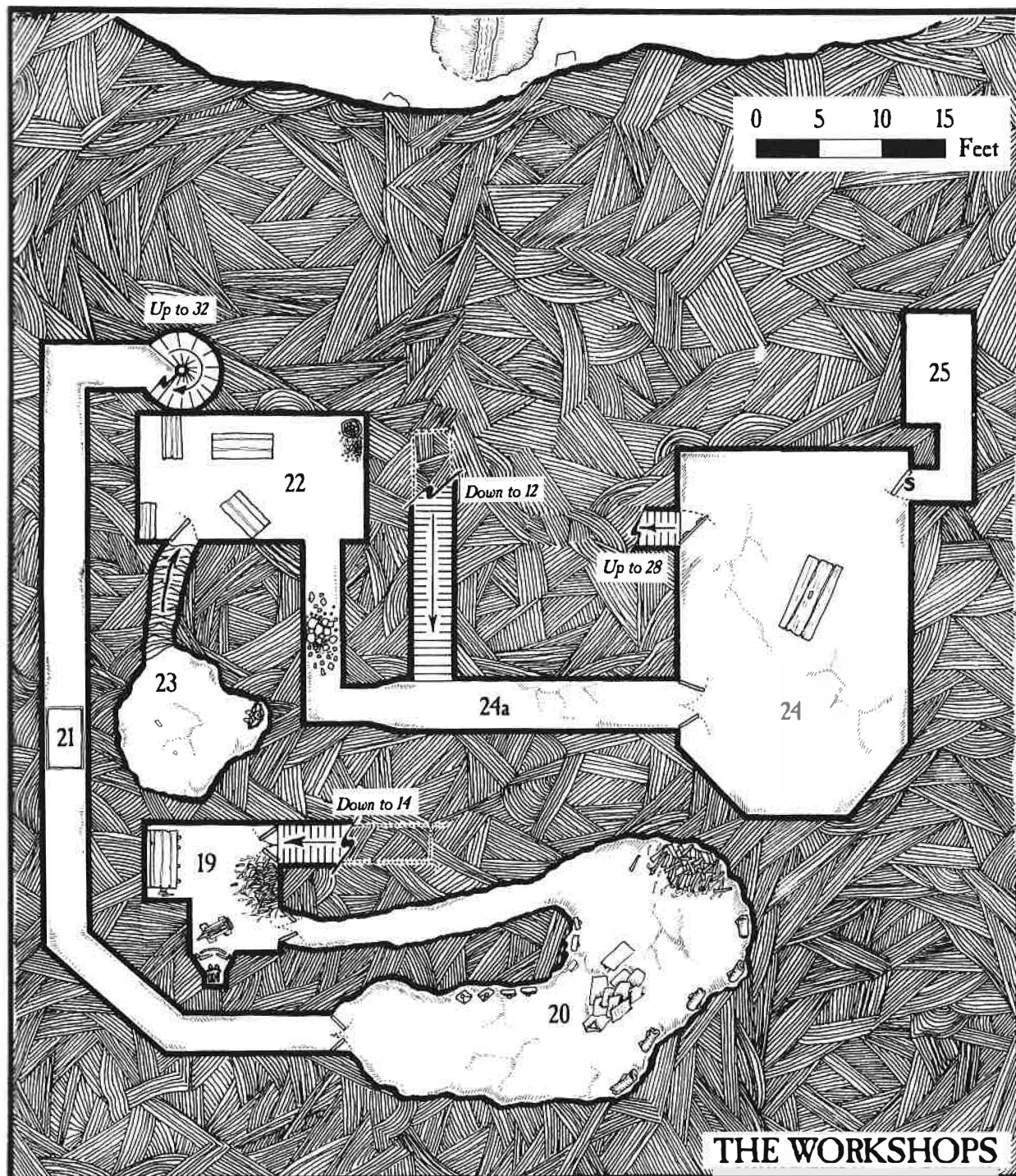
This level consists of two separate ranges of workshops, plus a reception area connected to the main Audience Chamber (area 28).

The Dwarfs have taken over some workshops (19-21), but the others (22-23) are sealed by a rockfall.

19. Workshop*

Although the Orcs ransacked this room after their attack, it now looks much the same as it did a century ago.

The dwarven artisans who accompanied the expedition have set up their workshop here, using the few remaining tools that were worth salvaging. The heavy stone-bed table is covered with tools, the furnace has been filled with wood, and there is a pile of fuel reaching almost to the ceiling nearby. Two or three artisans will be working in this room at any time.





It would be tedious and largely pointless to catalogue all the tools that are in this room, so you can assume that there are excellent facilities for working in wood, stone and metal; all related tests are made at no penalty.

If the adventurers start looking for a specific item, assess for yourself how common it would be, and then use the normal procedure for finding goods and services. Use the *Below 10,000* column of the *Goods and Services Table* for tools used to work wood, stone or metal, and the *Below 1000* column for other crafts.

The Dwarven artisans are making some special tools that Sundrim has devised for detecting and neutralising traps. Another part of their job is to evaluate everything that is found, and conduct repairs as necessary. So far, the areas they have explored have all been structurally sound.

20. Store Room*

In the centre of the chamber is a stack of packs and saddlebags containing more tools. Against the walls are the bedrolls of the dwarven artisans. Any artisans not at work in area 19 will be asleep in here, unless something important is happening. Any artisans not found in areas 19-20 will be with one of the priests or with Sundrim, lending their particular expertise to a problem which has cropped up in the search for the tombs.

21. Passageway*

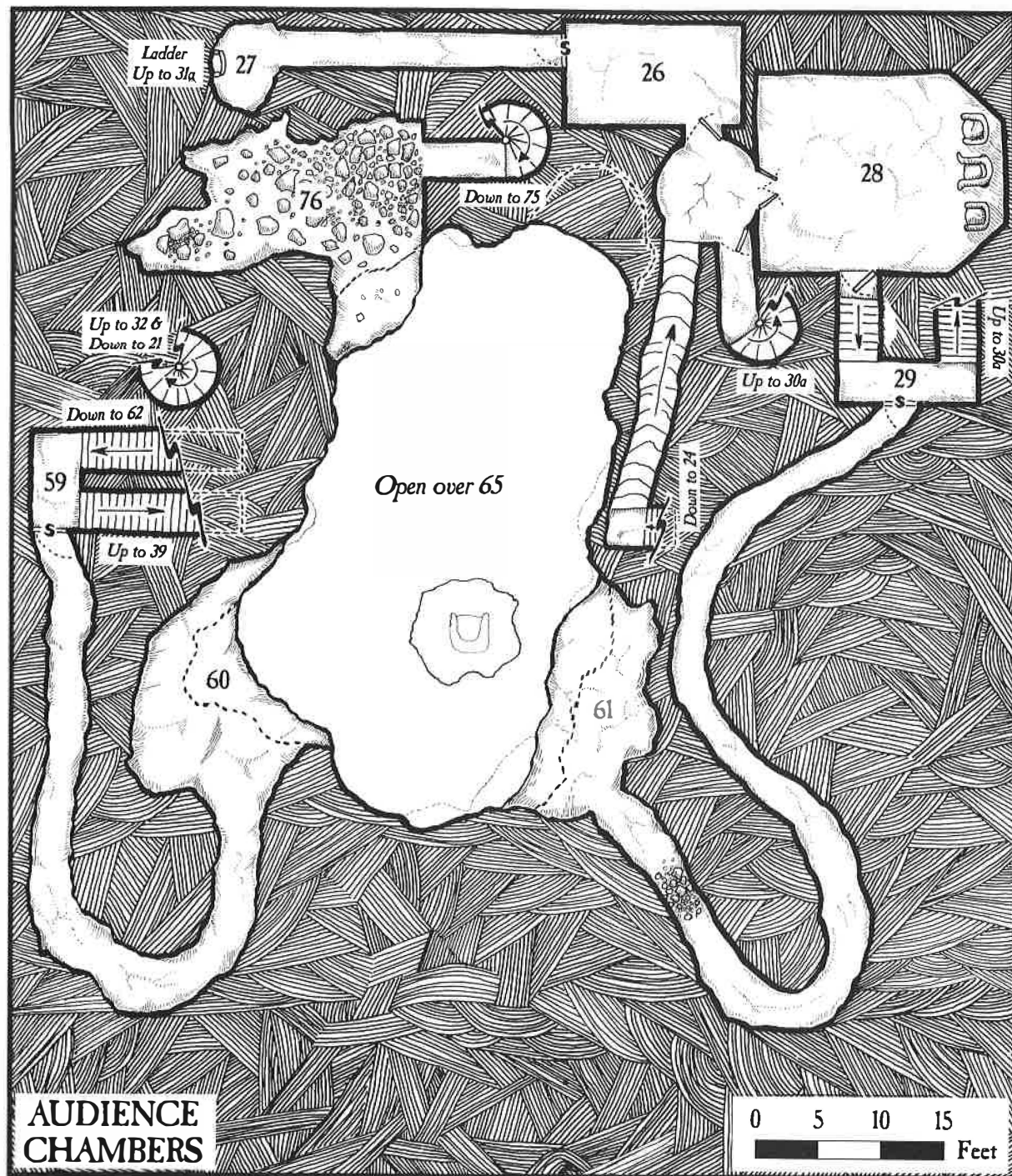
This passage leads to a spiral staircase that emerges in room 32, near the royal quarters. As it provides an easy route to the upper levels, the Dwarfs placed a trap in it during the Orc assault. The trap was set off and killed several Orcs.

Now, the dwarven artisans have re-armed it to protect the workshops until the Dwarfs are ready to explore further in that direction. The priests and artisans know of the trap and will avoid it (or lure any hostile adventurers into it, if this is possible), but the other Dwarfs in the expedition have no idea that it is here and will run straight into it if they use the corridor.

The trap is triggered by any weight over 300 encumbrance points on the pressure plate in the passage. From small holes in the rough ceiling (detectable as normal), a hail of metal spikes rains down on the area of the pressure plate. Anyone in this area is struck by D4+1 spikes; each spike is about the same size and weight as a six-inch nail, and hits at **S** 3. Any character who makes a successful **I** test will only suffer half damage – round fractions up.

22. Workshop*

This room was sealed by a rockfall during the Orc attack, when it became clear that the main



entrance would fall. The blockage will take up to two characters 8 man-hours to remove; one Dwarf-hour counts as two man-hours.

The room is exactly as it was when it was sealed a century ago. There are a few large workbenches and a brazier, still half-full of coal and wood. The benches are covered with small drills, files, rasps, saws, awls, and other tools; a covering of old shavings and filings shows that they were well-used.

The room is damp, and many of the tools are rusted and fairly useless – all are weak and will break if used for strenuous work or if used carelessly.

Under one bench is a small locked iron box. The key is on one of the benches, and will be found by a careful search – however, it will break in the lock unless the character using it has *Pick Lock* skill and makes a successful **Dex** test. The lock may be picked (**CR** 20, any failure jams it solid), or the box may be forced open (**T** 3, **D** 6).

Inside is a huge wad of parchments, bearing notes, sketches and plans for all manner of mechanical items, from fairly simple locks and traps to huge and improbable-looking siege engines (including the automaton in the Workshop Store Room, 23, below). Note that none of these

documents are included as handouts, but you may make your own if you want. The parchments have no intrinsic value, but a representative of the Dwarven Engineers' Guild might pay up to 50 GC for them.

23. Workshop Store Room*

This room is devoid of furnishings, and is slightly colder than those around it. The floor, walls and ceiling are scarred and appear to have suffered from some form of explosion.

Standing in a recess is a vaguely humanoid object, 6ft tall and made from iron and copper. It is now a vaguely disturbing mottled rust-and-green colour. It also radiates magic very faintly.

The thing is the brainchild of the dwarven craftsman who was responsible for the plans in the iron box in area 22. A search through the parchments might even turn up some sketches and notes relating to this creation, but they will provide no information other than the fact that it was intended to be a mechanical automaton.

The thing has two rather stubby legs and a pair of longish arms. The trunk is somewhat barrel-shaped and has a number of engravings and runes upon it. The overlarge head is unfinished – it is shaped as a hemisphere, open to the front, with two pieces of dark rock wired to the back. Around the rocks are a multitude of once-intricate devices, which are now mostly smashed. Inside the metal framework there is a confusion of wires and pulleys and tiny gear wheels.

When the Orcs assaulted the main entrance, the Dwarf who had created this automaton frantically tried to make it work in the hope that it might be used in the battle. Unfortunately, there were still several important teething problems with the design, and the metal figure could not be made to give any sign of life. Just as the gates were about to fall, a last, desperate attempt was made to activate the automaton using powerful elemental magic – but again, to no avail. The Dwarfs were forced to abandon the automaton, and this area of the workshops was sealed off.

Although the various attempts to animate the automaton failed, they were not entirely without effect. Over the last century, elemental power has slowly been seeping into the metal frame, but with no real direction to shape it. It is aware – if such a thing can truly be said to have awareness – that its creators desperately wanted it to kill something, but it has no instructions to follow and no real purpose to guide it.

The automaton remains immobile until someone comes within 10 feet, the range of its limited senses. Then, it will gather its rather limited resources and lurch into the attack. Once the automaton has been brought to life it will wander randomly until it is destroyed, attacking any living thing it senses.

24. Reception Hall*

Area 24a is a broad landing at the head of the stairs to area 12 and the main entrance. On one side a passage leads off to the workshop complex 22-23, and on the other it leads to the reception and audience chambers.

The reception chamber was originally used as an anteroom to the audience chamber (area 28). The room is 10ft high, and was once hung with tapestries; these were destroyed by the Orcs, and the room is now bare. It has been taken over as a military command point for the expedition.

Brogar has his office here, based around a large table which the troops have improvised out of earlier furnishings – not artisan-made, it is somewhat unstable. Various large maps are spread on the table – one shows the Dwarfs' route to Kadar-Gravning, and another is a partially-finished map of the area around the Dwarfhold. There are no maps of the Hold itself. In addition, there are a number of documents relating to the logistics of the expedition: supplies, armaments, and so on. This is simply the necessary paraphernalia of managing the expedition, and has no value to anyone else.

The secret door to area 25 was originally hidden behind a tapestry, so no real effort has been made to conceal it. There is a peep-hole in the door, about 4ft from the ground. While the door itself is obvious, the opening mechanism is better-concealed, and must be searched for in the usual way. It is a small press-stud in the wall, two feet to the left of the door and three feet above the floor.

Above the doors to 24a and the door leading to the stairs up to the Audience Chamber, a broad slot may be noticed in the ceiling. These slots seem to be part of a portcullis mechanism, but the means to operate it cannot be found – in fact, it is operated from area 25.

25. Guard Room*

This small room was originally a concealed guard-post, from which visitors waiting in area 24 could be observed. The door is reinforced (T 6, D 30), and the handle on the inside disables the opening mechanism on the outside – if someone locks themselves in here, only they can open the door.

The room is bare apart from a large lever set into the floor. This lever activates a mechanism which seals off area 24, dropping one heavy iron portcullis in front of the doors to 24a and another in front of the door to the stairs. Each portcullis weighs over 5,000 encumbrance points, and has T 8, D 50.

26. Commander's Quarters*

Formerly the quarters of the commander of the guard, this room has been taken over by Brogar.

His bedroll lies along one wall, with his pack and other belongings laid out in a very orderly fashion nearby. In the corner, furred on its pole, is the unit's standard, a hammer striking a flat-topped mountain. Pinned to the door with a stiletto is a copy of *Handout 2*.

The secret door to 27 is operated by two press-panels – one either side of the door, both about 2ft from the floor. Each panel must be found separately, and both must be pushed simultaneously in order for the door to open. The door and panels are very well-concealed, so attempts to find them suffer a -10 modifier. The Dwarfs are *not* aware of this door, nor of the existence of area 27.

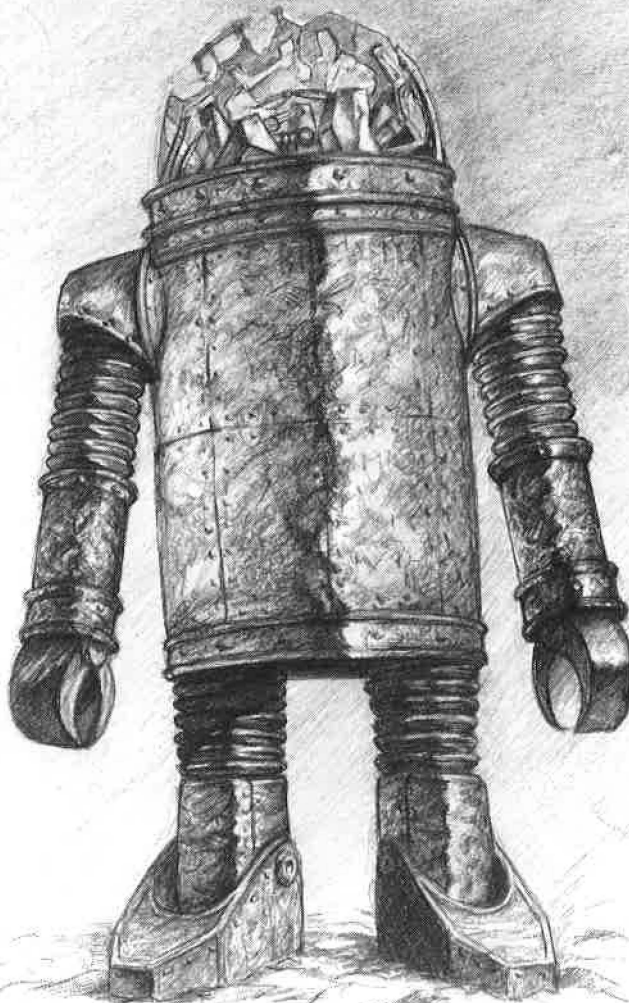
27. Hidden Shaft

From the inside, the door can be opened by a simple handle. The stout iron ladder leads up to area 31a.

28. Audience Hall*

All that remains of the former splendour of this hall are the three stone thrones at the west end. The room is 15ft high, and there are signs that there were once hangings and tapestries on the walls. A curtain once hung before the thrones and the fixtures for the rails can be seen, even though the rails and curtain were torn down by the Orcs. There is carved and scratched Orcish graffiti everywhere, mainly on the subject of defeating and torturing Dwarfs. The middle throne is slightly larger than the other two, and, even through the crude Orcish disfigurements, it can be seen that this was the grandest.

This room is currently used as a workroom by the dwarven scholars who are trying to discover the location of Hargrim's tomb. Half-a-dozen bedrolls are arranged around the walls, each with a small, neat pile of personal effects nearby. The floor is covered with all manner of old and fragmented parchments, pieces of masonry, small and faded paintings, worn engravings and other bric-a-brac. None of these will be of any great use to the adventurers, since all the most important docu-



ments are with Sundrim; those that are remaining are so obscure and fragmentary that the characters will have no chance of making any sense out of them – even with magical assistance.

There will usually be a couple of the Dwarfs in here asleep, and one or two others working quietly on the latest and most significant discoveries.

29. Landing*

The landing itself is empty, merely a break in the stairway between the audience hall and the upper chambers. In the middle of the north wall, however, is a secret door that leads to the west ledge above the lake. Hidden in the vertical face of the last stair up from the level below is a sliding panel. If this is pushed to one side, a small lever is revealed – moving the lever unlocks the secret door. The Dwarfs know of the secret door.

UPPER ENTRANCE & ROYAL APARTMENTS (AREAS 30-50)

30. Counting Room*

Area 30a is a landing, where the stairs down to 29 and up to 31 meet.

The main part of this room was used by the scribes and chamberlains who handled the tithes that came into Kadar-Gravning. Although the room now contains neither the money nor the records of former days, the expedition's engineers have reset the trap that guarded the room from unexpected attack.

There is a pressure plate in the passage, which activates the trap whenever a weight of 300 encumbrance points or more is placed on it. A portcullis drops on either side of the pressure plate, as indicated on the map. Each portcullis weighs over 5,000 encumbrance points, and has T 8, D 50. Any character who is underneath a portcullis as it comes down must make a successful I test (*Dodge Blow* +10) or take a single S 8 hit as it crashes down. At the same time, a bell is rung in area 26.

The pressure-plate and portcullis slots are disguised but, even so, there is a +10 bonus to spotting this trap.

There is a stone trapdoor in the ceiling of the room (easily found if the ceiling is inspected) that opens onto a narrow crawlspace above the passage. It allows access to the counterweight system that operates the trap, and the trap can only be reset from here. The Dwarfs know of this passage and used it to arm the trap.

31. Antechamber

This room was used for informal audiences; now, it is empty and only used for access. The Dwarfs do not know of the secret door or the ladder to area 27. It is opened by depressing a small stud in the centre of the door – from the inside there is a handle that is simply pushed down to open the door. The trapdoor has no lock and can easily be lifted from above or pushed up from below.

32. Guardroom

This was the last line of defence before the royal chambers, originally guarded by the king's own elite guard. It is currently occupied by 2-3 of the expedition troopers, who are acting as guards and messengers for the priests and scholars who are searching the royal chambers.

The Dwarfs are not expecting any action, and will not be especially alert unless the adventurers make a lot of noise approaching the room.

33. Throne Room

The throne room is 12 feet high, and like the Audience Chamber there are signs of tapestries and hangings around the walls – looted by the Orcs a century ago. Some still hang behind the thrones – faded and rotten now, but largely intact.

One end of the room consists of a semicircular dais, raised about 18 inches above the rest of the floor and reached by a few broad steps. On this platform stand three stone thrones, looking very like those in the Audience Chamber below, apart from the Orcish graffiti. Behind the thrones, along the curve of the back wall, stand five life-sized stone statues of Dwarf warriors.

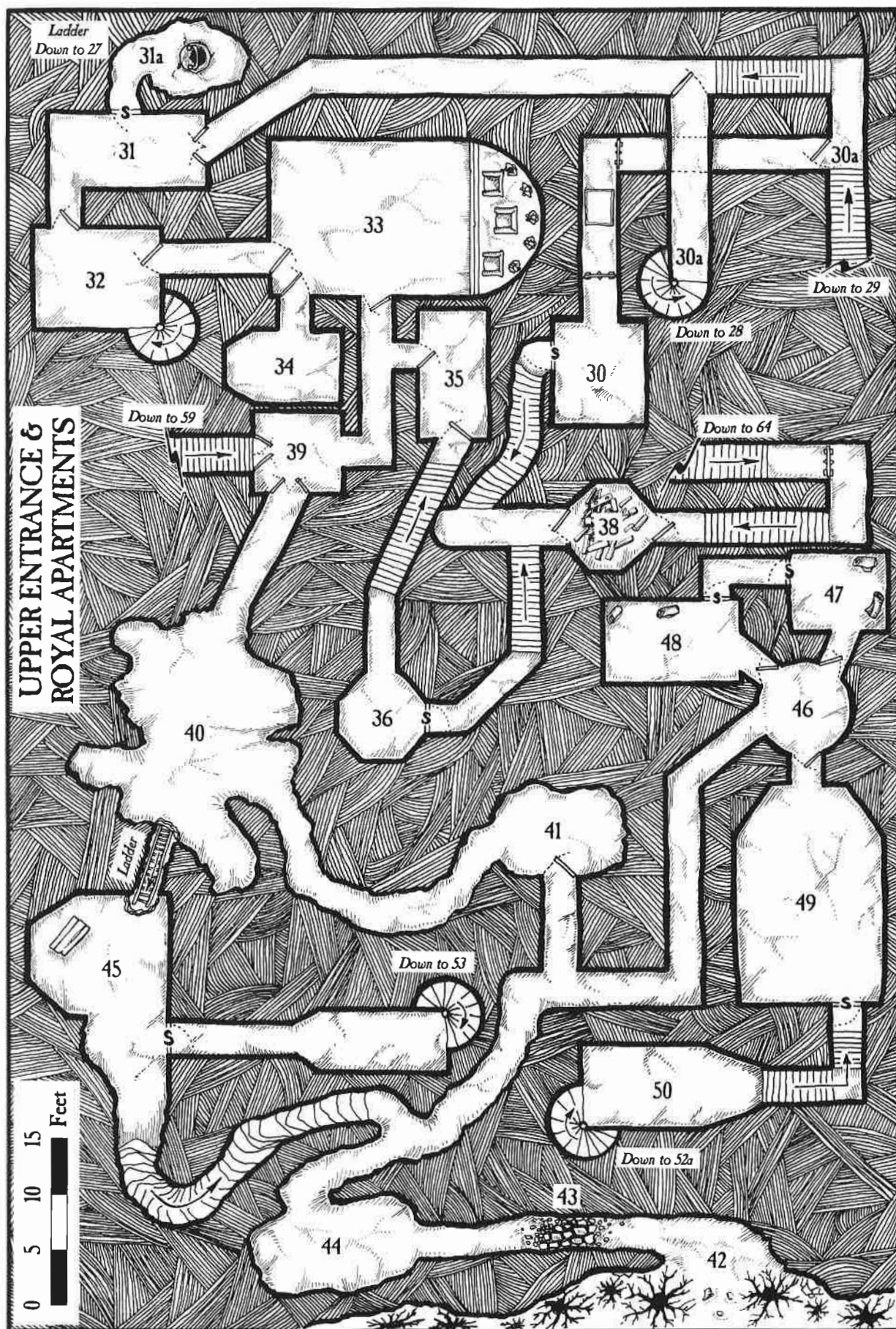
At present the room is being used by Sundrim, as both his quarters and his workroom. His bedroll is in one corner, with a crate beside it which Sundrim uses as a bedside table. On the crate are several documents relating what is known of the Orc attack – very little, and nothing that the adventurers won't have been able to piece together for themselves.

The main part of Sundrim's work is spread across the floor – a jumble of parchments and miscellaneous items from the tombs. A successful search through this material will unearth *Handouts* 3-5. Test individually for each handout. There is a 35% chance that Sundrim will be here at any time, unless he has gone somewhere else to deal with a specific problem.

The dais radiates magic quite strongly. It is enchanted with a defensive trap designed to protect the king. The trap is triggered if any living creature steps onto the dais without first uttering a certain key phrase. This phrase was known only to the king, and was handed down from monarch to monarch; it is now lost.

The Dwarfs are aware of this trap, but do not know how to disarm it. They simply stay away from the dais. Torgoch was the first to enter this chamber after the hold was taken, and ordered his troops to stay away from the dais when he realised that he could not disarm the magical trap – hence, it remains active to this day.

When the trap is set off, the five statues behind the thrones will come to life, leaping to attack the person who stepped onto the dais, and then attacking any other living creatures in the room. They will not leave the room to pursue fleeing foes, but will take up positions at the doors, ready to attack anyone who enters. They will return to their positions behind the thrones if they are commanded to do so by one who knows the correct phrases – which are now lost. Otherwise, they will fight until they are destroyed or their opponents leave the room.



34. Queen's Chamber*

The door to this room is locked (CR -30), but the expedition's artisans have made a key, which is now in Sundrim's possession. The room itself is entirely bare – the little that was left by the Orcs having been removed for investigation. The room always seems cold and dim, no matter what light sources are present. Even in the brightest light, shadows still cling to the walls in odd corners.

Kervista, the last queen of Kadar-Gravning died in this room – horribly murdered by the Orcs. Since then, her spirit has been trapped in this world, lacking the release of proper burial. The Dwarfs of the expedition managed to enter the room and remove some items under the protection of their priests; they are aware of the queen's ghost, but lack the means of dealing with it; consequently, they have sealed her chamber for the time being.

The queen's spirit will attack anyone who enters the room. Her abilities and motives are fully explained in the *Profiles* section.

35. King's Antechamber*

As in the queen's chamber, all the furnishings have been removed, either by the Orcs or by Sundrim and his assistants. The room is now bare apart from a few decorative relief carvings of grotesque faces – a Dwarf or a Scholar may make an *Int* test to realise that they are stylised figures from dwarven mythology.

There are no carvings on the north wall, but there were originally two on the east wall and three on each of the other walls. Now, only five remain intact: one on the south wall and two each on the east and west. All that remains of the others is a patch of broken stone on the wall. One of these rough areas – at the north end of the west wall – houses the disarming mechanism for the trap in the king's bedchamber. Originally, the protruding tongue of the carved face was pressed down to disarm the trap; now, there is a small metal level among the broken stone, which can be found with the normal chance of success.

36. King's Bedchamber*

Like the other royal apartments, this room has been cleared of its contents. The walls are carved with grotesque faces similar to those in the king's antechamber. Originally there were two on each wall except the south. Now, two are intact on the south-east wall, and one on each of the east, north-east, north-west and south-west walls.

If any living creature enters this chamber without first disarming the trap from area 35, the stone faces twist themselves into vicious snarls, and emit a terrifying howling noise. One round later, a glowing, semi-liquid light pours from the mouth of each intact carving, shaping itself into an insubstantial humanoid form.



The figures are Wraiths – the spirits of generations of royal bodyguards who have sworn to protect the royal bedchamber even after death. The Wraiths are bound into the fabric of the trap, and retain only enough of their original intelligence and purpose to know that they must attack every living thing that enters the room without first disarming the trap. Once, there was a key phrase which would send the Wraiths back whence they came, but this is now lost. They cannot be ordered or persuaded to desist, even by a king of Kadar-Gravning (had one survived); the living all look alike to them.

Beside the Wraiths, there is a second, more subtle part to the trap. If the trap is activated, one of the stones in the east wall of the room will protrude slightly. There is a +20 modifier to the chance of finding it, as it was intended to be found. The stone can be pulled out, revealing a space which contains three ornate bronze keys. Each key is marked with a single Dwarf-rune: one bears the rune H, another D and the third F. These keys will not fit any lock anywhere in Kadar-Gravning; they are simply a piece of misinformation designed to make intruders look no further in this room. If the trap is not activated, this secret hiding-place remains hidden, with a -30 modifier to the chances of finding it.

The secret door leading to area 37 is opened by pressing a small plate roughly corresponding to the left eye of the carved face which once decorat-

ed the false wall. There is a +20 modifier to the chance of finding this, since the destruction of the carving has revealed part of the mechanism.

37. Vault Passage*

As well as having both its upper entrances concealed, this passage is trapped to prevent unauthorised access. The trap is entirely magical, and may be detected only by magical means.

The door to area 38 has an aura of magic; if it is touched by anyone who does not wear one of the Royal Amulets of Kadar-Gravning, the trap will be triggered. The only Royal Amulets to survive the looting of the Orcs are on the bodies in the royal tombs.

When the trap is triggered, two size 5 Fire Elementals appear. One appears at the doors, automatically engulfing anyone who stands within three feet of them for a $\$$ 5 fire hit; the other appears in the semicircular apse at the other end of the passage. Then, the two Elementals rush together, meeting up in the middle of the passage where they join together into a size 10 Elemental. This huge entity then sweeps down the passage, attacking every living thing in its way. When it reaches the doors, it vanishes.

Note that the trap is self-renewing; when the Elemental has disappeared, the trap will be triggered again by anyone touching the doors.

38. Vault*

The Orcs managed to get into the vaults – at least, those with the shiny things they took off the important Stunties did – and took everything of obvious value. The room has clearly been ransacked – broken furniture lies about, some of it charred, and there is a huge pile of miscellaneous debris roughly in the middle of the room. Among this debris may be found *Handout 6*.

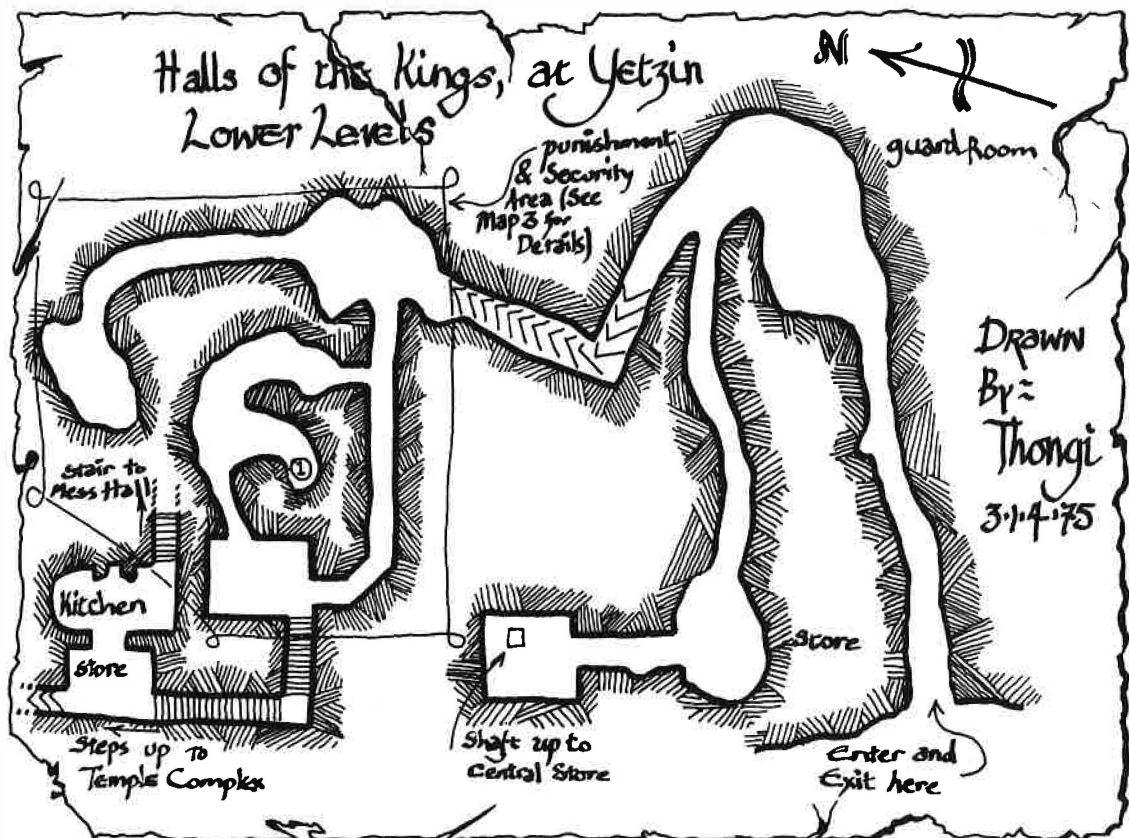
The doors leading to the stairs down are barred on the inside. The Orcs never bothered to unbar them, having found other ways into the tombs.

39. Guard Room*

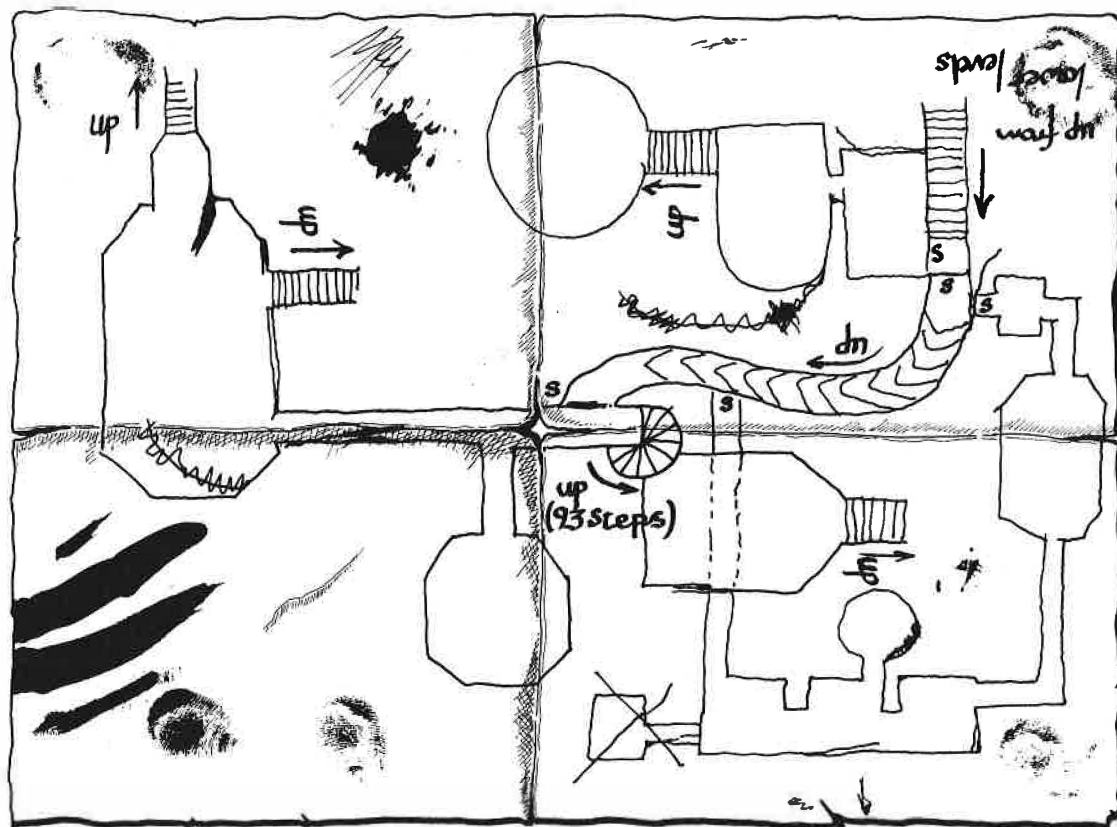
The guards posted here defended the northern approaches to the royal apartments. It is now deserted. The doors to area 40 are normally left open, but they will be closed if an alarm is raised.

40. Shrine

To the untrained eye, this appears to be a perfectly natural cavern, unaltered in any way. This is not the case, however – this artificial chamber was deliberately constructed to conform to the dwarven ideal of a perfect natural cavern. Dwarfs and other characters with *Mining* skill may attempt an *Int* test to discover this fact – Dwarfs have a +10 bonus.



Handout 6 – found in 38. Vault



There are few stalagmites and stalactites, and none of them are anywhere where they might interrupt people coming and going through the chamber. The floor is not flagged, but is very flat and smooth – more so than a natural water-worn floor would be. The ceiling is only 10ft high, giving the shrine a claustrophobic air to non-Dwarfs.

The shrine itself is in a natural-looking side-chamber, which was originally sealed off by an iron grating. The grating was smashed by the invading Orcs, as was the shrine it once protected. Nothing remains now but an unrecognisable pile of rock fragments on and around the stump of a plinth.

Any character investigating the remains of the shrine closely is permitted an I test (*Spot Traps* +10, *Stoneworking* +10) to notice that it seems to be movable. Up to three characters can try to move it – total the *Strength* scores of the characters trying to move the shrine, and allow a 5% chance of success for each S point applied. For example, if three characters with S 3, 4 and 5 try to move the shrine, the chance of success is $(3+4+5) \times 5\% = 60\%$. Alternatively, the adventurers may decide to finish the demolition of the shrine rather than move it – what remains has T 8, D 12.

If the shrine is moved or destroyed, a hole in the floor is revealed. A stout iron ladder leads down to area 45. At the top of the ladder is a heavily-rusted iron bolt, which was holding the shrine in place – hence the difficulty involved in moving it.

If and when the ladder is revealed, allow each character an I test (*Spot Traps* +10). Success means that the character has spotted a rolled-up parchment (*Handout 7*) inside a hollow rung.

41. Antechamber

This small chamber was where priests would muster before a ceremony in the main shrine (area 40). The little it contained was stripped out by the Orcs, and it is now completely empty.

42. Upper Entrance

This entrance is a small hollow, partially concealed by trees and shrubs. The Dwarfs keep 2-3 guards posted in and around the entrance, keeping watch for intruders.

43. Rockfall

This rockfall rises to within two feet of the ceiling, and was caused during the Orc attack to provide defenders with a strongpoint in this passage. If any intruders assault the upper entrance (area 42) in force, the guards there will retreat to this point, using the rockfall as cover and trying to hold the intruders until reinforcements arrive. Characters climbing over the rockfall while in combat are treated as prone for one round.

44. Guard Room

Now, as earlier, this small cavern is used as a guardroom for the upper entrance. There are 7-10 (D4+6) guards posted here at all times, with four additional crossbows plus a horn for raising the alarm. If intruders try to storm the upper entrance one guard will blow the horn and then run off to fetch reinforcements while the others hurry to the rockfall (area 43); they will fight there and hold it for as long as they can.

45. Priests' Hall*

This chamber was enlarged for the priests to use as a common room and refectory. They would spend most of their off-duty time here, and receive pilgrims and other visitors in this chamber. There is some decaying furniture in here – a few heavily-repaired chairs and an improvised table – but very little else. On the table is *Handout 8*.

The ladder leads up to the shrine (area 40). At the top is a rusting bolt which is closed – undoing the bolt means that the plinth in area 40 can easily be slid back, allowing access into the shrine. Concealed in a hollow rung near the top of the ladder is *Handout 7*, unless this has already been removed from above – see the description of the Shrine (area 40).

The secret door is opened by prising open a thin facing-stone just to the left of the door and pulling a catch hidden there. A search around the secret door will also reveal several small slots in the wall all around the door, and a loose paving-stone directly in front of it. These are the remains of a trap which once protected the door. It has not been re-armed, but don't tell the players – just sit back and look smug as they try to disarm it.

46. Priests' Landing*

This small circular chamber serves to link the priests' quarters (areas 47-50) with the priests' hall (area 45) and the shrine (areas 40-41). It is completely empty, and is constantly manned by two guards from the expedition. They will deny access to anyone except the priests and the expedition leaders (Sundrim and Brogar).

47. Priests' Quarters*

This chamber was once used as a dormitory by the priests attending the shrine. The walls are covered with a frieze in low relief, illustrating various scenes from the story of how Grungni led the Dwarfs underground – heavily defaced by the Orcs, as usual.

The chamber has been taken over by Kadri and Dern, two of the priests who accompanied the expedition. Two bedrolls lie against the wall, each with a pack of personal belongings beside it. You will have to improvise details of the belongings if

the adventurers search the packs – as well as spare clothing and other personal effects, they will contain some priestly paraphernalia such as robes, blocks of incense, and the like.

The two priests spend most of their time away from this chamber, helping in the search for the royal tombs. Because of the urgency of the search, they do not keep regular hours: at any time, each cleric has a base 25% chance of being asleep in here. Roll separately for each of them.

The secret door is opened by pressing the head of Grungni's pick in a carving immediately to the right of the door.

48. Priests' Quarters*

This room is almost identical to area 47. It is occupied by two more of the expedition's priests, Yanni and Bradni.

49. Head Priest's Anteroom*

This large room acted as an antechamber for the chief priest of Kadar-Gravning in the days before the Orc invasion. It was stripped of its contents by the Orcs, who also defaced the carved friezes which run around the walls.

The mechanism for opening the secret door is hidden behind a loose facing-stone about 4ft from the floor, immediately to the left of the door. Behind the stone is a lever, which can apparently be pulled up or down – slots are cut in the stonework to allow it to move into either position. A close inspection of the slots will reveal that the upper one conceals a dart, which will shoot out if the lever is pulled down.

The dart has an effective **BS** of 75, and will always hit an arm or the body – reroll if another location is indicated. It causes a single **S** 2 hit, and will be found to be thinly coated in a sticky, resinous substance. This was once a deadly poison, but has lost its effectiveness over the century that the trap has lain untended. Of course, the adventurers have no way of knowing this unless a character with *Prepare Poisons* skill makes a successful *Int* test while examining the dart.

50. Head Priest's Quarters*

This chamber has been completely stripped, and now serves only as a stairwell leading to area 52a below. A careful search of the stairs will reveal a loose slab in the central pillar of the spiral staircase. This can be pried loose with a little effort, revealing a hollow space in the pillar. Inside are a small leather purse containing a dozen gold coins bearing the head of King Vragni, the penultimate ruler of Kadar-Gravning (slightly larger than Imperial Gold Crowns, these coins are worth 23/- each), and a rolled-up piece of parchment tied up with a waxed cord – *Handout 9*.

THE TOMBS LEVEL (AREAS 51-82)

51. Passage*

The secret door leading to area 18 is opened by pressing a panel on the wall *opposite* the door.

The passage itself is trapped – any weight greater than 300 encumbrance points placed on a large pressure plate between the doors to areas 52 and 58. The trap may be disarmed by releasing a small, well-hidden catch (-20 penalty to find) located in the crack round the door frame to area 52, or by opening the double doors to area 58. The trap locks the double doors to area 58 by lowering two bars across it; this means that the doors can only be opened by magical means or by destroying them (T 6, D 32).

Simultaneously, a large cloud of spores is released from a false panel in the ceiling of the passage, covering the entire area. All characters in the passage must make a T test or suffer severe retching and dizziness for 2-5 minutes (-10 to all tests), followed by a further period of mild dizziness and irritation for 30 minutes (all tests at -5).

Optionally, you might decide to let some characters hold their breath and run out of the passage

without breathing any spores in. First, they must make an I test to hold their breath in time; then, they must leave the passage within a number of rounds equal to their T score. If they move at *run* rate or do anything other than leave – helping other characters who have already succumbed to the spores, for instance – they must make a T test each round to keep holding their breath. Characters who concentrate on looking after themselves should have no trouble getting out of the spore-cloud.

The spores will settle in 10 minutes, though there is a 10% chance per round that any violent action in the passage (such as combat) will disturb enough spores to force another set of tests.

52. Store Room*

This chamber once contained all the religious items necessary for ceremonies in the temple (area 58). These were cleared out by the Orcs, but the expedition has brought with it a range of religious paraphernalia for use in any attempt to open Hargrim's tomb once it has been found.

A couple of finely crafted and decorated shields stand against the east wall, and on the floor next to them is a pair of one-handed axes with silver-coated blades. A staff topped with a lump of shiny black rock leans against the wall beside a large mirror set into an iron frame. The mirror has runes carved around the frame and on the back – a character who understands the *Arcane Dwarf* language will be able to tell that they are in that tongue, but they do not appear to make any sense.

Nearby stand several tall iron candlesticks, and a roll of sackcloth containing three brass incense burners. Next to these on the floor stands a small casket: it is not locked, and contains half-a-dozen blocks of incense, all different, plus a small leather writing case containing four iron pens and a pot of ink.

In the centre of the room is a folding table, on which is a backpack containing a carefully-folded robe. It is intricately worked with gold and silver wire, and might be sold for up to 75 GC. This is a copy of the robes of a head priest of Kadar-Gravning, pieced together from fragmentary records.

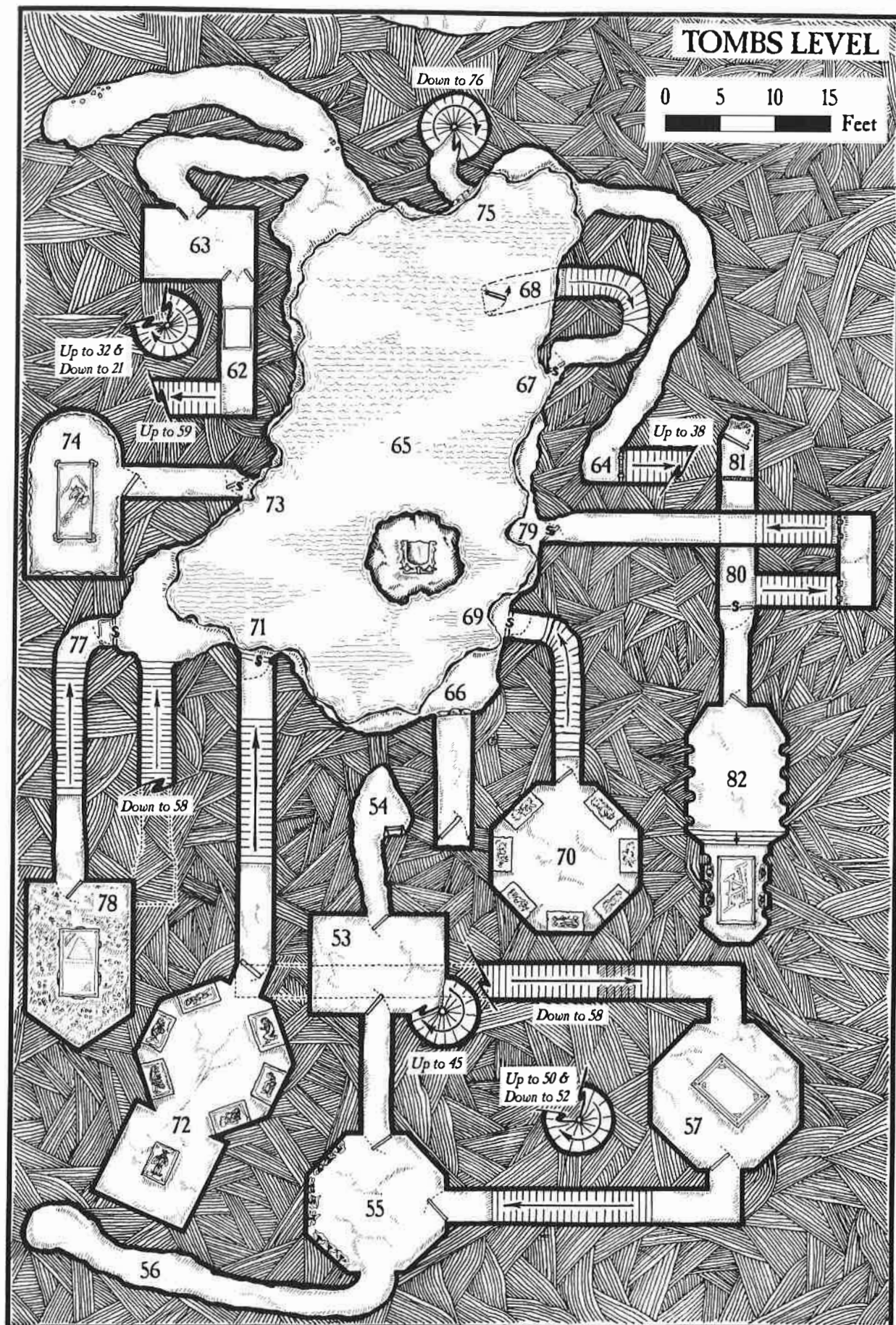
53. Guard Room

This chamber was used by the original priests to prevent unauthorised access to the temple (area 58) via 55 and 57. Now, it is completely empty, and is used only as a thoroughfare.

54. Antechamber

The ladder leads down to area 10 on the lower level. It is still quite sound – allow only a 1% chance of breakage for each encumbrance point over 300 that is placed on any rung. If a rung





breaks, the character is allowed an **I** test (*Acrobatics* +10, *Scale Sheer Surface* +10) to save himself a fall of 2D6 yards.

55. Vestry*

This chamber was used by the priests as a robing-room for the temple below. There are hooks all around the walls, and nine of them hold reproductions of robes brought by the expedition. These are not as richly-worked as the chief priest's robe in area 52, but might fetch up to 50 GC each. Beside each set of robes stands a wooden staff, leaning against the wall – the staves are obviously antiques, and each is carved with two runes, corresponding to runes carved in the wall beside the peg where the robes hang.

The robes are necessary to enter the temple safely – make sure that the adventurers realise that they are new robes in an old complex, as this is a clue to their importance. If the adventurers dress in these robes – as they must to enter the temple safely – note that they are made for Dwarfs!

There is a 25% chance of finding one of the expedition's scholars in here, noting down all the runes by all the pegs, shaking his head and muttering to himself a lot. The scholars are trying to puzzle out the significance of these runes, especially since corresponding runes were found on the nine staves which survived the sacking of the complex. In fact, they are merely initials – each of the old priests had his own peg and his own staff, marked with his initials. There is no way for the adventurers to find this out, of course, but as GM you have a right to know.

56. Dead-End Passage

This passage is apparently just part of the old cavern complex, and comes to a dead end. Characters with *Magical Sense* or *Magical Awareness* skills are permitted an **I** test (*Sixth Sense* +10) to pick up a very faint aura of magic in the end wall. The magic is very faint, and seems to come from inside the rock.

When the Orcs attacked, one of the priests hid some important scrolls in a niche at the end of this passage, sealing them in with an elemental spell which closed the niche with six inches of stone. A character with *Mining* or *Stoneworking* skills who examines the end wall closely is permitted an **I** test to realise that there is a hole behind the rock of the end wall. *Dispel Magic* or similar magical means will re-open the niche, or it can be broken down by physical means (**T** 6, **D** 3). Or, of course, the Crystal of Earth will be able to open the niche, if the adventurers have it.

In the hidden niche are several rolls of parchment and a bone scroll-case. The rolls of parchment will fall to dust as the niche is opened; they were ancient when they were hidden here, and a century inside a rock wall has done them no good at all.

The scroll case contains a single piece of parchment, covered with writing in the *Arcane Dwarf* language and other strange symbols. This is the first part of a summoning spell used in the temple. Any spellcaster who can read the scroll (magically or otherwise) has a chance of being able to cast the spell correctly. The character is permitted an **I** test (Dwarf +10, +5 per level, +10 per hour of uninterrupted study), which may be repeated once per hour if desired; a successful test indicates that the character has fully grasped the meaning of the scroll, and is confident that he can cast the spell correctly. The spell's effects are detailed in the description of the temple (area 58).

57. Ablutory*

This room was used for the ritual cleansing of priests and supplicants before entering the temple.

In the centre of the room is a large black stone, 6ft long, 4ft wide and 2½ ft high. Around the side of the block are various runes and strange symbols, some of which still have silver leaf embedded in them. The runes are in an obscure dialect of the *Arcane Dwarf* tongue – even characters with the requisite skill or the magical means to read them must make a successful **I** test (Dwarf +10, *Theology* +10) to interpret them correctly. They read as follows:

O Grungui, Opener of the Underearth, hear me. ☼

O Grungui, Treader of the Hidden Ways, see my uncleanness. ✦

O Grungui, Heart of Stone and Steel, accept my homage. ☼

The cleansing ritual varied between individuals. The priests merely touched the stone as they passed through the room, while others – such as lesser members of the royal family – had to lie on it for some time while the priests moved around them chanting the correct incantations. The edge of the stone nearest the doors is rounded and worn from a thousand years of hands, but the top is still fairly level.

Each of the runic phrases ends with one of the odd symbols. These cannot be read and do not have any function as part of the incantation, but must be touched as the accompanying phrase is spoken. If these runes are read correctly, treat everyone in the room at the time as having been cleansed. This will be important when the adventurers enter area 58. If the runes are not read, or are read incorrectly, the players will not be ritually cleansed for entering the temple.

The stairs down to the temple are trapped – the disarming mechanism is located in the corner of the passage, at the top of the stairs, behind a removable piece of facing stone. If this catch is not released, the trap will be activated by any weight over 200 encumbrance points placed on the sixth to tenth steps down. The step will pivot and drop the character's foot into a spring-loaded toothed jaw – causing an automatic **S** 3 hit to the foot in question. As the trap activates, the character may

attempt an **I** test to jump away from it, but you should note which way the character jumps – jumping onto another trapped step will merely repeat the process.

Once the foot is trapped, it takes another **1 W** point per minute (regardless of *Toughness* and *armour*) as the trap continues to crush it. Needless to say, critical hits are to the leg. The foot may be pulled out of the trap, taking an automatic **S 5** hit from the sharp, inward-pointing teeth, or the jaws of the trap may be pulled apart to free it. The trap may be forced open by a combined *Strength* of 10 or more; up to three characters may assist in the operation. Note that activating the trap on one stair will *not* disable the traps on other stairs, so that incautious characters may get themselves trapped while trying to go to the aid of their comrades.

58. Temple*

The great temple of Kadar-Gravning is one of the few areas still undisturbed. The Orcs were defeated by its defences and left the room alone, and the royalist expedition is still assessing the defences and has not yet attempted to enter.

The room is 20ft high and the walls, ceiling and floor are all painted black. The walls bear rails for tapestries, and some of the hangings are still there. Those on the three northern walls are currently on the floor – underneath them, half-a-

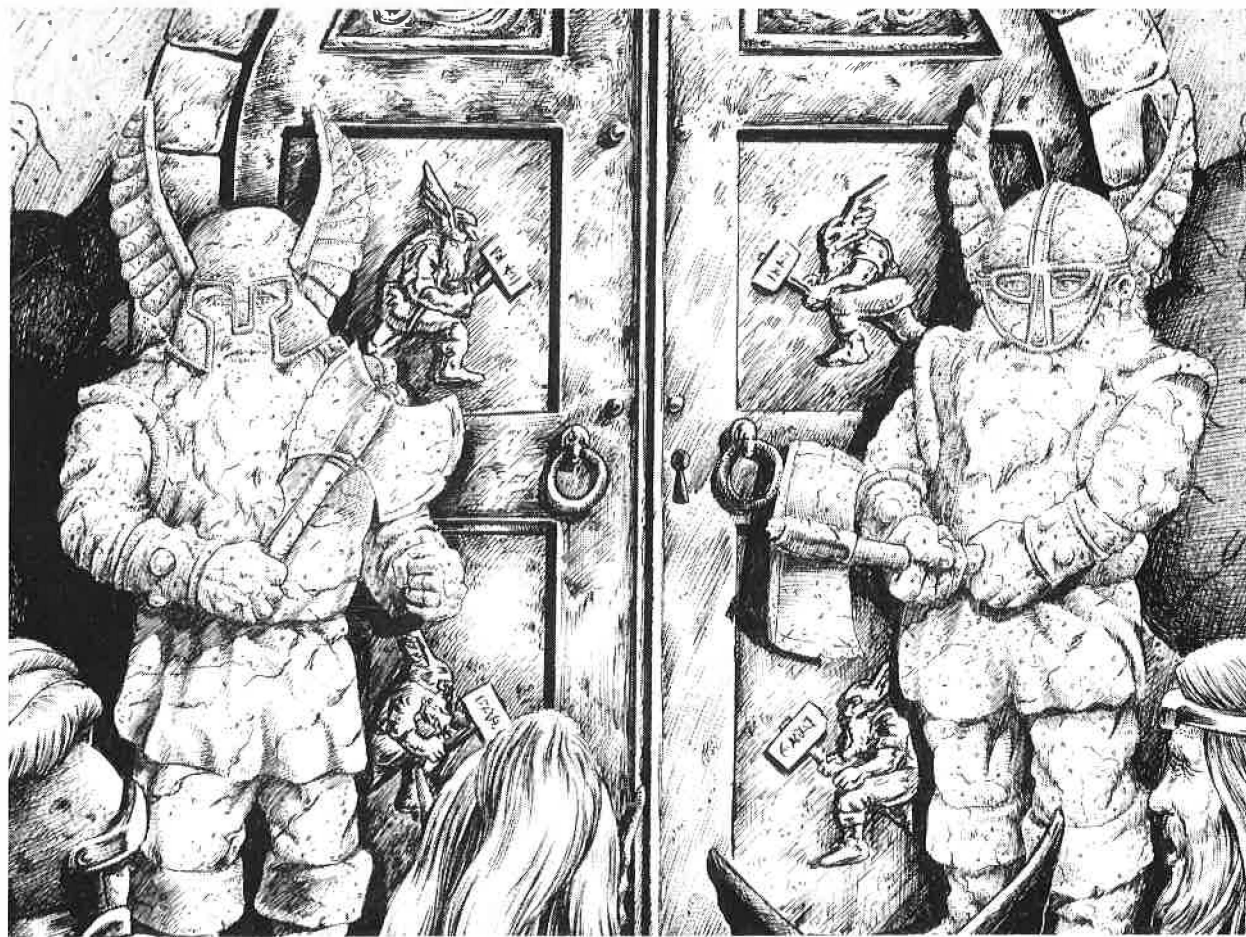
dozen Orc skeletons lay where they died. All of the hangings are rather damp, and most are disfigured with a variety of colourful moulds. Even so, the designs that originally adorned them are still visible – they are similar to those on the robes in the vestry (area 55).

In the middle of the room is a three-step stone dais, 20ft long by 12ft wide and rising about two feet from the floor. On this dais is a large block of black rock, 8ft long, 5ft wide and 3ft high. The edges of the block are carved with archaic runes in the *Arcane Dwarf* language, as well as other, more mysterious symbols. Some of the engravings are filled with gold leaf – in other parts, though, it has crumbled and joined the dust on the floor. At each corner of this block are hideous gargoyle-statues with twisted humanoid bodies, warped animal heads and terrifying grins.

At either end of the dais is an ornately-carved stone throne, facing away from the central block. The northern throne is elaborately carved, with intricate gold and silver inlays; the southern throne is absolutely plain.

Scattered around the room are the remains of several Orcs and various wooden furnishings. Some of the fragments are heavily charred, indicating that some kind of explosion took place here.

There are nine hangings in the room – the three that have fallen, one each on the south-east, south-west and west walls and three on the east



The Royal Burial Rites

When the first scroll is read out, the four stone gargoyles creak into life and move up to the northern throne. They are expecting the body of a dead king to have been placed there, and will seize anyone who is sitting in the throne, regardless of how much resistance he puts up.

If there is no-one in the northern throne, they will go for the nearest living or dead thing to the northern throne – apart from the character reading the scroll. The gargoyle statues will not discriminate between dwarven bodies and others, nor between royalty and commoners – in fact, they will not even notice if the 'body' they have chosen is dead or alive.

The animated statues will not attack, and will parry and dodge all incoming blows so far as they are able. If they are trying to seize and unwilling character, each statue must make a successful **WS** test, as if striking in combat. Other than this, use the normal rules for grapples – when more than one statue holds a character, test against the *total* of the statues' *Strength* scores to hold onto their victim.

It is very noticeable that the statues do nothing which is *purely* violent during this process (any use of force is incidental to their purpose), and are completely silent except for the slight creaking of their stone bodies as they move – they seem almost to have an air of reverence about them as they carry out their duty. The gargoyle statues can leave the temple to pursue fleeing characters, but cannot leave Kadar-Gravning itself. Within these constraints, they will carry out their duty with dogged patience until they are destroyed.

Having taken firm hold of the supposed body, the gargoyle statues will carry it to the block on the dais, laying it very carefully on the stone with the head to the south and then standing immobile at the four corners again. Struggling characters will be held down (if this is necessary), with one statue pinning down each limb. Anyone coming onto the dais at this point is deemed to be intent on sacrilegiously interfering with the supposed royal corpse, and will be attacked by the gargoyles.

At this point the second invocation must be read. If it is not read within half an hour, the gargoyles will rip the body on the block into several pieces and proceed to attack all those in the room, this time starting with the reader of the first scroll if he is still present. Once any and all intruders have been killed the creatures will resume their immobile vigil at the corners of the dais.

The second scroll – that found in area 56 – summons a size 5 Fire Elemental, apparently to cremate the royal body. However, the end of the

scroll is missing, so the Elemental will not be controlled when it arrives – use the normal rules for controlling summoned Elementals, or the adventurers may decide to use the Crystal of Fire if they have it. If it is not controlled, the Elemental will turn on those in the temple, starting with the reader of the scroll.

If the Elemental is controlled, it will act according to its standing instructions, and apparently consume the figure on the block of stone. If this is a living character, he will take D3 S 5 hits, regardless of non-magical armour but modified by *Toughness*. Worst of all, since the gargoyle statues will be holding him down if necessary, he counts as *prone* and therefore takes double normal damage!

Strangely, the body is completely unburned by the fire, even though the character may die. After about a minute, the Elemental vanishes, and a reverberating clang echoes through the temple, as if a giant anvil had been stuck with an enormous hammer.

There follows another pause of thirty minutes, during which there would normally have been a series of eulogies and other speeches. The gargoyle statues will continue to hold the 'body' down if it is still struggling. The third scroll must be read before thirty minutes have elapsed, or the gargoyle statues will run amok as described above.

When the third scroll is read, the gargoyle statues lift the body from the block and place it in the south throne, and they will now stand guard around this throne rather than around the block. As always, an unco-operative 'body' will be respectfully but firmly restrained, and anyone coming too close will be attacked and forced back. There follows a fifteen-minute pause for more ceremonial speeches, and then the gargoyle statues lift the body from the throne.

The bars on the door to area 65 are magically raised, the doors swing open, and the gargoyle statues carry the body to the lake. If any attempt is made to stop them, one will stand guard over the body and the others will attack those interfering. If they reach the lake level, they will ignore the fact that the floor has gone, and wade to the tomb that is waiting for the dead king. This would have been magically marked for them, but there will, of course, be no tomb on this occasion. They will therefore proceed to the last tomb that they entered with a body, and wait at its entrance for the hidden doors to open, allowing them to deposit the king's body. This will enable the adventurers to locate the last of the royal tombs, though they will still have to defeat the gargoyle statues and find some means of access – see the descriptions of areas 75 and 76.



wall. If anyone enters the temple who is not ritually cleansed (see the description of area 57), a low hissing sound will begin to emanate from the dais and the hangings. For about twenty seconds, a white mist will issue from each of the hangings, slowly coalescing into the rough outline of a Dwarf priest, dressed in robes almost identical to those in area 55.

These insubstantial figures – Spectres, from the spirits of Dwarf priests who swore to serve Kadar-Gravning even after death – will move toward the intruders and attack them unless they leave the room. They will ignore anyone who has been cleansed in area 57, and react normally to magical protections against ethereal undead. Characters who are wearing the robes from area 55 will be attacked by the Spectre appearing from the hanging that bears the same design as their staff (whether or not they are carrying the staff with them), and by no other. Otherwise, the Spectres will attack the nearest living thing, but will not gang up on intruders while there is a free target available.

The Spectres can be destroyed in the normal ways, or they can be dispelled by a character who is properly robed and ritually cleansed, and who commands them to begone in the *Arcane Dwarf* language. In the latter case, the Spectres will flee back into their hangings, re-emerging if another intruder enters the temple.

If anyone not robed in the garments from the vestry (cleansing is not necessary, just the uniform) is steps onto the dais, the ground of the room will begin to shake and an ominous growling and yammering will be heard. Within three rounds, D4+6 Gargoyles spring up through the floor of the room, in a ring around the dais. They look very much like the stone gargoyles on the dais, but these statues do not move. The Gargoyles instantly attack any living creature in the temple that does not wear the proper priestly robes; they will defend themselves if attacked by robed characters. Once summoned, the Gargoyles may not return to their native dimension until all those in the room that are not robed are killed – they will leave the temple to pursue fleeing victims, although they may not leave the Hold itself.

The double-doors leading to area 65 are magically barred, and cannot be opened from this side unless certain ceremonial invocations have been made. They can easily be opened from the other side, however, simply by lifting the wooden bar, and they can be forced open from either side – **T 7, D 45.**

The invocations are those that once were used in the ceremony of a royal funeral. Three separate invocations are necessary: scrolls for two of them are possessed by Sundrim (see the *Profiles* section), and the third is that found in the dead-end passage (area 56), even though this is not complete. All three scrolls are needed to complete the ritual and the use of only some of them could be disastrous for those involved.

Once the adventurers have got hold of all three scrolls, any character who has managed to interpret all three will know that they have to be used together, and in a certain order. Once the adventurers have got hold of all three scrolls, any character who has managed to interpret all three will know that they have to be used together, and in a certain order. The adventurers don't actually *need* to complete this ceremony in order to achieve their aims, but it will make things easier for them. See *The Royal Burial Rites* boxed section (on the previous pages) for more information on this subject.

59. Landing*

This landing, on the stairway between areas 39 and 62 appears completely unremarkable, and only a search will reveal the door leading to the east ledge above the lake (area 60). The mechanism to open the door is concealed at floor level in the middle of the end wall of the landing. The crack between the paving slab and the wall conceals a small stud that must be pressed to open the door. The Dwarfs know of this secret door and the ledge over the lake.

60. East Ledge

The ledge is about 18ft above the level of the lake. The floor of the ledge is very rough and any character attempting any quick or violent motion (such as combat) here must make an I test (*Acrobatics* +10, *Scale Sheer Surface* +10) or fall off the ledge into the lake. The water is not deep, but helps break the fall – damage is caused as a 6-yard jump rather than a 6-yard fall.

61. West Ledge

This ledge is about 18ft above the level of the lake. The floor is slightly rough and any character attempting any quick or violent motion (such as combat) here must make an I test (base modifier +20, *Acrobatics* +10, *Scale Sheer Surface* +10) or fall off the ledge onto a patch of rocks at the edge of the lake. Damage is caused as a 6-yard fall.

The passage to area 29 is blocked by a pile of rocks 4ft high. Anyone behind the rocks (on the passage side) cannot see or be seen by anyone on the opposite ledge (area 60).

62. Passage*

This passage was only used at times of ceremony, when the nobility came to view their dead king sitting in state in the large central cavern. A trap was placed here to prevent unauthorised intrusions at other times. The trap has two disarming mechanisms – one at each end of the passage. The first is in the centre of the passage roof, just where it turns the corner to the stairs. There is a panel here that can be pushed up (usually by a spear or standard) and this can be found quite easily (+20 to



normal chance) – however, it must be kept in the lifted position or the trap will go off. The second mechanism is by the doors to area 63, where there is a small catch set at the base of the middle hinge (of three hinges) on the left-hand door – this must be pressed to make the trap safe, and must be held down or the trap will go off.

If the trap is not disarmed, any weight over 300 encumbrance points on the central section of the passage floor will trigger the trap. Each wall of the passage has a line of holes, 4ft off the ground and spaced at 1ft intervals, apart from a 10ft gap in front of the doors to area 63 and another in the corner by the stairs. When the trap is activated, a crossbow bolt fires from each hole (**ES** 4). Anyone in the trap's area of effect will be hit by D4 bolts.

Even if the adventurers do not discover how to disarm this trap, they should be able to deal with it fairly easily. Holding shields against the holes will cause the bolts to thud harmlessly into the shields, and experienced adventurers will probably work out a moving system whereby three or four characters with shields can cover the whole party as they progress along the corridor.

The Dwarfs are likely to be working in this area, and will usually have a pole jammed at the bottom of the stairs holding up the trap mechanism. If the alarm has been raised, they will have taken this away with them, but they all know of the trap's existence and how to disarm it.

63. Antechamber*

This room served as an antechamber for those who came to pay their respects at the royal tombs. It is now used as a store by the expedition's artisans. There will usually be D3+1 artisans in here, examining some find brought out from the lake. The room is cluttered with miscellaneous bits of equipment and fragments of stone from broken floorstones and pillars removed from area 65.

64. Passage*

This passage leads from the lake up to the level of the royal apartments. It is trapped to prevent approach from either direction. The disarming mechanism is set in the north wall, 1ft from the floor, at the top and the bottom of the stairs to 38; it is a loose facing-stone which must be pressed in. The trap is activated by a weight of more than 300 encumbrance points anywhere on the stairs. When the trap is activated, a strip of ceiling at both ends of the stairs drops open on a concealed hinge, allowing a stout iron portcullis to come crashing down. Any character underneath either portcullis when the trap is triggered must make a successful **I** test (*Dodge Blow* +10) or take a single **S** 5 hit as it drops. Once it has fallen, each portcullis is locked into place by a catch mechanism in the ceiling, and cannot be raised – it may only be broken down (**T** 6, **D** 35).

Dwarven artisans may be found at the base of the stairs (they know of the trap), and again the ground is littered with various pieces of stone from the lake. Among these pieces of stone is *Handout 10* – this in fairly plain view, and will be found easily (+20) if the stones are searched.

65. Lake

This cavern is about 30ft high, although this varies a great deal owing to the irregularity of the ceiling. It is natural, although the Dwarfs have improved on nature in a couple of places.

The cavern was originally used to display the body of the dead king, so that the nobles and important Dwarfs of the community could pay their last respects before the body was interred in its tomb. At that time the cavern was floored in much the same manner as the rest of the complex, but the Orcs broke in and destroyed much of what they found here, and the rest deteriorated over the following century. Now, the cavern is a shallow lake, a foot or so deep – wading through the flooded areas is possible, but it counts as *difficult ground* on account of the many stone fragments that litter the floor, unseen beneath the murky water.

In the middle of the northern end of the chamber, a rocky plinth juts out of the water, with a carved stone throne placed on its flattened top – this is where the dead king sat in state prior to burial.

The Dwarfs work in here constantly, sifting the

bottom of the lake for clues and other treasures. They know where many of the tombs are (Cranneg and Sundrim carry coded maps that show these entrances) but they are still trying to work out exactly how to get around the defences – if this takes too long and the enemy come too close they will not hesitate in sacrificing a few of the soldiers (or adventurers) to open the tombs more quickly.

66. False Tomb Entrance*

This is a trap for intruders. Across the end of the passage is a magically-created rock face. A search of the area by a character with *Mining* skill, or a character with a past or present career as an Elemental or a Tomb Robber, will reveal that the rock is fake and conceals a space. It can be broken through (**T** 8, **D** 15), or dealt with magically.

Behind the wall is a broad passage, 10ft high, which leads to a strong-looking door of solid iron. The door cannot be opened by normal means – after all, it opens onto solid rock – but the lock may be picked (**CR** 20). Non-magical attempts to detect traps in the lock will fail, as the lock itself is not trapped. However, it is the release mechanism for a trap in the passage, and this trap may be found as normal by characters examining the passage, or by magical means.

If the trap is set off, the roof of the entire passage will collapse – characters in the passage must make a successful **I** test (+10 for each point by which the character's **M** score exceeds 3, *Feet* +10) to escape. Characters who fail the test are caught in the cave-in. They take 2D6 **S** 4 hits from falling rock. They are now buried alive and unable to move – and they take one automatic **S** 4 hit each round until they are dug out, from the weight of the fallen masonry crushing them. Digging the passage out will take 1 man-hour per yard; up to 6 characters may work together, and one Dwarf-hour counts as 2 man-hours.

This trap is lethal, and adventurers may well die here – or at least start spending Fate Points. A character who spends a Fate Point is unconscious and reduced to zero *Wounds*, but several pieces of fallen masonry have formed a kind of arch over his body, protecting him from additional crushing damage until he is dug out. Characters who survive being buried and are dug out alive gain D6 insanity points (halved if a successful **CI** test is made) as a result of their ordeal.

Note also that the Crystal of Earth will protect its wielder from any damage in the rockfall. If the adventurers have more than one Crystal, this protection is extended to anyone touching the holder of the Crystal of Earth. The falling rocks will bounce harmlessly off these characters, and they will have a +20 bonus to their **I** test if they try to get out of the passage. If the test is failed, or the protected characters decide to stay in the passage, they will be unharmed, but completely hemmed in by fallen stone. However, it will be quite possible to use the Crystal to clear the passage of debris.

67. False Tomb Entrance*

This consists of a secret door hidden in a narrow fissure in the rock face. If this area is searched, the adventurers have a +20 bonus to the normal chances of finding the secret door, since it has deliberately been left noticeable. There is the normal chance to find the opening mechanism, which is a simple catch concealed inside a panel at the base of the south side of the door. However, there is an identical panel at the top of the door, which disarms the trap on the door.

If the trap is not disarmed, the door will seem to burst into flames as soon as it is opened. The flames are a greenish colour, and characters with *Magical Sense* skill will realise that the flames are magical if they get close enough to them.

These magical flames will engulf anyone standing in the fissure by the door, clinging to them and burning until extinguished, as if the characters were *flammable*. The flames can be extinguished by rolling in the shallow waters of the lake; note also that the bearer of the Fire Crystal will not be harmed, and may help his comrades.

68. Passage*

This is the second part of the false tomb. Stairs lead down to a passage which ends in a locked door. The door may be broken down (T 6, D 15), or the lock may be picked (CR 10).

On the other side of the door is a channel leading to the bed of the lake, and when the door is opened water will pour into the passage. The water forces the door violently open (anyone within 1 yard of the door takes an automatic S 3 hit as it flies into them), and a wall of water rushes down the passage. Characters who make a successful I test (*Flee!* +10) can make it back to the stairs before the water engulfs them – others are swept along the passage, being dashed against walls and floor by the rushing water for an automatic S 2 hit as they go. They must make a successful T test or lose D3 W points (regardless of *Toughness* and armour) from inhaling water.

Most characters will end up being swept to the foot of the stair as the water finds the level of the lake above. Those who can swim will be able to haul themselves out in one piece, and those who can float (those carrying less than half their encumbrance allowance) can be hauled out by others. More heavily-encumbered adventurers – especially those in very heavy metal armour – could well find themselves with a problem.

A character who is carrying more than half his encumbrance allowance will find that he sinks rather than floating. He can hold his breath for a number of rounds equal to his *Toughness* score before he starts drowning, and can move along the bottom of the passage at the painfully slow rate of 1 yard per round (D3 yards per round for characters with *Swim* skill).

There was a grating sound, and the lid of the sarcophagus rose by an inch or so.

"HEAVE!" cried Anders. "We're nearly..."

The rest of his words were lost as a searingly cold wind howled forth from the sarcophagus, dragging a cloud of musty-smelling dust behind it. Time seemed to slow down – they watched immobile as the dust billowed to the head of the stone coffin, drawing itself together into a shape. The shape of a Dwarf.

The figure wore gleaming mail. Eyes glowed with red fire behind its full-face helm – eyes that reached right down into your soul. Slowly – almost casually – the figure raised its gauntleted right hand. Anders' own right hand was still only half-way to his sword.

With a splintering crash, the lid of the sarcophagus exploded. An ancient war-axe punched a hole through the foot-thick granite as if it had been glass, and flew to the hand of its dead master. As he caught the axe, the rust and tarnish disappeared from its inlaid blade, and the weapon gleamed as it must have when it was laid by the dead king's side.

Dropping encumbering items is a good idea – helmets and anything hand-held can be dropped instantly, and items slung on one shoulder or round the neck take one round. Other equipment can be a little more tricky. To take off a backpack under water, a successful **Dex** test is necessary. This may be repeated once per round until successful. Taking armour off under water is a very laborious process, and a character who tries this doesn't stand a chance unless he removes his gauntlets (1 round) first. Even then, a successful **Dex** test is needed for each piece of armour, and each piece takes D3+1 rounds to remove – body armour takes an additional 2 rounds, and the **Dex** test is made with a -10 penalty.

Note that the Crystal of Air can allow its wielder to breathe underwater – this will not protect a character from battering damage, but it will prevent him from drowning.

Normal trap-detection abilities and items will fail to detect this trap. There are no concealed mechanisms to find, just a door that happens to have a lot of water on the other side.

69. Tomb Entrance*

The lake bed dips sharply as it approaches this door; it is 5ft deep here, and the door is about 6ft above the lake bed. There is a patch of extremely sharp stalagmites on the lake bed in front of the

door – all that remains of a spiked-pit trap. This area is *very difficult ground*, reducing movement to one-quarter normal. Characters attempting to move faster than their reduced *cautious* rate must make a *Risk* test each round to avoid losing D3 W points (regardless of T and armour) to the sharpened stalagmites.

The secret door may be searched for in the normal way. It is disguised as an area of cavern wall.

70. Small Tomb*

This chamber stinks of damp, rotting corpses. Anyone entering must make a **CI** test (+10 for each previous or current career as a Physician, Tomb Robber, Grave Robber or Necromancer) or be violently ill for 2-5 minutes – afflicted characters suffer a -10 modifier to all tests during this period, and may not move at greater than *cautious* rate.

On the floor is engraved the hammer-and-anvil symbol of the Dwarven Ironsmiths. Against each wall (except the wall with the door) stands a plain block of black stone, 5ft long, 3ft wide and 2½ ft high; on each block rests a dwarven corpse in an advanced state of decay. The room is very damp, with water running down the walls in places, and the bodies are bloated and putrid, with bone showing through in places where the flesh has completely rotted away. There is nothing of interest or value on the bodies – apart from some iron jewellery, corroded into shapeless lumps fused to the bones – and any character who examines the bodies closely runs the risk of contracting *Tomb Rot* (25% base chance for each body examined, T test to resist, *Immunity to Disease* +10).

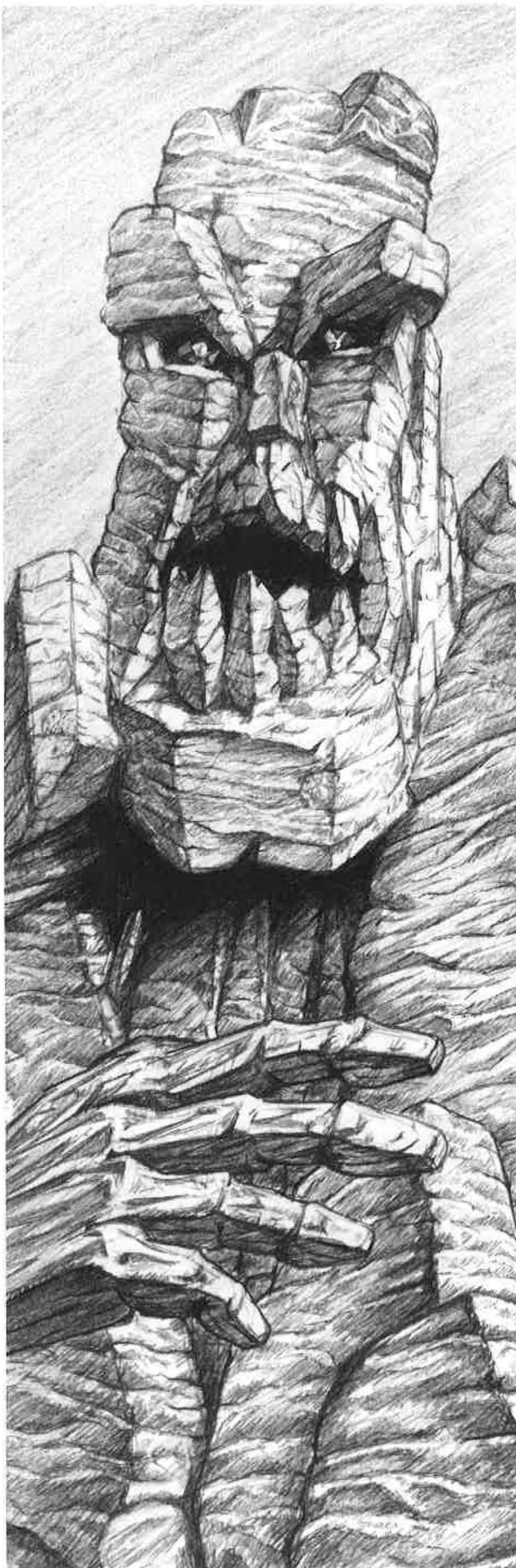
71. Entrance to Hrada's Tomb*

The entrance door is disguised as natural rock, like many other tomb entrances. It is not designed to be opened, and can only be opened by force (T 7, D 23) or by magical means. The tomb is further protected by a magical trap which is installed in the passage. As soon as any living creature sets foot in the passage a lightning bolt is fired from the door to the tomb proper (area 72), smashing the door to matchwood and striking anyone on the stairs. It causes damage as the *Battle Magic* spell of the same name: S 4, roll D10 for damage rather than the usual D6, plus D8 additional damage to *flammable* targets.

72. Hrada's Tomb*

In the middle of the door to the tomb is a large lion's head cast from brass, its mouth open as if to roar. It is from the lion's mouth that the lightning bolt is fired up the stairs.

In the first chamber (72a) are the bodies of several lesser members of Hrada's family. The chamber is dry, and the bodies are withered but reasonably





and in addition any living creature approaching within one yard of the bier will trigger a *Wind Blast* spell which automatically forces everyone in the chamber back D3 yards from the bier. Note that the *Wind Blast* spell will not affect the bearer of the Crystal of Air. The *Wind Blast* can fire any number of times per day.

73. Entrance to Fenni's Tomb*

When the entrance to this tomb was sealed, a large Earth Elemental was bound into the walls of the passage leading to the tomb. As the centuries wore on the binding spell has weakened, and now the creature no longer manifests itself as was planned.

The Elemental resides in the rock surrounding the passage. Whenever any living thing enters the passage, it will thrust huge stony arms into the passage and strike at the intruders. The Elemental has eight arms in all, and each arm has **WS 80, S 8, T 8, W 8**. Any number of arms can be thrust into the passage at any point, so long as no more than eight are used at any one time. When an arm has

well-preserved. Each body is decorated with ornate iron jewelry, worth 3D10+10 GC per body to a collector.

The inner chamber (72b) contains Hrada himself, also lying on a stone bier. The body is in a reasonable state of preservation, and wears an iron crown set with a diamond; the crown is worth 250 GC in itself, or 500 GC to an interested collector.

An inscription around the bier in *Arcane Dwarf* gives the name of the dead king. A character with *Hstory* skill may attempt an **Int** test (base modifier -30, Dwarf +30) to recall that Hrada died without issue, which explains his crown having been buried with him. If, on the other hand, the adventurers want to decide that since the body wears a crown it must be Hargrim, you should let them.

There is a protective spell cast around the bier. It has the effect of a permanent *Zone of Sanctuary*,

taken 8 points of damage it will be withdrawn into the rock and can no longer be used – the arm is not destroyed, but the creature will not risk it any further.

The Elemental cannot harm any character who is carrying the Crystal of Earth, and may not come within 20 yards of the Crystal of Air. These Crystals of Power might be used to get the adventurers safely along the passage. The creature has a 75% resistance to all other magical means of controlling and banishing Elementals.

74. Fenni's Tomb*

This is the tomb of Hargrim's successor, as a character with both *Arcane Dwarf* and *Hstory* skills will realise on a successful **Int** test. Fenni built Hargrim's tomb, and renamed the Hold Kadar-Gravning in honour of Hargrim's resting-place.

The walls of the tomb are hung with tapestries – a little faded but in excellent condition for their age – showing panoramic views of the Yetzin valley and underground scenes which include the building of the Great Arch at Caraz-a-Carak. In the centre of the room there is a stone sarcophagus – 7ft long, 4ft wide and 5ft high – which is plain apart from Fenni's axe-and-mountain symbol engraved upon the top.

The lid of the sarcophagus is sealed on with a strong mortar, and cannot be lifted off without first breaking through this seal (T 6, D 14). The lid itself weighs 3500 encumbrance points, so that several characters will need to work together to lift it unless some magical means are used.

While Fenni is known as the builder of Hargrim's tomb, he was not a glorious ruler, and spent his entire reign in the shadow of his predecessor. Changing the name of the Hold and building Hargrim's tomb were attempts to share some of Hargrim's glory, and Fenni was determined that his own body would lie close to Hargrim's. As the tomb complex was constructed, Fenni became more and more obsessed with tombs and their security. The building of the false entrances to trap robbers (areas 66-68) was his idea, and he developed a fixation with the thought of tomb robbers. This worry pursued Fenni even after his death, and as a result his spirit is still not at rest – it is tied to his own tomb as a Wight. Fenni is not subject to *instability* while in this area, and will not leave it to pursue fleeing characters. His one-handed axe is enchanted, and ignores all armour which is not either magical or mithril.

75. Entrance to the Three-King Tomb*

The entrance to this tomb is concealed by a magically-created, natural-looking rock face. A search of the area by a character with *Mining* skill, or a character with a past or present career as an Elemental or a Tomb Robber, will reveal that the rock face is fake and appears to conceal a hollow space. It can be broken through by force (T 8, D 15), or dealt with magically.

76. The Three-King Tomb

This tomb has collapsed, and the space that remains is between 3ft and 15ft high. Any character with *Mining* skill can see that the area is very unsafe, and even an unskilled character will realise this on a successful *Int* test.

The floor is covered with a mass of rubble and dust. It would take many days excavation to clear all the rubble (with a 10% chance per hour that more will fall, causing D6 S 4 hits on anyone inside) to recover the mangled corpses and their crushed jewelry. The total value of the contents would be about 200 GC, or 300 GC to a specialist with an interest in this field.

77. Entrance to Darbli's Tomb*

The concealed entrance to this tomb may be opened by pressing a small stud which is hidden in the centre of the door's bottom edge. Opening the door this way also disarms the trap in the passage – if the door is simply broken down (T 4, D 15) the trap remains operational.

The trap fires three solid-steel spears straight down into the doorway on the passage side, and is triggered by a pressure-plate in the floor of the doorway. Each spear has an effective **BS** of 45 to hit the first character through the doorway, and hits at S 5.

78. Darbli's Tomb*

Darbli was not well-loved by the priests of Kadar-Gravning, for he tried to curb their powers and to interfere in religious affairs. Because of this, the priests were rather slipshod in their preparation of his tomb. The comparatively weak trap in the entrance is the tomb's only defence, and the walls of the chamber are running with damp. Luxuriant growths of mould festoon the walls and floor – both the red and yellow varieties are represented, blanketing the tomb and sarcophagus.

The sarcophagus is 6ft long, 4ft wide and 4ft high. The lid is not sealed, and weighs 1250 encumbrance points. Note that any attempt to approach the sarcophagus will almost certainly disturb the mould.

The general damp inside the chamber has even penetrated the sarcophagus, and Darbli's body is not a pretty sight. Anyone viewing the body must make a **CI** test (+10 for each current or previous career as a Physician, Grave Robber, Tomb Robber or Necromancer) or be violently ill for D4+6 minutes (-10 to all tests, may only move at *cautious* rate, may only parry in combat) – actually interfering with the body carries a 25% chance of exposure to *Tomb Rot*. Gold and silver thread and small items of jewellery can be salvaged from the sarcophagus, totalling 3D10+50 GC.

79. Entrance to Hargrim's Tomb*

The entrance to Hargrim's tomb is particularly well-concealed, and there is a -30 penalty to all attempts to find it (reduced to -10 for characters with a past or current career as a Tomb Robber). Once the door has been discovered, the adventurers will be able to make out (by feel or by magic) the name *Hargrim* engraved on the door. To open the door one of them must speak the name of each of the dwarven runes in turn, and then repeat the process backwards. If this is done the door will swing open.

If the adventurers try to force the door, it has T 10, D 55 and a magical trap. Beneath the stone facing is a thin layer of pure copper, and any blow which reaches this layer (ie, any blow which dam-

ages the door) will cause a lightning bolt to leap from the door and strike the character who struck the blow. The lightning bolt is identical to that caused by the Battle Magic spell of the same name.

There is a second trap in the upper passage. It may be detected normally, but has no disarming mechanism – after all, anyone entering Hargrim's tomb after it was sealed must be up to no good. The entire passage floor is a vast series of pressure plates, causing rubble to rain down throughout the passage as soon as any character steps inside the doorway. The passage is about ten yards long to the top of the stairs, which means that any character can cover the distance in a single round at *standard* or *running* movement rate. Characters running through the falling stone suffer a single automatic **S** 4 hit; any critical hits are applied to the head or body only, with an equal chance of either.

The stones rain down for D4+4 rounds. After 3 rounds, the passage becomes *difficult ground*; after 5 rounds, it is completely impassable – clearing the rubble will take 25 man-hours, with up to four characters being able to work together. Each Dwarf-hour counts as two man-hours.

The stairs are decorated with edgings of braided rope, meticulously carved from stone. There is a third trap on the stairs, again with no disarming mechanism. As soon as a weight of more than 1000 encumbrance points is placed on the landing (normally this will be two or more characters), a portcullis will drop at either end of the landing, sealing it off completely. The portcullis-slots in the ceiling are covered by an illusion, and can only be spotted if the searching character makes a successful **Int** test (+10 per level for Illusionists).

Characters standing underneath the portcullises as they drop must make a successful **I** test (*Dodge Blow* +10) to avoid an automatic **S** 5 hit from the heavy iron gates. The portcullises lock in position after dropping, and must either be broken down (**T** 7, **D** 25) or circumvented by magical means. Once the landing is sealed off, the decorations on the stairs begin to move, transforming into a writhing mass of brightly-coloured snakes. They slip through the portcullis bars and attack those trapped on the landing.

Twenty snakes attack from either end of the landing. Unless some magical or other means is found to fend them off, each character will on the landing will be attacked by D6 snakes per round. Keep a running total of how many snakes have been killed, and do not add any more once all 40 have been accounted for.

80. Lower Passage*

The secret door leading to Hargrim's tomb (area 82) is exceptionally well-concealed (-40 to find, reduced to -20 for characters who have a present or past career as a Tomb Robber). It was sealed for

all eternity, and the only way in is to break it down (**T** 8, **D** 25) or to get round it by some magical means.

The passage is haunted by six Wraiths – the spirits of Dwarf warriors who swore a powerful oath to guard Hargrim's tomb until the end of time. They will attack anyone who enters the passage, but will not pursue fleeing opponents up the stairs.

81. False Doorway*

This is an elaborately-carved doorway with Hargrim's crown-and-hammer motif worked into the decoration, framing a heavy iron door bound with brass and inlaid with silver. In the centre of the door is carved a decorative K-rune with a crown above it and a hammer below.

Needless to say, this door is a blind – part of yet another trap for looters. It is equipped with a very complex lock (CR 50), which can be picked in the normal way. Intelligent players should smell a rat – the rest of the tomb showed every sign of having been permanently sealed, so why put a lock here? If no-one picks up on this, and the party has taken a battering from the other defences – and you're feeling merciful – then you might allow Dwarfs and Rogue characters to make an **Int** test (Tomb Robber +10) to realise this.

If the lock is picked or the door broken down (**T** 8, **D** 30), the trap will be set off – a huge stone slab will crash down in the passage, 10ft behind the door. Characters in the way of the falling block must make a successful **I** test (*Dodge Blow* +10) or take an automatic **S** 6 hit. The block is 2ft thick, and must either be broken through (**T** 9, **D** 35) or passed by magical means.

82. Hargrim's Tomb*

The room is 15ft high at the north end, and 12ft high at the south end – the steps go up 3ft. Each side-wall has a series of moulded pillars about 18in in diameter. The pillars curve inward to form a pointed barrel-vault ceiling. In the northern part of the chamber, the spaces between the pillars are decorated with floor-to-ceiling mosaics depicting scenes from Hargrim's life – mainly victories.

Between the pillars in the upper part of the chamber are four statues of dwarven warriors, clad in chain mail and armed with huge axes. They surround Hargrim's sarcophagus, which is 8ft long, 4ft wide and 5ft high; it is made from a shiny – almost luminescent – white rock, flecked with black and grey. The sarcophagus is undecorated except for a single H-rune in the middle of the lid.

Each of the pillars in the upper area bears a black silk hanging, with embroidered verses in gold and silver thread singing Hargrim's praises. A similar hanging covers the wall behind his sarcophagus.

When the door from area 80 is opened, an illusion

is triggered. A huge, disembodied dwarven head appears, hanging in the air in the passage which leads to the burial chamber. Its lips move, and a thundering voice shakes the chamber, speaking in Khazalid, in the style of several centuries ago.

"Be warned! You approach the sacred resting-place of great Hargrim! Go back! Go back, or bear the consequences of your impety!"

Whether or not they understand the message, everyone who sees this image and hears its voice must make a **C1** test (Illusionists +10/level, Dwarfs -20) or flee in fear for one round. After delivering its message, the head vanishes.

There are no mechanical traps in the room and any attempt to find such mechanisms will fail. There are several magical traps, though, and the whole room is suffused with magical force. The ancient Dwarf-priests deliberately left a strong aura on the whole room to defeat attempts at detection of specific traps, but appropriate skills and spells will tell the adventurers that they are in the middle of a lot of magical power.

The first of these traps is set off by passing between the second set of pillars from the entrance. Anything that is either living or possessed of some magical force will set it off – thus, throwing a rock between the pillars will not trigger the trap, but walking between them or casting a spell up the room will. A faint hissing sound emanates from each of the mosaics; the larger figures in each panel begins to shimmer, and then steps out of the mosaics to attack the intruders.

These creatures are Spectres, bound into the construction of the tomb. However, they appear to be translucent verions of the mosaic figures from which they appeared. There are six in all: one Dwarf, two Orcs, an Elf, a Troll and an Ogre. They all use their ability to cause *terror*, and will attack until one side is completely destroyed. They are not subject to *instability* in the burial chamber. The Spectres will pursue fleeing opponents as far as the tomb's main entrance (area 79) – while in the passages between the burial chamber and the entrance, they are subject to *instability* as normal.

The second trap in the tomb is set off by passing the first pair of pillars at the top of the steps. As before, any living thing or magical force will activate the trap but inanimate objects will have no effect. When the trap is triggered, the four statues of the dwarven heroes will come to life, attacking immediately. Like the Spectres, the statues will pursue intruders to the tomb's entrance, but no further. They will fight until destroyed, and if they kill all the intruders or force them from the tomb, they will return to Hargrim's sarcophagus, moving to attack anyone who enters the burial chamber.

The sarcophagus appears to be solid stone, without any visible seam between coffin and lid. This is because there is none – the Dwarf priests magically fused the sarcophagus into a single piece of stone. The sealing spell can be undone with *Dis-*



pel Magic, by using the Crystal of Earth, or by some other magical means. Once the magical seal is broken, the lid must still be lifted – it weighs 2500 encumbrance points.

The adventurers might simply decide to break the sarcophagus open by force. It has **T 10, D 45**. However, the sarcophagus lid incorporates a hollow space containing poison gas under pressure – if the lid is broken, the gas floods the room and every living creature in the burial chamber must make a successful **T** test (*Immunity to Poison* +10) or die. Protections against gas and spells such as *Breathe Under Water* (note that the Crystal of Air has that power) will protect against the gas, but a successful **I** test is required to cast spells and/or activate protections in time.

Inside the sarcophagus is the perfectly preserved body of Hargrim. He is dressed in a richly embroidered robe, the collar strung with many small gems – 77 in all, each worth **D3 GC**. On his head he wears a simple – and somewhat battered – iron coronet, set with a pearl which is about the size of a Human eye (worth 150 **GC**). On Hargrim's chest is his great battle-axe – a two-handed weapon with a double-bitted blade, inlaid with gold and silver. The axe is magical (+30 **WS**, +3 **S**).

Hargrim's right hand lies palm up at his side, and holds a strangely-shaped crystal of green stone streaked with blue, grey and white – the Crystal of Water: *Handout 13*.

EXPERIENCE POINTS

The experience point awards are broken down by chapter and by section. As always, you should reward good roleplaying and bright ideas – an average character should get about 30 points per chapter (or per gaming session, whichever is more convenient to you), going down to zero for bad or uninspired play and up to 100 for really excellent play.

In addition, the experience point awards listed below can be earned by each character who actively contributed to that part of the adventure. Where a range of experience points is given (eg 0-20), you must judge how well the adventurers dealt with that part of the adventure and award points accordingly.

Don't divide awards among the contributing characters – they are for *each* character who took part. Also, don't award experience for encounters or incidents which never took place for any reason.

The Lost Hold

0-30 for dealing with each hazard and encounter on the journey

The Halls of Kadar-Gravning

General

20 for each secret door found and opened, and for each trap found and disarmed
10 for each trap set off but survived

Approaching the Halls

0-100 for the effectiveness of the initial approach
200 for persuading the Dwarfs to help
200 for attacking the Dwarfs and winning

Dungeon Level

0-50 for dealing with the Ghouls

Main Entrance Level

50 for getting in unobserved through the main entrance
10 for dealing with the snakes in the kitchen without getting bitten

Upper Entrance and Royal Apartments

20 for finding each of *Handouts* 3-5
0-50 for dealing with the warrior statues in the

Throne Room

0-50 for dealing with the Queen's spirit
0-50 for dealing with the Wraiths in the King's bedchamber
20 for finding *Handout* 6
20 for finding *Handout* 7

Tombs Level

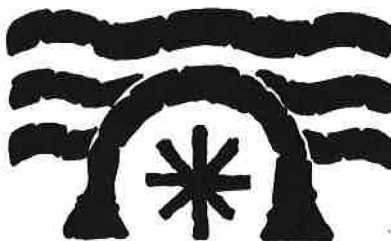
100 for not bringing the roof down
50 for conducting the cleansing ritual correctly before entering the temple
0-50 for dealing with the Spectres in the temple
0-100 for attempting the royal burial ritual in the temple
10 for finding *Handout* 10
0-20 for dealing with the Earth Elemental in the entrance to Fenni's tomb
0-30 for dealing with the Wight in Fenni's tomb
0-30 for finding and entering Hargrim's tomb
0-30 for triggering the trap on the stairs in Hargrim's tomb, but dealing with the snakes effectively
0-50 for dealing with the Wraiths in Hargrim's tomb
0-50 for dealing with the Spectres in Hargrim's tomb
100 for opening Hargrim's tomb and finding the Crystal of Water

Mendri's Army

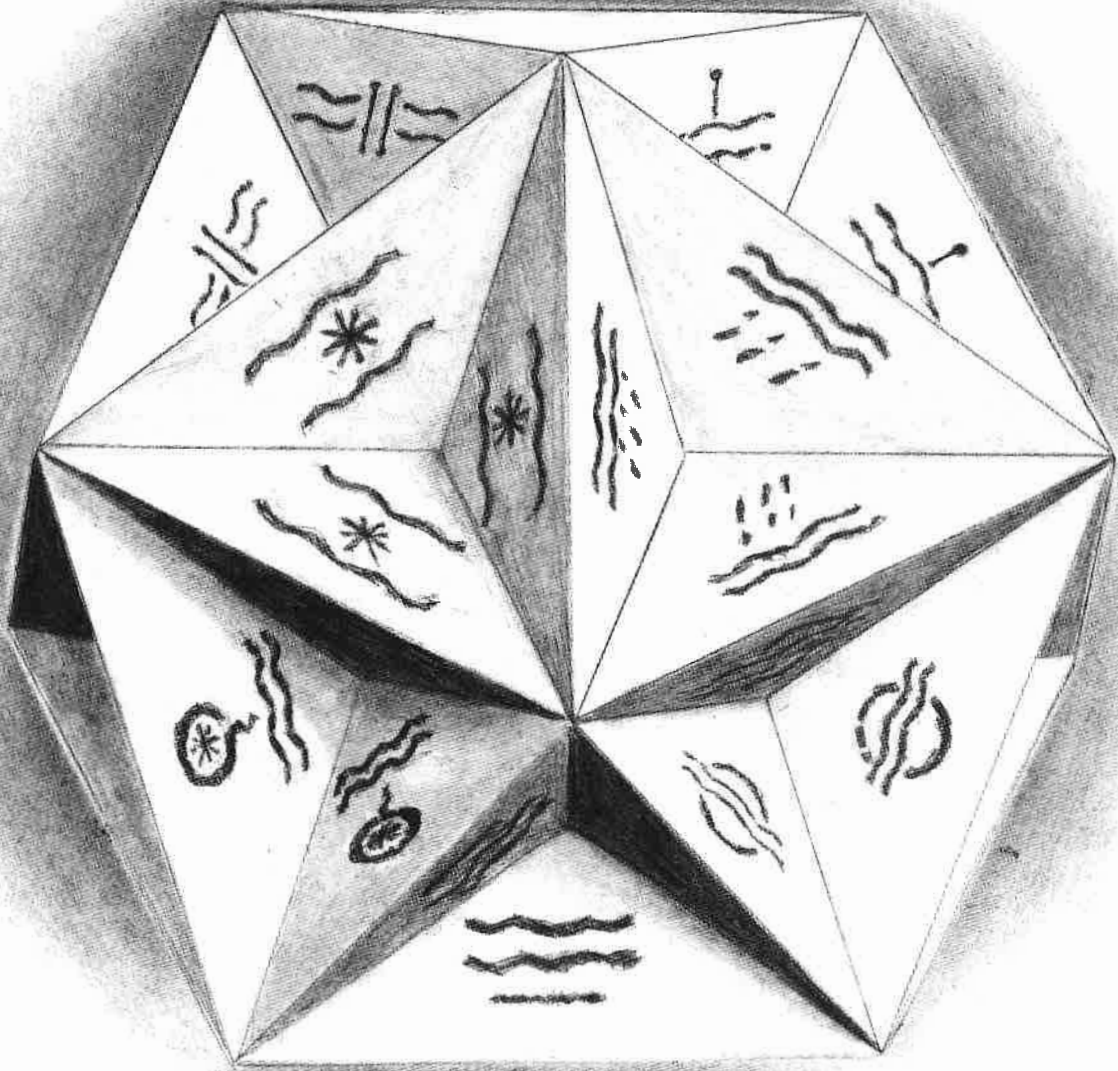
0-100 for dealings with Mendri's army

FATE POINTS

If the adventurers find Hargrim's tomb and get the Crystal of Air, each surviving character gains 1 *Fate Point*. If the adventurers play an active role in preventing a dwarven civil war by getting the Crown to one faction or the other, they each gain an additional *Fate Point*. If they deserve it, that is.



THE CRYSTAL OF WATER



The Crystal of Water is one of a set of four crystals of immense power. Although each Crystal is a mighty artefact in itself, they become even more powerful when used in combination.

At the end of this section are some notes on combining the Crystal of Water with the other Crystals of Power, which the adventurers will already possess if they have successfully completed the previous **Doomstones** adventures.

USING THE CRYSTAL

Like all the Crystals of Power, a character must become properly attuned to the Crystal of Water before he can use it to its full extent. This can be achieved by *Meditating* while holding the Crystal. The character does not regain any Magic Points while doing this, but an *Intelligence* test may be attempted once per hour (*Identify Magical Artefact* +10, Elemental +10) at the cost of 1 Magic Point. When the test succeeds, the character is attuned to the Crystal.

Each power of the Crystal, starting with the first and moving down the list, will be discovered after an hour of uninterrupted study and a successful **Int** test (*Identify Magical Artefact* +10).

Once attuned, the character merely holds the Crystal and concentrates on the effect required (successful *Will Power* test required, no modifiers) to bring it into being. After a Lesser Power has been used, the Crystal becomes dormant for a full turn, and no further Lesser Powers may be used while it is in this state. After a Greater Power has been used, the crystal becomes dormant for D6 hours, and only its automatic powers will function during this time.

THE CRYSTAL'S POWERS

The powers of the Crystal of Water fall into three categories: *automatic*, *lesser* and *greater*.

Automatic Powers

The Crystal of Water creates the following effects automatically, regardless of whether its wielder is attuned to it.

Water Protection

The wielder is completely immune to any ill-effects from normal and magical water. This includes Elementals, rain, spells and so on. You might like to keep this a secret from your players, and stage things so that they are never certain of the truth.

Elemental Protection

A Fire Elemental cannot come within 20 yards of the Crystal under any circumstances.

This effect is modified if the Crystals of Water and Fire are combined.

Detect Other Crystal of Power

Whenever the Crystal of Water is within a mile of one or more other Crystals of Power, it will begin to glow with a green inner light.

This light will become stronger as the Crystal gets closer to its brethren, but it cannot be used to judge direction – the effect is not precise enough to be used in that fashion.

Lesser Powers

Breathe Underwater

The Crystal can cast this spell once per hour. Unlike the similar power of the Crystal of Air, the user is *not* immune to the effects of foul air, poison gas and vacuum.

Walk on Water

The Crystal can cast this spell once per hour. The spell automatically ends when the Crystal's wielder steps onto earth or stone of any kind. If the wielder steps onto anything wooden there is a 50% chance that the spell ends immediately.

Cause Rain

The Crystal can cast this spell at will, any number of times per day. However, the wielder must make a successful **WP** test whenever this power is used; failure indicates that the Crystal's power is not sufficiently controlled, and an *Animate Water* spell is generated instead. Each pseudopod attacks once, hitting the nearest living creature in a random direction from the Crystal's wielder. After the first round, the spell ends.

Corrode

The Crystal can cast this spell once per hour. However, the wielder must make a successful **WP** test whenever this power is used; failure indicates that the Crystal's power is not sufficiently controlled, and a *Blast* spell is generated instead, centred on the Crystal's wielder. The *Corrode* spell will be found in **The Restless Dead**.

Part Water

The Crystal can cast this spell once per hour. However, the wielder must make a successful **WP** test whenever this power is used. Failure indicates that the Crystal's power is not sufficiently controlled, and an uncontrolled Water Elemental of size D6+3 has been summoned instead.

Extinguish Fire

The Crystal can cast this spell at will, any number of times per day.

Lesser Summoning

Once per day and once per night, the Crystal can summon a single Water Elemental of size 5.

Greater Powers

Note that although these powers can be used with listed frequency, the Crystal's period of dormancy after a power has been used still apply.

Animate Water

The Crystal can cast this spell up to four times per day, but never twice in the same hour. However, the wielder must make a successful *Will Power* test whenever this power is used. Failure indicates that the Crystal's power is not sufficiently controlled, and an uncontrolled Water Elemental of size D6+3 has been summoned instead.

Rupture

The Crystal can use this power once per three hours. The holder nominates a target individual or group within 48 yards and in line of sight, and the power of the Crystal briefly doubles the water content of the target's body.

This causes massive internal ruptures, resulting in an automatic **S 6** hit, modified by *Toughness* but not by armour. Magical defences must be specifically enchanted against water to have any effect. A **WP** test is permitted to halve the damage. Any critical results are handled using the *Sudden Death Critical Table*. Note that this power only works on living creatures.

The wielder must make a successful **WP** test whenever this power is used; failure indicates that the power has been targeted on *all* living creatures within 48 yards.

Greater Summoning

Once per week, the Crystal can summon a single Water Elemental of size 10, or D3+1 Water Elementals of size 5, as the wielder desires.

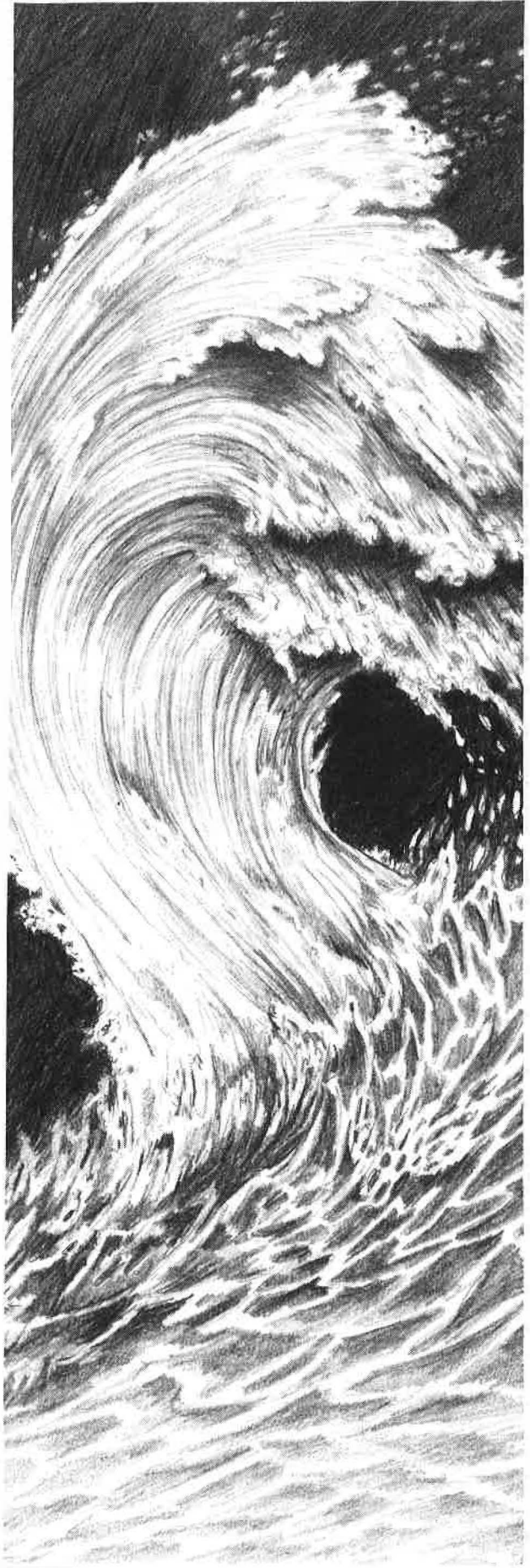
SIDE-EFFECTS

The user's eyes become completely blue for 2-5 hours after any power is used. If another power is used before this time elapses, the times are added. The effects will become permanent whenever you think the character has been abusing the Crystal's power.

ROLE PLAYING THE CRYSTAL OF WATER

Like its three brethren, the Crystal of Water is a very special magical artefact. On no account should you allow player characters to use it unthinkingly in the way they use most other magical items. Hence, this set of notes, to help you as GM roleplay the Crystal and its effects whenever it is used.

As you will have noticed in the description of the



Crystal's powers, there are no provisions made for controlling or banishing summoned Elementals. This is intentional – on the part of Tzeentch, that is. He built into the Crystal certain lacks, weaknesses and changes that would most likely engender Chaos; this is one of them, and another is the weakness in fine control that can lead to unexpected effects.

The Crystal is chock full of elemental power, and sometimes – if the Crystal is not handled properly – it boils off in the wrong direction as power gets the better of control. Use this tendency to instill a little fear in the adventurers; The Crystal is a mighty artefact, after all, and should *never* be taken for granted.

As you describe the effects of the Crystal, keep in mind its essentially Chaotic nature. Every time, there will be some very minor twisting of the desired effects; most of these will be harmless, and if you can't think of a nice variation, assume it was something unnoticeable. This is not to say the Crystal won't perform as advertised, simply that you may use colourful descriptions to betray hints of its origin. Again, the players (and their characters) should feel a tinge of unease about being so close to so much power.

Remember, too, the **WP** test that is sometimes necessary to use a power successfully. Making **WP** tests necessary more often gives you scope to let the Crystal misbehave occasionally.

Suppose, for instance, that a player wishes to use the Crystal of Water to part the waters of an underground lake. Depending on the results of the **WP** roll, you may cause something like the following to occur:

Fail by 30 or more: Nothing happens; at your option, a whopping (99-00) failure may do something terrible – drive all Water elementals in the area mad, boil the lake, raise its level by 2D10 feet instantly, or something equally dramatic.

Fail by 10-29: Nothing seems to happen, but the character later discovers that the water level is slowly but surely rising...

Fail by 0-9: The waters might part, but they do so horizontally rather than vertically, leaving a thin level of air between two thick sheets of water. Alternatively, they part in the right place, but only by a fraction of an inch.

Success by 0-29: The waters part as requested, but something minor also happens, or the effect itself is very strange: *"The lake opens huge watery eyes, blinks, and stands up, gesturing you courteously past."*

Success by 30 or more: The lake is GONE! If the water was an isolated body, it simply ceases to exist. If there were streams flowing into the lake, they begin to fill it again normally. The bottom is dry and solid, with still-damp fishes flopping about on caked dust.

COMBINING TWO CRYSTALS OF POWER

Note that, since Fire and Water are opposed Elements, the Crystal of Water may not be combined directly with that of Fire.

If the two are brought into physical contact there is a bright flash – everyone within 5 yards of the Crystals takes an automatic **S 4** hit, and the Crystals themselves fly apart violently, landing D6 yards apart.

Combining two Crystals of Power grants the following additional powers:

Automatic Powers

Power Sharing

By combining the Crystals, the individual powers of each Crystal can be used more often; for example a power that can be used once per week will be usable twice per week with a pair of Crystals.

Extended Protection

When two Crystals are used together, all automatic protections are extended to cover anyone touching or being touched by the Crystals' wielder. This extended protection happens whether the Crystals' wielder wants it to or not.

Water and Air

Combining the Crystals of Air and Water grants the following additional powers:

Lesser Powers

Mystic Mist

This spell may be cast at will, but if a **WP** test is failed there is a power-spill. Roll 1D6: on a roll of 1-2 a *Cause Rain* is generated from the Crystal of Water, and on a roll of 3-4 a *Wind Blast* is generated from the Crystal of Air, and on a roll of 5-6 a *Foul Air* spell is generated, centered on the stones.

Foul Air

The combined Crystals can cast this spell once per day. If the **WP** test is failed, however, the Crystal's power runs out of control and a *Blast* spell is generated instead.

Greater Powers

Freeze

This power affects an area 10ft in diameter, which may be up to 48 yards from the Crystals and must be within the wielder's line of sight. It is similar to a *Zone of Cold* in the same way that a Dragon is

similar to a newt – the result is an instant temperature reduction to 100 below freezing (fahrenheit or centigrade, as you prefer) and an automatic **S 8** hit for everyone in the area of effect, modified by *Toughness* but not by *armour*.

Everything that is capable of freezing does so. Water can be walked across, lamp-oil is solid, and clothing is so stiff that movement and *Initiative* are both halved for 2D6 rounds. Weapons, armour and other equipment become very brittle, with a 5% chance of shattering on the next use.

Side-Effects

Whenever a lesser power of the combined Crystals of Water and Air is used, there is a 5% chance that a small, freezing flare of combined elemental essences will boil up in the welder's face, dispersing immediately.

This is a bit like being hit by a small jet of liquid nitrogen, and the welder takes an automatic **S 4** hit, modified by *Toughness* but not by *armour*. Whenever the greater power is used, the chance is 20%.

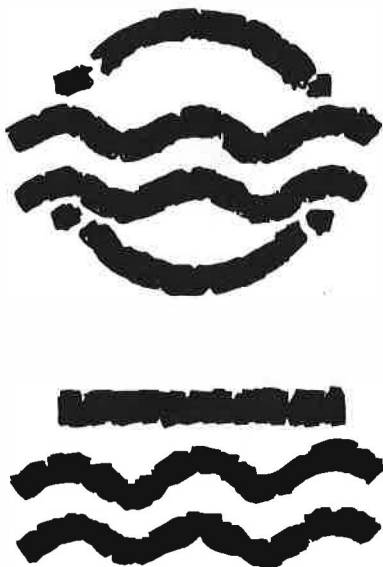
Water and Earth

Combining the Crystals of Earth and Water grants the following additional powers:

Lesser Powers

Treacherous Ground

This power can be used once per hour. It affects a piece of ground up to 10 yards square and up to 48 yards from the Crystals, turning it into slippery mud. The affected area counts as *difficult ground* – if it is already *difficult ground*, it becomes *very difficult ground*.



Create Quicksand

The combined Crystals can cast this spell up to four times per day. However, if the welder fails a **WP** test the power of the Crystals is uncontrolled, and the quicksand is created in a 48-yard radius around the Crystals.

Greater Powers

Petrify

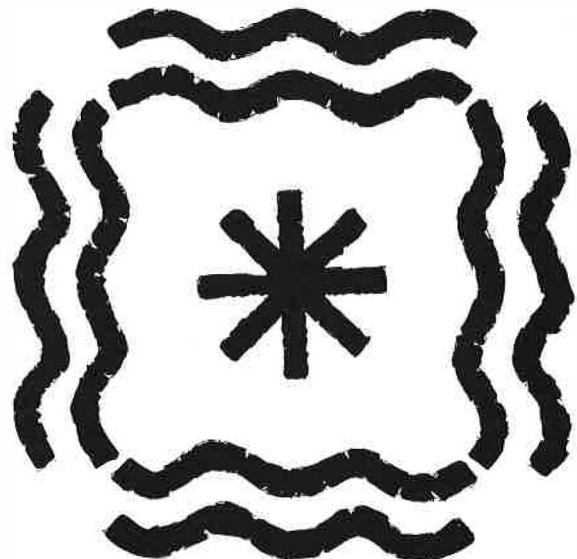
This power may be used once per day, against a single living creature no more than 48 yards away and within the welder's line of sight. It converts all the water in the target's body to elemental earth.

The effect is identical to the gaze of a Basilisk for all practical purposes, and the victim is permitted a **WP** test to resist the effect. If the welder of the combined Crystals fails a **WP** test, then the power is uncontrolled, and affects every living thing within 24 yards of the Crystals.

This power may be reversed in an attempt to retrieve a character who has been magically turned to stone. The welder must make a successful **WP** test or the character is simply turned into a pool of water (and permanently killed). Even if the welder makes the **WP** test, the petrified victim must make a **T** test and expend a Fate Point to survive the transformation.

Side-Effects

Whenever a lesser power of the combined Crystals of Water and Earth is used, there is a 5% chance that a small flare of combined elemental essences cause one randomly-determined non-magical stone or metal object in the welder's possession to turn to mud or water (equal chance of either). Whenever the greater power is used, the chance is 20%.



PROFILES

Profiles have already been adjusted for relevant skills, such as *Very Strong*. See **WFRP** for further information on skills and spells.

THE LOST HOLD

Black Orcs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	33	25	4	4	7	30	1	18	29	18	29	14

Skills: Dodge Blow; Street Fighting; Strike Mighty Blow; Strike to Injure.

Possessions: sleeved mail coat, helmet and shield (2 AP, all locations), sword, dagger (I +20, D -2, P -20).

Orc Warriors

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	33	25	3	4	7	20	1	29	29	18	29	18

Skills: Dodge Blow; Street Fighting.

Possessions: sleeveless mail shirt, helmet and shield (2 AP body/head, 1 AP elsewhere); sword or axe, dagger (I +20, D -2, P -20).

Goblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	25	25	3	3	7	20	1	18	18	18	18	18

Skills: Dodge Blow.

Possessions: leather jerkin (0/1 AP, body); sword or axe; short bow (R 16/32/150, ES 3, Rld 1); quiver of 20 arrows.

Giant Spider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
5	33	0	5	4	17	10	2	-	43	2	24	6

Special Rules: Causes *fear* in living creatures under 10 feet tall, *terror* in characters with



arachnophobia. Subject to *fear* of fire but otherwise immune to psychological effects. 2 *bite* attacks, *venomous* – a failed **T** test leads to *paralysis*, with death in D6 rounds after the second failed test. Chitinous exoskeleton gives 2 AP on all locations.

Rock Serpent

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 45 7 7 3660 1 - 24 6 43 43 -

Special Rules: May *glide* 10ft forward for every 20ft dropped. Does not take damage from falls of less than 60ft. *Constriction* attack. *Fears* fire but is immune to all other psychological effects. Causes *fear* in living creatures under 10ft tall.

THE HALLS OF KADAR-GRAVNING

Dungeon level Ghouls

M WS BS S T W I A Dex Ld Int Cl WPFel
4 25 0 3 4 5 30 2 43 6 18 43 43 -

Special Rules: 2 *claw* attacks. *Venomous* – **T** test (*Immunity to Poison* +10) or be paralysed for D8+4 rounds. Ghouls will stop to eat anything between them and a fleeing foe unless they make a successful **WP** test.

Snakes

Main Entrance level – kitchen

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 0 1 2 3 30 1 - 24 10 24 24 -

Special Rules: 1 *bite* attack. *Venomous* **T** test (*Immunity to Poison* +10) or – die in D3 rounds. Any armour will prevent a bite penetrating.

Automaton

Workshop Store Room

M WS BS S T W I A Dex Ld Int Cl WPFel
4 30 - 5 5 1513 2 30 - - - - -

Special Rules: 2 AP, all locations. Immune to all psychology rules and mind-influencing spells.

Dwarf Warrior Statues

Throne Room

M WS BS S T W I A Dex Ld Int Cl WPFel
4 70 50 6 6 1550 2 30 30 - - - - -



Special Rules: Immune to all psychology rules and mind-influencing spells. Immune to non-magical weapons.

Queen Kervista's Ghost

Queen's Chamber

M WS BS S T W I A Dex Ld Int Cl WPFel
4 23 0 0 3 1532 1 - 23 30 23 25 35

Special Rules: Immune to psychological effects and mind-influencing spells. Immune to non-magical weapons. Causes *fear* in living creatures when visible; may become visible or invisible at will. *Possession* – see below. Subject to *instability* outside the Queen's Chamber unless in possession of a body.

The Queen's ghost haunts her chambers because she was murdered there by the invading Orcs, and her remains never received decent burial. Her ghost is driven by the obsessive need to recover her remains and see them properly buried. She will use her *possession* ability to try to take over a body in order to accomplish this. Unfortunately, her remains no longer exist – the Orcs threw her outside after murdering her, and her bones have been scattered and splintered by scavenging animals. This means that even if she is able to take over a body, her search will be fruitless – but she doesn't know this, and the tortured fragments of



intelligence that remain would probably be incapable of registering the fact.

The Queen's ghost may attempt to possess any humanoid creature with **Int** 6 or more. The victim must make a **WP** test. Magical protections have no effect on this test, *unless* they are specific enchantments against mind-influencing magic or psychological effects. The ghost and her victim may perform no other actions in that round, and count as *static* targets.

If the **WP** test is failed, the victim loses D10 **WP** points. A character who is reduced to zero **WP** falls under her control. Lost **WP** is recovered at the rate of 10 points per turn, and once per turn the possessed character may attempt a **WP** test to throw off the possessing spirit. The possessed body retains all its own skills which are tested on **S**, **T**, **I** and **Dex**, but has no others.

If the Queen manages to possess a body, she will use it to wander through Kadar-Gravning, hopelessly searching among the remains of the dead. If the possessed body is forced away from this task, the Queen will struggle but will not attack. The struggling will become more frantic as the possessed body comes closer to the tomb that was built to receive the queen (area 76). Queen Kervista cannot bear to enter her tomb without her bones, and if the body is forced to enter the tomb, the spirit of the Queen will be expelled. The character's own returning spirit must make a successful **WP** test or die of psychic shock. If the test is successful, the character is restored to control of his body but gains D3 Insanity Points and loses D10 points of **CI** permanently.

Wraiths

Queen's Chamber

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WPFel
4	17	0	3	4	11	30	2	-	18	18	18	18

Special Rules: Subject to *instability* outside King's Bedchamber. Immune to all psychology rules. Cause *fear* in living creatures. Immune to non-magical weapons. Hits do not cause wounds but deduct 1 **S** point from the victim. Creatures reduced to zero **S** are killed; lost points are recovered at the rate of 1 point per day of complete rest. Attacks count as magical and can affect living creatures that are immune to non-magical attacks. Ethereal – can pass through walls and solid objects without penalty.

Fire Elementals

Vault Passage

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WPFel
5	45	45	5	5	45	45	5	45	45	45	45	45

Special Rules: see **WFRP** rulebook. May cast one *Fire Ball* spell per round.

Spectres Temple

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 0 0 4 2340 4 - 18 18 18 18 29

Special Rules: Subject to *instability* outside temple. Immune to psychology rules. Cause *fear* or *terror* (Spectre's option) in living creatures. Immune to non-magical weapons. Hits cause no wounds but victim must make a successful **WP** test or become paralysed for 2D6 turns. Attacks count as magical and can affect living creatures that are immune to non-magical attacks. Ethereal – can pass through walls and solid objects without penalty.

Gargoyles Temple

M WS BS S T W I A Dex Ld Int Cl WPFel
4 50 42 4 3 5 60 2 89 89 89 89 14

Special Rules: Independent Lesser Daemons – subject to all relevant special rules. Subject to *instability* outside temple. Cause *fear* in living creatures under 10 feet tall. Immune to psychological effects unless caused by greater Daemons or deities. These individuals cannot fly.

Gargoyle Statues Temple

M WS BS S T W I A Dex Ld Int Cl WPFel
4 45 0 6 8 3030 2 45 - - - - -

Special Rules: Immune to all psychology rules and mind-influencing spells. Immune to non-magical attacks with a **S** less than 4. Attack only by grappling – see text section on *The Royal Burial Rites*.

Fire Elemental Temple

See the boxed section on *The Royal Burial Rites*. If the Elemental is uncontrolled when summoned, use the profile already given for the Fire Elementals in the vaults passage.

Wight Fenni's Tomb

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 0 * 4 1730 1 18 18 18 18 18 -

Special Rules: Subject to *instability* outside Fenni's Tomb. Immune to all psychology rules. Cause *fear* in living creatures. Immune to non-

magical weapons. Hits do not cause wounds but deduct 1 **S** point from the victim. Creatures reduced to zero **S** are killed; lost points are recovered at the rate of 1 point per day of complete rest. Attacks count as magical and can affect living creatures that are immune to non-magical attacks. See **WFRP** for full rules on **S** draining and magic points. When first disturbed, the Wight has **S** 4 and 8 magic points. Magical axe (hand weapon), enchanted to ignore the effects of armour except for magical and mithril armour – causes damage normally, with no **S** drain.

Snakes

Hargrim's Tomb – landing

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 0 1 2 3 30 1 - 24 10 24 24 -

Special Rules: venomous *bite* attack.

Dwarf Wraiths

Hargrim's Tomb – lower passage

M WS BS S T W I A Dex Ld Int Cl WPFel
4 17 0 3 4 1130 2 - 18 18 18 18 -

Special Rules: Subject to *instability* outside lower passage. Immune to all psychology rules. Cause *fear* in living creatures. Immune to non-magical





weapons. Hits do not cause wounds but deduct 1 S point from the victim. Creatures reduced to zero S are killed; lost points are recovered at the rate of 1 point per day of complete rest. Attacks count as magical and can affect living creatures that are immune to non-magical attacks. Ethereal – can pass through solid objects without penalty.

Spectres

Hargrim's Tomb – burial chamber

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	41	0	0	4	23	40	4	-	18	18	18	29

Special Rules: Subject to *instability* outside Hargrim's burial chamber. Immune to psychology rules. Cause *fear* or *terror* (Spectre's option) in living creatures. Immune to non-magical weapons. Hits cause no wounds but victim must make a successful WP test or become paralysed for 2D6 turns. Attacks count as magical and can affect living creatures that are immune to non-magical attacks. Ethereal – can pass through solid objects.

Dwarf Warrior Statues

Hargrim's Tomb – burial chamber

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	80	50	6	6	21	60	3	40	40	-	-	-

Special Rules: Immune to all psychology rules and mind-influencing spells. Immune to non-magical weapons. The statues have a WP score of 75 to resist spells which allow a WP test.

THE ROYALIST
EXPEDITION

Craneg, Cleric of Grungni, level 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	41	33	4	5	12	41	1	43	75	54	68	82 43

Skills: Arcane Language – Magick, Dwarf; Cast Spells – see below; History; Heraldry; Identify Undead; Magical Awareness; Magical Sense; Meditate; Metallurgy; Mining; Public Speaking; Read/Write – Khazalid, Old Worlder; Scroll Lore; Speak Additional Language – Old Worlder, Gházhakh and Orrakh; Theology.

Spells: 23 Magic Points

Petty	Gift of Tongues; Glowing Light; Magic Alarm; Magic Flame; Magic Lock; Marsh Lights; Open; Reinforce Door; Sleep; Sounds; Zone of Silence; Zone of Warmth.
Battle 1	Aura of Resistance; Cure Light Injury; Fire Ball; Steal Mind; Wind Blast.
Battle 2	Aura of Protection; Cause Frenzy; Cause Panic; Hold Flight; Lightning Bolt; Smash; Zone of Sanctuary; Zone of Steadfastness.
Battle 3	Animate Sword; Arrow Invulnerability; Cause Cowardly Flight; Cause Instability; Cause Stupidity; Magic Bridge.
Elemental 1	Assault of Stones; Zone of Hiding.

Possessions: robes; staff; sword; dagger (I +20, D -2, P -20); ruby ring (50 GC); Handout 11; Jewel of Power (9 magic points); Amulet of Enchanted Jade; Potion of Healing (4 doses).

Kadri, Cleric of Grungni, level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	42	30	3	4	9	35	1	34	48	52	47	40 35

Skills: Arcane Language – Magick, Dwarf; Cast Spells – see below; History; Identify Undead; Magical Sense; Meditate; Smithing; Mining; Public Speaking; Read/Write – Khazalid, Old Worlder; Scroll Lore; Speak Additional Language – Old Worlder; Theology.

Spells: 17 Magic Points

Petty	Gift of Tongues; Glowing Light; Magic Lock; Marsh Lights; Open; Remove Curse; Sounds; Zone of Silence; Zone of Warmth.
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Battle 1	<i>Aura of Resistance; Cure Light Injury; Strength of Combat; Wind Blast.</i>
Battle 2	<i>Aura of Protection; Cause Frenzy; Cause Panic; Hold Flight; Smash; Zone of Steadfastness.</i>
Elemental 1	<i>Zone of Hiding.</i>

Possessions: robes; staff, dagger (I +20, D -2, P -20); *Potion of Healing* (2 doses).

Dern, Cleric of Grungni, level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	45	27	3	4	10	31	1	30	40	50	46	45 35

Skills: Arcane Language – Magick, Dwarf; Cast Spells – see below; History; Identify Undead; Magical Sense; Meditate; Smithing; Mining; Public Speaking; Read/Write – Khazalid, Old Worlde; Scroll Lore; Speak Additional Language – Old Worlde; Theology.

Spells: 13 Magic Points

Petty	<i>Curse; Gift of Tongues; Glowing Light; Magic Lock; Open; Remove Curse; Sleep; Sounds; Zone of Silence; Zone of Warmth.</i>
Battle 1	<i>Aura of Resistance; Cause Animosity; Cure Light Injury; Fire Ball; Wind Blast.</i>
Battle 2	<i>Aura of Protection; Cause Panic; Hold Flight; Lightning Bolt; Smash; Zone of Steadfastness.</i>
Elemental 1	<i>Zone of Hiding.</i>

Possessions: robes; staff, dagger (I +20, D -2, P -20); *Potion of Healing* (2 doses).

Yanni and Bradni, Clerics of Grungni, level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	40	27	3	4	7	31	1	30	40	50	46	45 35

Skills: Arcane Language – Magick, Dwarf; Cast Spells – see below; History; Meditate; Smithing; Mining; Public Speaking; Read/Write – Khazalid, Old Worlde; Scroll Lore; Speak Additional Language – Old Worlde; Theology.

Spells: 13 Magic Points

Petty	<i>Curse; Gift of Tongues; Glowing Light; Magic Lock; Open; Remove Curse; Sleep; Sounds; Zone of Silence; Zone of Warmth.</i>
Battle 1	<i>Aura of Resistance; Cause Animosity; Cure Light Injury; Fire Ball; Wind Blast.</i>
Elemental 1	<i>Zone of Hiding.</i>

Possessions: robes; staff, dagger (I +20, D -2, P -20); each has a diary which lists, in great detail, the failings and petty mistakes of the other (and both keep notes about all the other Dwarfs).

Sundrim, Scholar, ex-Student, ex-Artisan, ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	50	33	3	5	9	51	1	42	58	66	62	80 36

Skills: Arcane Language – Magick, Arcane Dwarf; Astronomy; Cartography; History; Identify Plant; Linguistics; Magical Sense; Metallurgy; Mining; Read/Write – Khazalid, Old Worlde; Rune Lore; Scroll Lore; Smithing; Speak Additional Language – Old Worlde.

Possessions: robes; writing kit; dagger (I +20, D -2, P -20); small hammer; cold chisel; assorted improvised tools; various rags and parchments including *Handout 12*.

The Specialists

There are three classes of specialist in the expedition: Artisans (20 in all), Scholars (12) and Engineers (8).

Artisan

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	50	23	3	4	9	45	1	42	48	54	52	61 26

Skills: Metallurgy; Mining; Read/Write – Khazalid, Old Worlde; Smithing; Speak Additional Language – Old Worlde.



Possessions: writing kit; hand weapon; dagger (I +20, D -2, P -20); assorted tools (see **WFRP** rulebook); various rags and parchments.

Scholar

M WS BS S T W I A Dex Ld Int Cl WPFel
3 45 23 3 4 9 51 1 32 58 66 52 60 36

Skills: Arcane Language – Magick, Arcane Dwarf; Astronomy; Cartography; History; Identify Plant; Linguistics; Magical Sense; Metallurgy; Mining; Read/Write – Khazalid, Old Wordler; Rune Lore; Scroll Lore; Speak Additional Language – Old Wordler.

Possessions: robes; writing kit; candles; dagger (I +20, D -2, P -20); assorted improvised tools; various rags and parchments; assorted rubbings of inscriptions.

Engineer

M WS BS S T W I A Dex Ld Int Cl WPFel
4 53 34 3 4 8 25 1 33 50 30 43 49 22

Skills: Carepentry; Metallurgy; Mining (enhanced – see **WFRP** rulebook); Read/Write – Khazalid, Old Wordler; Secret Signs – Dwarven Engineers' Guild; Set Trap; Smithing; Speak Additional Language – Old Wordler; Spot Traps.

Possessions: as Artisan above.

Brogar, Mercenary Captain, ex-Sergeant, ex-Soldier, ex-Tunnel Fighter

M WS BS S T W I A Dex Ld Int Cl WPFel
3 80 51 5 6 13 42 3 35 91 38 83 60 41

Skills: Disarm; Dodge Blow; Mining; Orientation (underground only); Scale Sheer Surface; Secret Language – Battle Tongue; Smithing; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeved mail shirt, mail colf, mail leggings, helmet and shield (3 AP head, 2 AP elsewhere); magical axe (WS +10, S +1); crossbow (R 32/64/300, ES 4, Rld 2); quiver of 20 bolts; grappling hook and 30ft of rope.

Typical Dwarf Sergeant

There are five sergeants in Cranneg's expedition. Each is in command of a squad of ten troopers.

M WS BS S T W I A Dex Ld Int Cl WPFel
3 71 41 4 5 11 41 2 31 61 41 61 61 31

Skills: Disarm; Dodge Blow; Mining; Orientation (underground only); Scale Sheer Surface; Secret Language – Battle Tongue; Smithing; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeved mail shirt, helmet and shield (2 AP head/body/arms, 1 AP elsewhere); hand weapon; grappling hook and 30ft of rope.

Typical Dwarf Trooper

M WS BS S T W I A Dex Ld Int Cl WPFel
3 61 31 4 5 9 31 2 31 61 31 61 51 21

Skills: Disarm; Dodge Blow; Mining; Orientation (underground only); Scale Sheer Surface; Secret Language – Battle Tongue; Smithing; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeved mail shirt, helmet and shield (2 AP head/body/arms, 1 AP elsewhere); hand weapon; grappling hook and 30ft of rope.

Note: two troopers in each squad are equipped with crossbows (R 32/64/300, ES 4, Rld 2) and a quiver of 20 bolts, plus their other equipment.

MENDRI'S ARMY

Mendri's army is a much stronger military force than the Royalist expedition, but it lacks the expertise of a Sundrim and his contingent. It consists of a hundred Dwarf troopers organised into squads of ten under sergeants. To all intents and purposes, the troops and sergeants are identical to





those is the Royalist expedition – there are just twice as many of them. In addition to the troops, there are the following characters:

Grumdin, overall commander, Free Lance, ex-Mercenary Captain

Grumdin is a broad, tough-looking Dwarf – not quite as heavily-built as Brogar, but more communicative and mentally agile. He is well known as the strong right arm of Mendri's reign, and is a proven and able commander: "Why, Lord Cran-neg, what a pleasant surprise! What's this you've got? Something for our beloved King, perhaps?"

Kazran, Cleric of Grungni, level 3

Kazran's differences with Cran-neg run deeper than simply being on opposite sides. Where Cran-neg is self-serving and machiavellian, Kazran is utterly devoted to his cause. Mendri is the rightful king, and those who disagree are traitors to the Dwarven race, deservedly damned in this world and any other. Hargrim's Crown is Mendri's birthright, and no damned traitors and heretics are going to keep it from him while there is breath in Kazran's body: "In the name of Grungni and our race I charge you, do not resist our just and glorious cause. Surrender the Crown, confess your heresy, and pray to be forgiven!"

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 43 30 4 5 11 43 1 41 77 52 69 80 40

Skills: Arcane Language – Magick, Dwarf; Cast Spells – see below; History; Identify Undead; Magical Awareness; Magical Sense; Meditate; Metallurgy; Mining; Public Speaking; Read/Write – Khazalid; Scroll Lore; Theology.

Spells: 27 Magic Points

Petty	Gift of Tongues; Glowing Light; Magic Alarm; Magic Flame; Magic Lock; Marsh Lights; Open; Reinforce Door; Sleep; Sounds; Zone of Silence; Zone of Warmth.
Battle 1	Aura of Resistance; Cure Light Injury; Fire Ball; Steal Mind; Strength of Combat; Wind Blast.
Battle 2	Aura of Protection; Cause Frenzy; Cause Panic; Hold Flight; Lightning Bolt; Mystic Mist; Smash; Zone of Steadfastness.
Battle 3	Arrow Invulnerability; Cause Cowardly Flight; Cause Fear; Cause Instability; Cause Stupidity; Magic Bridge.
Elemental 1	Assault of Stones; Zone of Hiding.
Elemental 3	Crumble Stone.

Possessions: Robe of Toughness +2; staff; axe; dagger (I +20, D -2, P -20); scroll with 3 castings of Assault of Stones; Jewel of Power (10 magic points).

NEW MONSTER:

POLTERGEISTS

The Poltergeist is an ethereal undead creature, similar to a Ghost or Marshlight. Like many ethereal undead, a Poltergeist is the disembodied life-force of a creature which has died in unusual or traumatic circumstances and/or has not been properly laid to rest.

A Poltergeist will normally haunt a particular area (usually the place of death), and will not leave this area unless magically compelled to do so.

Its abilities to move objects – and thus attack by throwing things at an enemy are similarly limited to a particular area. The Poltergeist cannot normally affect objects outside its normal haunt (unless it has been compelled to leave). It can, however, pick up objects within its haunt and hurl them beyond this zone.

Physique: Poltergeists are always invisible in the physical world. Other ethereal creatures may be able to see them as misty humanoid outlines or distorted, disembodied faces. Poltergeists are always silent, and it is impossible to communicate with them.

Psychological Traits: Poltergeists are subject to *instability* outside their bounded area. They are immune to all psychology rules and cannot be forced to leave combat. They cause *fear* in all living creatures when they attack (see *Special Rules* below).

Special Rules: Poltergeists cannot be wounded by non-magical weapons; characters and creatures who cannot see them cannot attack them at all. However, it is not necessary to see a Poltergeist in order to cast an anti-undead spell such as *Destroy Undead* or *Annihilate Undead* against it – these spells will affect all Poltergeists within range.

Similarly, a Poltergeist may be destroyed if a *Zone of Sanctuary*, *Zone of Life* or *Zone of Purity* is cast within its bounded area – it is permitted an *I* test to get outside the *Zone*, provided it has somewhere to go within its bounded area that is not covered by the spell. If a Poltergeist is destroyed by a *Zone* spell, the *Zone* (of whatever type) is dispelled at the same time.

Poltergeists must be controlled in the same way as Skeletons and Zombies – indeed, this is the only way a Poltergeist will leave its bounded area. If a

Necromancer does force a Poltergeist out of its bounded area, the Poltergeist is permitted a **WP** test each turn in order to throw off the necromantic control – its ties to its place of death are very strong.

Poltergeists attack by throwing objects. A Poltergeist can telekinetically pick up objects which are up to 10ft away from its present position. The Poltergeist's **A** score refers to the number of objects it may throw in a round – missiles need not all be thrown at the same target.

Any object up to the size of a small table may be thrown, but objects over 300 encumbrance points incur a **BS** penalty of -10 per 50 excess encumbrance points. Poltergeists never suffer any *Ballistic Skill* penalty for using improvised missile weapons, but a Poltergeist's missiles may be dodged or parried as if they were blows in hand-to-hand combat.

A Poltergeist's missiles cause damage normally. When a character is struck by a missile from a particular poltergeist, he must make a **CI** test (*Identify Undead* +10, *Necromancer* +10/level, *Cleric of Merr* +10/level) or flee from the Poltergeist's bounded area immediately. The test must be repeated if the character is struck again, but only one successful test is needed against any one Poltergeist.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	0	45	3	3	7	50	3	-	18	6	40	40	0





WARHAMMER FANTASY BATTLE

A battle between Mendri's force and the Royalists can be adapted for **Warhammer Fantasy Battle**.

Forces

Forces can be taken from the main adventure text, or you could select new forces from **Warhammer Armies**, according to the forces you have available. If you don't want to play a Dwarf vs. Dwarf battle, then you might like to recreate the assault on Kadar-Gravning by the Orcs of the Bloodaxe Alliance; or you can use any other forces you like.

If you wish to use the forces given in this adventure, then you should be able to convert the profiles with little difficulty. The main strength of both sides will be Dwarf Clansmen, and the engineers and artisans can be treated as Sappers. Exceptional characters can be converted to **WFB** using the tables at the start of the **WFRP Bestiary** section, but take care – particularly in the case of experienced adventurers, **WFRP** characters can have very high characteristics when converted to **WFB**. You may want to use standard hero profiles.

Several magical items are mentioned in the adventure. Most of them have equivalents in the **Warhammer Fantasy Battle** rules, and for the others you can either devise your own rules or replace them with standard **WFB** magic items. If you want to involve the Crystals of Power in the battle, it's probably best to ignore the more subtle aspects of their design – which are only really of any relevance in a roleplaying context – and treat them as everlasting scrolls or spell rings. This makes them very powerful, so be careful.

Terrain

Again, you have a number of options here. If you want a pure tabletop battle, then you can fight the whole action outside the Dwarfhold. You might set up your table with a large hill in the centre, marked with a number of entrances to roughly simulate the situation shown on the maps. Allow the defender to post one or two sentries at each entrance, and then let the attacker set up within 12" of one table edge of his choice. The sentries raise the alarm, and the attacker has a full turn – thereafter, one defending unit per turn can be moved out of each entrance. For a simpler set-up,

you might just nominate one table edge as being the entrance to the Dwarfhold, and let the defenders set up within 12" of that edge (their scouts told them the attackers were coming) while the attackers set up within 12" of the opposite table edge.

If you like complex battles and special rules – and especially if you have a copy of **Warhammer Siege** – then you might play out an actual assault on the Dwarfhold, with desperate room-to-room fighting. Make a map of the Dwarfhold for the defender – this map will serve the same function as the Castle Map in the **Warhammer Siege** rules – and use **Dungeon Floorplans** to lay out the complex as the attackers move into it. The layout in this adventure may be a little too complicated for an effective tabletop battle, so you might want to come up with a simpler design. Forces can be adapted from the **WFRP** adventure or chosen from **Warhammer Armies** – don't forget that the defending force should have only half the points value of the attacking force, as usual in **Warhammer Siege**. This option will involve a lot of preparation work, but it could provide you with an unusual battle.





CAILISSON SILVEREYE, ASSASSIN

ex-Bodyguard, ex-Bounty Hunter, ex-Targeteer

"I'm just wandering right now, seeing what comes up. I'd been thinking of signing on with one of the Human princelings south of here as an archer captain, but there's no hurry. I don't suppose they'll stop making war on each other for a while yet. So, if anything interesting comes up, I'll stop and have a look."

Callisson is of medium height and build for an Elf; the striking combination of his white hair, silver eyes and extremely pale skin makes him almost seem to be carved out of pale stone.

Callisson used to be a member of the *Fir Rannascath*, a group of Elven warrior-scouts who protected travellers in his native Loren Forest. He was left for dead when a caravan was attacked by Human outlaws, and spent nearly a year hunting them down. Having completed his vengeance, he was at a loose end – too much had changed within him to be able to return home, but with the hunt ended he had no real directions or aims. He fell in with a group of adventurers among the high passes of the Vaults, and is following wherever fate leads him. He has the vague idea of heading for the Border Princes and perhaps forming a unit of mercenary archers, or hiring himself out as an Assassin. His vengeance fuelled him for so long that now it is complete he is without any purpose in life. He is still haunted by his failure to protect the caravan, and does not speak of his reasons for travelling.

BORGIN FORKBEARD, EXPLORER

ex-Wizard's Apprentice, ex-Student, ex-Scholar



"There are dozens of lost holds in these parts – in the old days there wasn't a peak nor a valley without Dwarfs. Before the greenskins. Now, no-one knows how much was lost, and even the names are forgotten in some cases. I don't expect you people to understand this, but history and tradition are very important to a Dwarf. Just thinking about forgotten names and lost chronicles can drive me crazy. Besides – who's to say what might be lying about, just waiting to be found?"

Borgin is strongly built, with an impressive forked black beard which is generally tucked into his belt. He is mild-mannered, devoted to learning and quick to avoid confrontation, but his travels have taken him to some wild and dangerous places, and he can take care of himself.

Borgin was apprenticed to a Dwarf Wizard in Zhuibar, but took more naturally to history and scholarship. He has travelled throughout the Worlds Edge Mountains, and his dream is to rediscover one of the great lost holds from the Goblin Wars. The Yetzin Valley has held many surprises, and there could well be more – enough to build a reputation, perhaps?

Age: 76
Fate Points: 2
Alignment: Good (neutral tendencies)
Religion: Liadriel (not devout)

Starter Profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 37 33 4* 3 6 63 1 44 46 55 50 48 49

Current Advance Scheme (Assassin)

M WS BS S T W I A Dex Ld Int Cl WP Fel
+30³+30⁴ +1¹ +1¹ +6⁶+30³+3³ +30³ +20³ +20³ +20³ +20³

¹²³⁴⁶ Advances taken for characteristic.

Current Profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 67 73 5* 4 12 93 4 74 56 65 80 68 69

Skills: Concealment Rural; Concealment Urban; Disarm; Excellent Vision; Follow Trail; Luck; Marksmanship; Musicianship – Lute; Read/Write – Fan-Elthárin and Old Worlder; Scale Sheer Surface; Shadowing; Silent Move Rural; Silent Move Urban; Speak Additional Language – Old Worlder; Specialist Weapon – Lasso, Throwing Knife, Parrying Weapon, Flst Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun; Very Strong*.

Possessions: leather jack, sleeveless mail shirt and helmet (1 AP, body/head, 0/1 AP, arms); elf bow (R 32/64/300, ES 4, Rld 1); quiver of 20 arrows; garrotte; 4 throwing knives (R 4/8/20, ES

C, Rld 1); grappling hook and 25ft rope; riding horse with saddle and harness, saddlebags with one-man tent, bedroll, cooking gear; 4-pint water bottle with shoulder-strap; lute and wooden case; purse with 88 GC, 13/6, and 2 gems (50 GC each).

Magic Items: magical sword (D +3); 6 Arrows of True Flight; Enchanted Rope, 8ft; magical dagger with poisoned attack.

Notes

2 Insanity Points.

Age: 86
Fate Points: 3
Alignment: Neutral (good tendencies)
Religion: Grungni (not devout)

Starter Profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 43 29 4 5* 8 27 1 21 54 38 54 57 25

Current Advance Scheme (Explorer)

M WS BS S T W I A Dex Ld Int Cl WP Fel
+20²+20² +1¹ +1¹ +6⁶ 3 +1¹ +20² +20² +20² +20² +20²

¹²³⁶ Advances taken for characteristic.

Current Profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 63 49 5 7* 14 57 2 41 74 68 74 87 45

Skills: Ambidextrous; Arcane Language – Magick; Astronomy; Cartography; Cast Spells – Petty Magic; Evaluate; Follow Trail; Flee!; History; Identify Plant; Law; Linguistics; Magical Sense; Metallurgy; Mining; Numismatics; Orientation; Read/Write – Khazalid, Old Worlder and Orrakh; Rune Lore; Scale Sheer Surface; Scroll Lore; Secret Language – Classical; Speak Additional Language – Old Worlder; Very Resilient*.

Spells: 4 Magic Points

Petty Magic Gift of Tongues, Glowing Light, Magic Flame, Protection from Rain, Sleep, Zone of Silence, Zone of Warmth.

Possessions: leather jack (0/1 AP, body/arms); sword; dagger (I +20, D -2, P -20); crossbow (R 32/64/30, ES 4, Rld 2) and 20 bolts; writing kit; books: *Dwarven Epic Poetry of the Heroic Age*, *A Corpus of Lost Dwarfholds*, Vol II: *Black Fire Pass and the West*; pony with saddle and harness; saddlebags with bedroll, one-man tent and cooking gear; jewelled scroll-case (10 GC); 500 GC gem hidden inside clothing; 97 GC, 14/6.

Magic Items: Jewel of Power (energy) with 10 magic points; Amulet of Adamantine*; Amulet of Coal (3 charges); Boots of Speed; Glass of Scholarship – makes any written language intelligible to the user provided he has Read/Write skill.

Notes

LARS MORTENSEN, FREE LANCE

ex-Mercenary Sergeant, ex-Marine



"Is good life adventuring, yah? Mercenary was good, but adventuring is no captain telling you go here, do this all the time. Much better. And good pay if you live. Maybe one, two years I go back to Norsca with my saga and become Jarl - money, land, warriors, everything. Or maybe I don't get tired of adventuring. When I go home I take much gold, many stories, for sure."

Lars is a huge man, with shaggy, shoulder-length blonde hair and a short, unkempt beard. His ice-blue eyes are generally merry, but he can suddenly become very serious indeed - several people have died because the speed of the change caught them unawares. He is a devout follower of Ulric (or Orluc, as he is known in Norsca), and does *not* like impiety - several people have died because of this, too. He is also intensely superstitious, and is an avid collector of amulets and talismans, both genuine and otherwise.

Lars grew up in western Norsca, and made many voyages - peaceful and otherwise - to the Old World. Like many young Norsemen, curiosity and wanderlust has led him into the mercenary life, and thence to the life of an adventurer. His dream is to amass gold and glory, find a poet to write his saga, and return to Norsca a hero, to settle down with wealth and honour. While brave - insanely so, some Old Worlders would say - he is not reckless; a heroic death is well and good, but no-one makes sagas about a fool. Of course, Lars' idea of folly differs slightly from that of the average Old Worlder.

OLEG KURYITSIN, MERCENARY CAPTAIN

ex-Scout, ex-Hunter, ex-Explorer



"I used to scratch a living taking caravans up and down the trade road and through Winter's Teeth, but not any more. Spend too much time around nervous merchants and you end up afraid of every little shadow. Besides, you never see anything of a country if you stick to the trade road. All you see is the people passing through, and you can see that in a city. You very quickly learn to look after yourself, and that's a saleable skill too. But I'm not going back to nursemaid-ing just yet."

A native of Kislev, Oleg bears many distinguishing features of the Ungol horse-warriors who swept across the Steppes eight centuries ago. A slim, wiry man of medium height, he has a narrow, hawklike face with high, flat cheekbones and narrow dark brown eyes. His hair and straggling moustache are black. Oleg is a self-sufficient, taciturn character, with little time for conversation and socialising. He is used to fending for himself in the wilds, and spends little time in the company of fellow-Humans.

After five years working as a scout on the Yetzin valley route, Oleg has decided that their must be more to life than nursemaiding merchants along trade roads. So he began to explore the Yetzin valley and the surrounding area, in search of adventure and - hopefully - some of the treasures reputedly left behind by past inhabitants. He found a lot more than he bargained for, and through sheer necessity he wound up with an array of scouting and fighting skills which can make him a comfortable living in any mercenary force should he wish to join one. For now, though, he is content to wander through the Vaults, going wherever his curiosity takes him.

Age: 24
Fate Points: 2
Alignment: Neutral
Religion: Ulric
Insanity Points: 3
Disorders: Frenzy

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	29	5†	4	7	42*	1	31	35	23	25	33	36

Current Advance Scheme (Free Lance)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30†		+3†	+1†	+4†	+20†	+2†		+30†	+10†	+30†		+10†

^{1 2 3 4} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	61	49	8†	5	11	62	3	31	65	33	55	43	46

Skills: Consume Alcohol; Disarm; Dodge Blow; Heraldry; Lightning Reflexes*; Ride – Horse; Night Vision; Row; Sailing; Secret Language – Battle Tongue; Speak Additional Language – Old Wordler; Specialist Weapon – Lance, Flail, Parrying Weapon, Two-handed Weapon; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Very Strong†.

Possessions: sleeved mail coat, helmet and shield (2 AP, all locations); sword; lance (I +20, Hit +10, D +2, P -20, see notes in rulebook); dagger (I +20,

D -2, Parry -20); crossbow (R 32/64/300, ES 4, Rld 1 load, 1 fire); 12 bolts; backpack; grappling hook and 30ft rope; fur-trimmed hooded cloak; silver wolf-head pendant (10 GC); rat's skull on leather thong; bronze anchor pendant; iron pendant in the shape of a stone axe; silver pendant in the shape of a stone arrowhead (10 GC); silver arm-ring (2 GC); riding horse with saddle and harness; saddlebags with bedroll, one-man tent and cooking gear; 2 bottles of rough brandy; lantern; 2-pint flask of oil; purse with 231 GC 1/6 and 4 gems (100 GC, 150 GC, 50 GC, 50 GC); gold belt buckle (35 GC).

Magic Items: magical battleaxe WS +10, *Mighty Strike* (one S 10 hit per day); *Amulet of Iron* (+20 to WP tests vs magic); *Amulet of Righteous Silver* (immune to psychological effects caused by undead); magical sword, *banesword* vs Goblins.

Notes

Age: 26
Fate Points: 2
Alignment: Neutral
Religion: Taal

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	26	3	5*	7	31	1	25	33	32	28	38	23

Current Advance Scheme (Mercenary Captain)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30†	+30†	+2†	+2†	+6†	+20†	+2†	+10†	+40†	+10†	+30†	+10†	+20†

^{1 2 3 6} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	67	56	5	7	13	51	3	45	53	62	48	58	43

Skills: Acute Hearing; Animal Care; Cartography; Concealment Rural; Disarm; Dodge Blow; Follow Trail; Immunity to Poisons; Linguistics; Orientation; Read/Write; Ride – Horse; Secret Language – Ranger; Secret Signs – Woodsman's, Scout; Silent Move Rural; Specialist Weapon – Lance; Trick Riding; Very Resilient*.

Possessions: leather jack and leggings, mail shirt, helmet and shield (2 AP head/body, 1/2 AP elsewhere); sword; spear (I +10/+20, WS +10 – see rulebook); 2 daggers (I +20, D -2, P -20); short bow (R 16/32/150, ES 3, Rld 1); quiver of 30 arrows; riding horse; 30ft rope; riding horse, sad-

dle and harness; saddlebags with bedroll, one-man tent and cooking gear; 2-pint water canteen; 4 small animal traps; purse with 135 GC, 17/8 and 2 gems (50 GC each).

Magic Items: *Amulet of Thrice-Blessed Copper*; 2 doses *Potion of Healing*; *Ring of Protection* vs Beastmen; 4 *Arrows of True Flight*; magical sword (I +5); 6 *Arrows of Division*.

Notes

FIATHIRIEL CLEARWATER, WIZARD

ex-Wizard's Apprentice



"I started out wandering about, seeing what there was to see. I had an idea of going across the Border Princes, possibly ending up in Araby, and stopping when anything took my fancy, but Araby'll keep if something more interesting turns up. As my old master said, if you don't see anything you won't learn anything."

Fiathiriel is short for an Elf, and very slim. His hair is corn-blond – with a slight reddish tinge – and his eyes are blue-green. Red hair is seen as a sign of bad luck or evil among Elves (many Dark Elves are redheads) and Fiathiriel has grown up distrusted by his more superstitious fellows. In reply, he has developed a sense of humour just between black comedy and outright bad taste. He always comes out with a tasteless remark when nobody wants one.

Perhaps it was other people's concern with appearances which led Fiathiriel to specialise in the magic of illusion. It is certainly true that he has a deep contempt for those who form snap judgements, rely on appearances, don't bother to look beneath the surface, and so on. *"All is never what it seems"* is one of his favourite sayings.

Like many things in Fiathiriel's life, his journey began on a whim. He is following the trade-route to the Border Princes and perhaps, if the mood takes him, he will journey on to Araby. For now, though, he is content to travel and observe.

KLAUS TREUER, DRUIDIC PRIEST

ex-Herbalist, ex-Druid



"There's a great deal wrong in this area – those of my faith here were wiped out over a century ago, and things have gone from bad to worse ever since. Something has to be done."

Klaus is a tall, rangy man, soft of speech and movement. His hair is light brown and looks slightly mottled. His eyes are light brown – almost amber – and unwaveringly steady. He has an air of aloofness, and never speaks unnecessarily. He has followed the Old Faith since his birth in the Forest of Shadows, and has been a Druidic Priest for a little over a year.

Klaus sees it as his mission to find out what has happened in the Yetzin valley since the Old Faith was wiped out by the Orcs, and put right what he can.

Never far from his side is Malkin, his spirit familiar – visible to him as the smoky-grey outline of a domestic-size cat. He knows that Malkin's companionship is a sign of his acceptance as a Druidic Priest, and that she must always be treated with the respect due to an equal.

Age: 98
Fate Points: 3
Alignment: Good (neutral tendencies)
Religion: Mórr (as Elven Sarriel, god of dreams)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	30	3	3	6	67	1	44	40	58	49	47	43

Current Advance Scheme (Level 3 Wizard)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10 ¹	+10 ¹	+1 ¹	+1 ¹	+4 ¹ +30 ³	+20 ²	+20 ²	+30 ³ +20 ²						

¹²³⁴ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	40	4	4	10	97	1	64	60	88	69	67	43

Skills: Arcane Language – Magick, Arcane Elf; Cast Spells – see below; Cryptography; Evaluate; Excellent Vision; Hypnotise; Identify Plants; Identify Undead; Magic Sense; Magical Awareness; Meditation; Rune Lore; Read/Write – Fan-Elthárin, Old Wordler; Scroll Lore; Sing; Speak Additional Language – Old Wordler.

Spells: 43 Magic Points

Petty *Gift of Tongues, Magic Alarm, Magic Lock, Marsh Lights, Open, Protection from Rain, Reinforce Door, Sleep, Sounds, Zone of Silence, Zone of Warmth.*

Battle 1 *Aura of Resistance, Cause Animosity, Cure Light Injury, Fire Ball, Steal Mind.*
 Battle 2 *Aura of Protection, Cause Frenzy, Cause Panic, Lightning Bolt.*
 Illusion 1 *Assume Illusionary Appearance, Bewilder Foe, Camouflage Illusion, Cloak Activity, Clone Image.*
 Illusion 2 *Confound Foe, Ghostly Appearance, Hallucinate, Illusionary Buildings, Illusionary Woods.*
 Illusion 3 *Illusionary Enemy, Universal Confusion, Vanish.*

Possessions: leather armour (0/1 AP, all locations) under robes; sword; dagger (I +20, D -2, Parry -20); riding horse; saddlebags containing spell book, bedroll, one-man tent, cooking gear and 174 GCs, 13/6; 2 gems (50 GC each) concealed in clothing.

Magical Items: Scroll with *Zone of Steadfastness* spell; *Enchanted Rope*, 10ft; *Jewel of Power*, contains 9 Magic Points; *Ring of Protection* vs Battle Magic Spells; *Wand of Jet*; *Potion of Flight*, 3 doses.

Age: 23
Fate Points: 2
Alignment: Neutral
Religion: Old Faith (cat familiar)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	32	3	3	6	30	1	29	33	37	34	36	29

Current Advance Scheme (Level 3 Druid)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10 ¹	+10 ¹	+1 ¹	+1 ¹	+4 ¹ +20 ²	+20 ²	+20 ²	+30 ³ +20 ²	+20 ²	+20 ²				

¹²³⁴ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	42	4	4	9	60	1	39	43	47	44	56	29

Skills: Ambidextrous; Animal Care; Arcane Language – Druidic; Astronomy; Cast Spells – see below; Charm Animal; Cure Disease; Divination; Dowsing; Follow Trail; Game Hunting; Heal Wounds; Herb Lore; Identify Plant; Lightning Reflexes*; Magical Awareness; Magical Sense; Meditation; Prepare Poison; Read/Write; Ride – Horse; Secret Language – Classical, Guilder; Secret Signs – Druid; Silent Move Rural; Sixth Sense; Street Fighter.

Spells: 21 Magic Points

Petty *Gift of Tongues, Glowing Light, Protection from Rain, Sleep.*

Battle 1 *Cure Light Injury, Steal Mind, Wind Blast.*
 Battle 2 *Aura of Protection, Cause Panic.*
 Battle 3 *Cause Cowardly Flight, Cause Fear.*
 Elemental 1 *Assault of Stones, Cloud of Smoke, Zone of Hiding.*
 Elemental 2 *Cause Fire, Cause Rain; Resist Fire.*
 Elemental 3 *Banish Elemental, Create Quicksand; Foul Air.*
 Druidic 1 *Animal Mastery, Cure Poison, Heal Animal.*
 Druidic 2 *Grant Animal Mastery, Hall Storm, Shapechange, Tanglethorn.*
 Druidic 3 *Animate Tree, Decompose, Zone of Purity.*

Possessions: sword; 2 daggers (I +20, D -2, P -20); riding horse; 1-man tent and bedroll; saddlebags containing cooking gear and 172 GCs, 13/4.

Magical Items: magical sword, WS +10, D +2; Dawnstone dagger; *Boots of Leaping*; *Robe of Toughness* +3.

GIUSEPPI TOLLUCCI, OUTLAW CHIEF

ex-Thief, ex-Burglar, ex-Racketeer



"A lotta people, they stay home all their lives. They never see anything past the end of the street where they live. That's okay for a lotta people, but it's not okay for Giuseppe. Trouble is, you take one step outa line, everybody wanna nail you to a wall. Alla the princes and merchants and the rest, you don't wanna have them run your life, they crush you like a bug. But not Giuseppe. They gonna hafta work hard to get this bambino."

Giuseppe is of medium height, wiry, and always talking. Originally from the Tilean city of Miragliano, his quick and inventive nature led him into crime – the only outlet open to those of his low social class. Despite a natural aversion to violence, he rose swiftly through the ranks of the Miraglianese underworld, until a recent indiscretion with the daughter of a prominent underworld figure made it necessary for him to seek out opportunities elsewhere. Fast.

Crossing the Vaults, Giuseppe found that his moves had been anticipated. Finally, he decided to head for the Border Princes – hopefully out of the aggrieved father's reach. But months on the run have changed the happy-go-lucky Tilean. He has come to see his own situation as symbolic of the repression of individuals everywhere by the rich and powerful. For the first time in his life, Giuseppe has a cause other than Giuseppe. With a few good men, he reckons, he can start giving back some of the grief he has suffered. Some day, he'll be able to do that – but until then, why worry? Eat, drink and be merry – and try not to die tomorrow.

ANDERS GRUBER, CHARLATAN

ex-Smuggler, ex-Tomb Robber, ex-Tunnel
Fighter, ex-Fence



"Well, I suppose it's an ill wind that blows no good. My business in Helmgart had to cease trading unexpectedly, but it's given me the chance to travel, meet new people, see new places, and so on. Trade through the mountains certainly needs easing – there are a lot of opportunities for a far-sighted entrepreneur in these parts."

Anders is a bulky man of medium height, with lank, straw-coloured hair and pale blue eyes. He sees himself as an enterprising trader rather than a criminal, refusing to let bureaucrats strangle the flow of trade with their taxes and regulations. He could never settle down and become a conventional merchant, since he lacks several of the more important aptitudes – like reading and writing – and he would find life on the right side of the law too easy, and far too boring.

Anders spent his early career in what he would call the antiques business, looting tombs and other potential treasure sites. The dangers of this kind of life led him to move into distribution, until a misunderstanding with the Imperial Excise at Helmgart sent him on an extended business trip southwards. Finding little to sell in this remote area, Anders was forced to improvise, and has made the happy discovery that you don't actually need valuable goods in order to make a living selling them.

Age: 20
Fate Points: 2
Alignment: Neutral
Religion: Ranald

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	26	37	3	3	5	36	1	35	27	29	33	31	29

Current Advance Scheme (Outlaw Chief)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20 ²	+30 ³	+1 ¹	+3 ³	+5 ⁵	+20 ²		+2 ²	+10 ¹	+30 ³	+10 ¹		+10

^{1 2 3 5} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	67	4	6	10	56	3	55	57	39	43	31	39

Skills: Concealment Urban; Dodge Blow; Evaluate; Flee!; Follow Trail; Gamble; Identify Plants; Pick Lock; Pick Pocket; Ride - Horse; Scale Sheer Surface; Secret Language - Thieves' Tongue, Battle Tongue; Secret Signs - Thieves' Signs; Silent Move Urban; Specialist Weapon - Fist Weapons; Spot Trap; Street Fighter; Strike Mighty Blow.

Possessions: sleeveless mail shirt, helmet, leather jack and leggings (1 AP, body/head, 0/1 AP elsewhere); sword; 2 daggers (I +20, D -2, Parry -20); crossbow (R 32/64/300, ES 4, Rld 2); quiver with 20 bolts; knuckledusters; lock picks; riding horse; one-man tent and bedroll; saddlebags containing

cooking gear and 235 GCs, 17/4; gold ring (5 GC); gold & garnet ear-ring (3 GC).

Magical Items: magical sword WS +20; magical dagger, WS +10, parries incoming hand-to-hand blows to give the equivalent of +3 AP on each body location; *Ring of Protection* vs spells, +10 to all WP tests against spells; *Boots of Speed*.

Notes

Age: 20
Fate Points: 2
Alignment: Neutral
Religion: Ranald

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	32	3	3	6	32	1	29	31	37	35	32	35

Current Advance Scheme (Charlatan)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10 ²	+10 ²	1	+1	+4 ⁴	+20 ²	1	+20 ²	+20 ²	+20 ²	+20 ²	+20 ²	+20 ²

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	52	4	4	10	52	2	49	51	57	55	52	55

Skills: Blather; Bribery; Charm; Concealment Rural; Concealment Urban; Dodge Blow; Drive Cart; Evaluate; Luck; Orientation (underground only); Palm Object; Public Speaking; Row; Scale Sheer Surface; Secret Language - Thieves' Tongue; Secret Signs - Thieves'; Silent Move Rural; Silent Move Urban; Spot Trap; Street Fighting; Strike Mighty Blow; Strike to Stun; Wit.

Possessions: crowbar; sword; 2 daggers (I +20, D -2, P -20); knuckledusters; shield, leather jack, leather leggings and metal helmet (2 AP head, 1/2 AP elsewhere); sleeved mail coat (1 AP body/arms/legs if worn); lantern; 30ft rope; 30ft rope

plus grappling hook; crossbow (R 32/64/30, ES 4, Rld 1 load, 1 fire); quiver with 32 bolts; lock picks; 4 forged testimonials to the virtues of 'Professor Gruber's Universal Elixir'; 6 bottles of coloured water; riding horse; one-man tent and bedroll; saddlebags containing cooking gear and 327 GCs, 11/4.

Magical Items: *Boots of Silence*; *Ring of Protection* vs traps (+10 to all relevant tests, half damage); *Potion of Healing*, 2 doses.

Notes

ROGNI GRIMSSON, GIANT SLAYER

ex-Soldier, ex-Tunnel Fighter, ex-Troll Slayer

"I'm told there are greenskins and worse things in these parts. Why else would I be here? I suppose it would do no harm to travel with you if you wish my protection. What will you give for it?"



Rogni is of medium height for a Dwarf, and his heavily-corded muscles stand out noticeably – there is very little fat on his body. His eyes are grey, and his hair is dyed orange and stiffened into the traditional Troll Slayer's crest. Every visible part of his body is covered in tatoos, and a heavy gold chain runs from his nose to his left ear. Rogni speaks little, and is proud and quick to anger. He will not speak of his disgrace to anyone.

Rogni's early career, spent among the warriors of Caraz-a-Carak, was distinguished; he rose quickly through the ranks, and was recruited into an elite tunnel fighting force dedicated to re-opening the Worlds Edge tunnels and clearing lost Dwarfholds of occupying Goblinoids. It was on one such expedition that he encountered an ethereal undead creature, and his courage failed him. To make his disgrace worse, he was in command at the time. He had no option but to become a Troll Slayer. Now he wanders the mountains, seeking danger wherever it may be found – only a heroic death against impossible odds can wipe out his shame. He will not allow himself to be called a Giant Slayer, since he has not yet slain a Giant – ah, if only he could find one...

Kadar-Gravning, third day.

Translation of fragment found during our first search:

"The roaring of the lion brings fear to the heart of even the most fearless.

The singing of the birds call all to stand in wonderment.

The fall into the darkness is a never-ending journey and there shall all who cross their path return."

Kadar-Gravning, seventh day.

Established: three scrolls exist, to be read in a certain order. We have the first and third, and the second is missing.

Surmised: to enter ~~the~~ any tomb without first completing the ritual is dangerous. Inscriptions may be interpreted as hinting at cave-in.

Conclusion: It is imperative that we find the third scroll. It is not logical that it would be hidden in or around the tombs, but everywhere else in the Hold must be searched. We dare not risk destroying the Hold and burying the Crown.

Age: 47
Fate Points: 2
Alignment: Neutral
Religion: Grungni

Notes

Hates Goblinoids. 4 Insanity Points. Heroic Idiotcy disorder.

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	27	3	4	7	25	1	23	55	32	51	55	23

Current Advance Scheme (Giant Slayer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40 ¹	1	+3 ³	+3	+8 ⁷	+20 ²	+2 ²	+10 ¹	1				+30 ³	

^{1 2 3 4 7} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	85	37	6	7 [*]	14	45	3	33	65	32	81	55	23

Skills: Disarm; Dodge Blow; Mining; Orientation (underground only); Secret Language – Battle Tongue; Scale Sheer Surface; Specialst Weapon – Two-handed Weapon; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeveless mail shirt (1 AP, body); two-handed axe (I -10, D +2); dagger (I +10, D -2, P -20); belt pouch with 2 days' iron rations; gold nose-chain (10 GC); gold arm-ring (15 GC).

Magical Items: Amulet of Adamantne*.

Dwarf
Wars
Handout 4

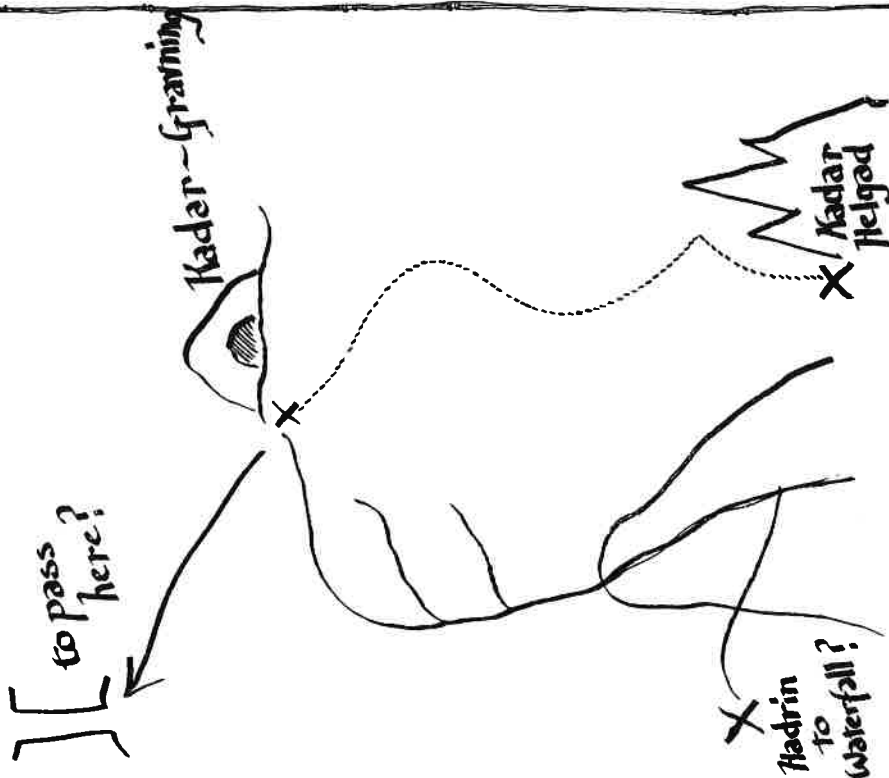
Dwarf
Wars
Handout 3

Greenskins might reach them. Indeed it cannot be many days now, for Kadar-Helgad must surely have fallen and they cannot be far from Kadar-Gravning.

As I prepared to sleep before setting out again, I noticed a strange thing. My burden had begun to glow, as though sensing one of its brethren near. My first thought was that the Greenskins were upon us, but the guards assured me that they had not been sighted.

Could it be that another Crystal lies at Kadar-Gravning? Fire and Water both are lost, but we know that the Orcs have one. Hadrin charged me to let no one know that I carried the Crystal of Air, so I could not find out the truth. Certainly the Dwarfs of Kadar-Gravning appeared ignorant of such an artefact being in their midst.

I wish Hadrin were here to advise me. Should I keep my own counsel and save one Crystal, or share my knowledge and risk all four falling into the wrong



**Dwarf
Wars
Handout 1**

5th day of occupation

From: *Expedition Leader*

To: *Military Commander*

Re: *Trap Re-activation Programme*

Note that the following traps have now been made operational:

1. In the passage east of the Great Hall from the old Robing Room to the foot of the stairs;
2. In the passage from the Great Hall to the Vault;
3. On the stairway between the Cleansing Chamber and the Temple.

Obtain details from Sundrim's engineers and inform all troops immediately.

CRANNEG

Dwarf
Wars
Handout 2

Kadar-Gravning, fifth day.

Which tomb is Hargrim's? More continue to be discovered - when will we know that all have been found? The tomb opposite the throne seems likely, but opening every tomb would waste time and lives, and Cranneg stresses the importance of both. And the master trap still eludes us.

Kadar-Gravning, sixth day.

Cranneg -

My artisans have today completed the refurbishment of the trap in the passage between the Lower Workshop Store and the Circular Stair which leads up to the Royal Apartments. It is triggered by a pressure-plate mid-way between the Double Doors and the Staircase, firing a hall of spikes into the passage.

Please inform all personnel that this area is now to be considered off-limits.

Sundrim.

3 : 2 : 1 : 1 Hargrim

6 : 4 : 12 : 26 Yala

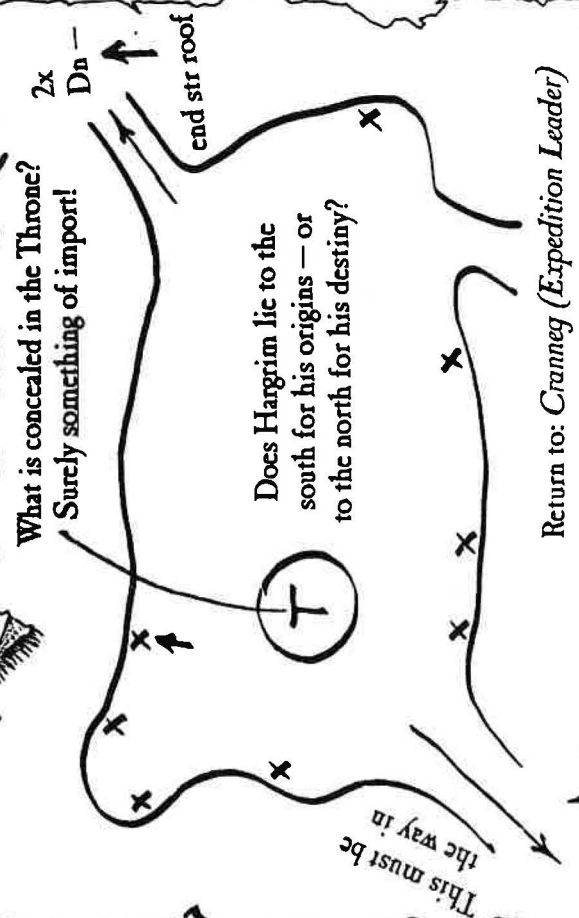
4 : 3 : 8 : 31 Kadun

5 : 2 : 7 : 70 Jrenka

1 : 1 : 9 : 73 Fenni

6 : 2 : 7 :

2 : 3

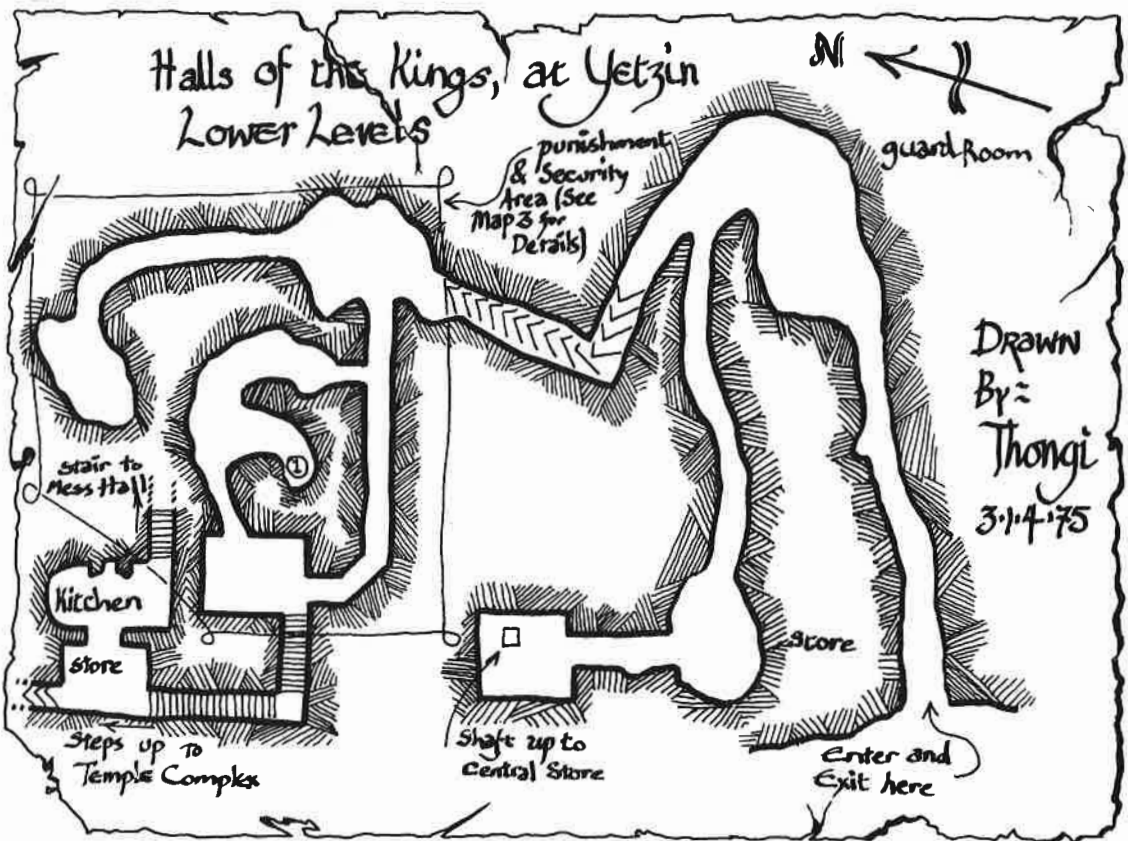


**Dwarf
Wars
Handout 8**

**Dwarf
Wars
Handout 5**

**Dwarf
Wars
Handout 11**

**Dwarf
Wars
Handout 10**

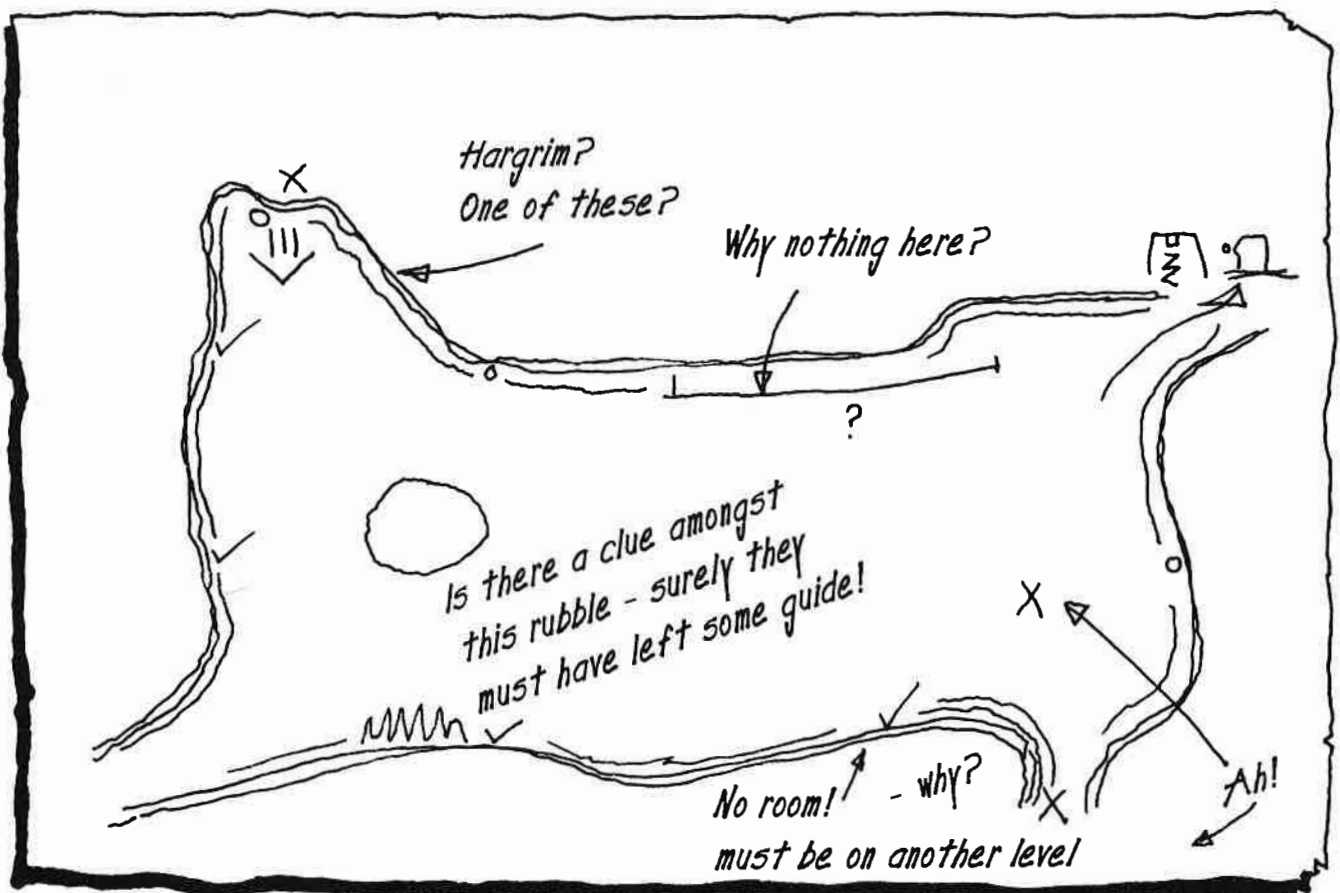
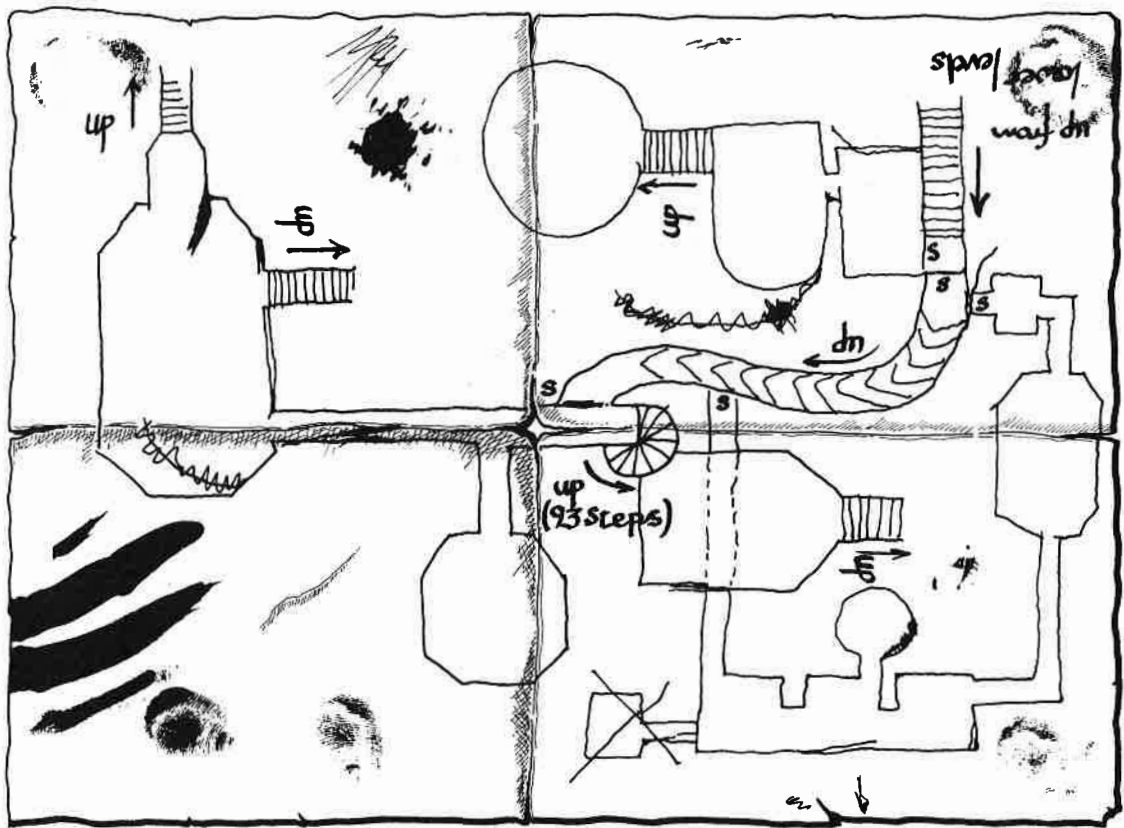


SPEAK THE RUNES, AND WITH
HANDS FRESH-CLEANSED, TOUCH
THE HOLY SIGNS WHICH WEAVE
AROUND THE WORDS.

THIS, THEN, SHALL PASS YOU ON
INTO THE HOLY PLACE, FREE FROM
TAINT AND FREE FROM HURT.

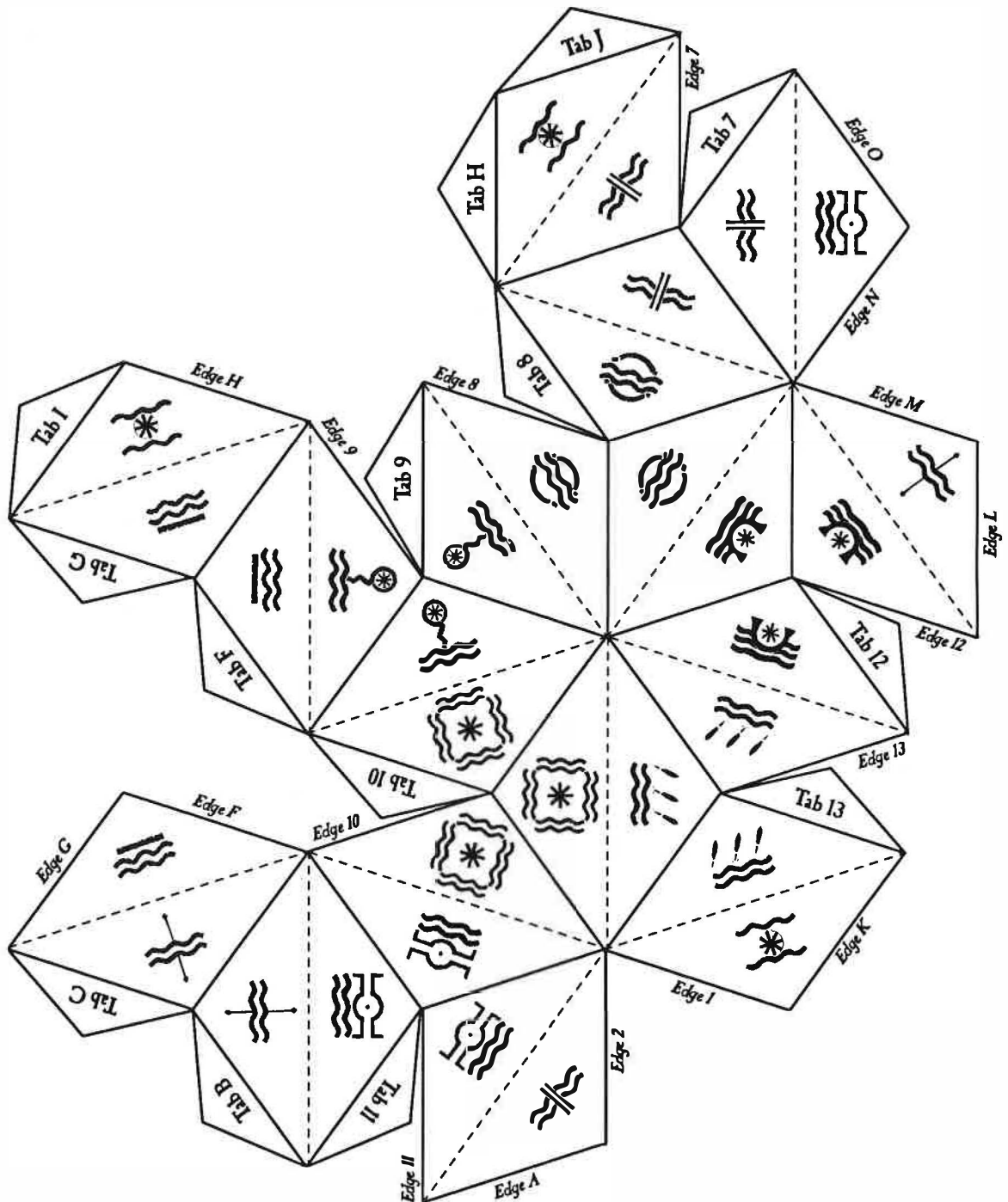
**Dwarf
Wars
Handout 6**

**Dwarf
Wars
Handout 7**



**Dwarf
Wars
Handout 9**

**Dwarf
Wars
Handout 12**



How to build Handout 13 – The Crystal of Water

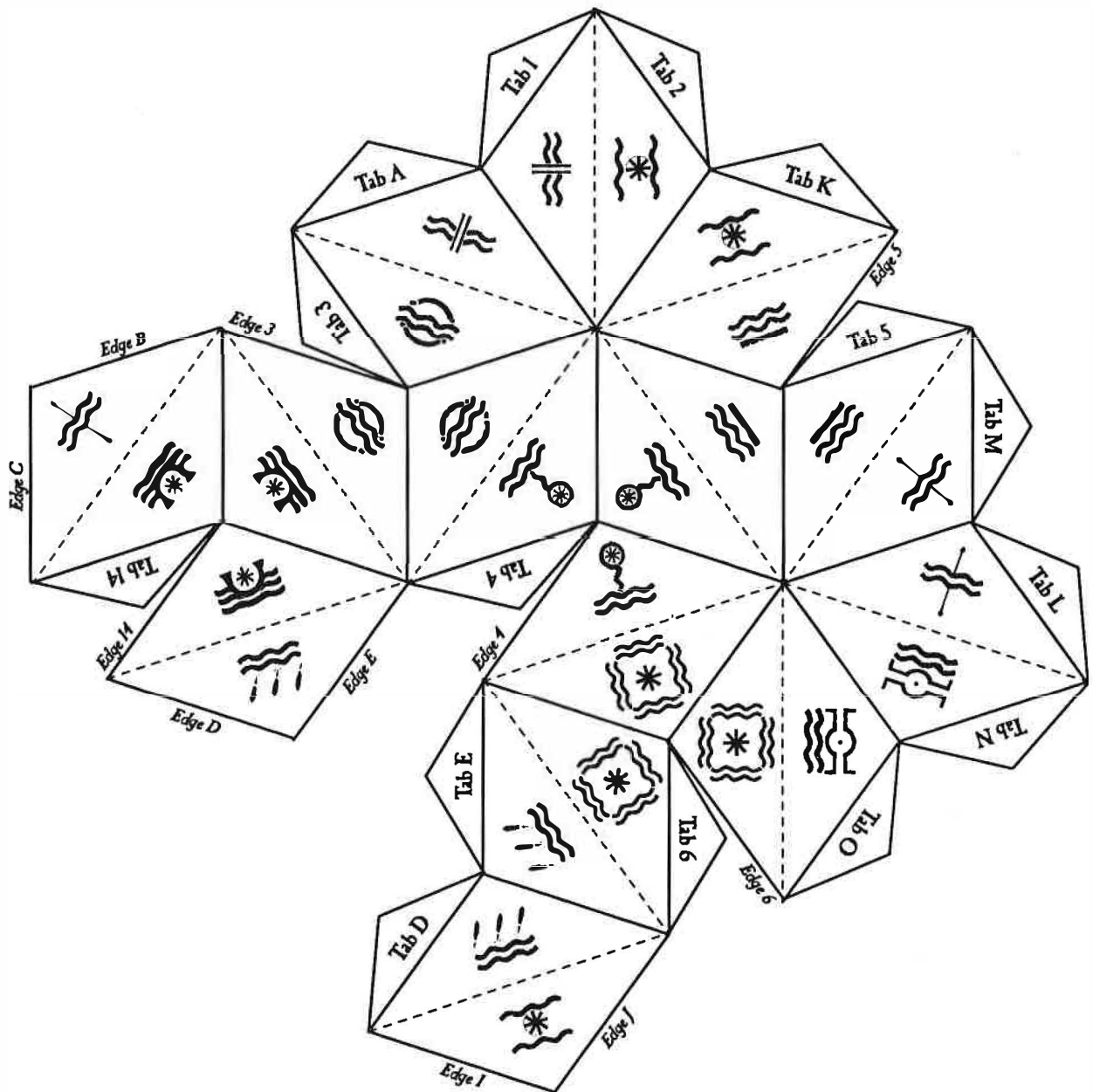
Glue or photocopy pages 97 and 99 onto thin card of about the same thickness as a plain postcard. You will some clear general-purpose adhesive (not superglue) to assemble the Crystal.

Lightly mark each edge (in pencil, so that the marks can be rubbed out after assembly) with its identifying letter or number. Cut round the outline of both the Crystal nets.

Score all dashed internal lines on this side to make them into 'mountain' folds. Score all solid lines on the back, but fold them from the front to make 'valley' folds. It is important to make all the necessary folds before glueing any of the Crystal model!

Glue Tabs 3 to 14 to the undersides of Edges 3 to 14. At this point the Crystal will still be in two

Dwarf
Wars
Handout 13



pieces. Once these joints are dry, Glue Tabs 1 and 2 to the undersides of Edges 1 and 2; this will join the two halves of the Crystal model together. Once again, allow the model to dry.

Glue Tab A to O to the undersides of Edge A to O; leaving to the Tab N-Edge N and Tab O-Edge O joints until last (so that you glue the last triangu-

lar face down onto two tabs). Set the Crystal aside to dry before using it in the adventure.

This is the most difficult Crystal model so far in the *Doomstones Campaign*. Do not be tempted to rush its construction – patient and careful work is required to build it properly. You will find the drawing on p61 useful during construction.

**Dwarf
Wars
Handout 13**

KADAR-GRAVNING MONSTER AND TREASURE ROSTER

Area	Contents	Notes
1. Lower Entrance		Rocks blocking passage – prone while crossing.
2. Guardroom	D3 Ghouls (80%)	
3. Store Room		
4. Store Room		Shaft up to 15, blocked from other side.
5. Steep Slope	Pile of 24 rocks	Ghouls make stand at top of slope.
6. Torture Chamber	Torture equipment	Rockfall blocks exit to 8. Ghouls fight to the death here.
7. Small Jail	Various equipment	
<i>There are a total of 12 Ghouls in areas 1-7.</i>		
8. Main Jail	3 oubliettes	
9. Head Priest's Jail	2 oubliettes, one with Poltergeist	Secret door to 8 is obvious from this side.
10. Ladder		Weakened rungs; see main text. Leads up to 54.
11. Main Entrance	D3+1 Dwarfs	Stream runs under floor.
12. Entrance Hall	D4+3 Dwarfs	
13. Cell	Ghoul (chained)	
14. Guard Quarters	Dwarf Troopers	Handout 1 pinned to wall by door to 12. Door to 16 sealed.
15. Store Room	Assorted supplies	Shaft to floor (blocked)
16. Mess Hall	Mutilated Dwarf corpses	
17. Kitchen	Snakes in oven	
18. Kitchen Store Room		
19. Workshop	D3 Dwarf artisans	
20. Store Room		Used as dormitory by artisans.
21. Passageway		Dart trap.
22. Workshop	Assorted tools	Sealed by rockfall.
23. Workshop Store Room	Automaton	
24. Reception Hall		Used as Brogar's office. Portcullis trap.
25. Guard Room		Spyhole to 24, mechanism for operating trap in 24a
26. Commander's Quarters		Used as Brogar's bedroom.
27. Hidden Shaft		Ladder to 31a

Area	Contents	Notes
28. Audience Hall	D3+1 Dwarf Scholars	Used as workroom by Dwarf scholars.
29. Landing		
30. Counting Room		Portcullis trap in passage
31. Antechamber		
32. Guardroom	2-3 Dwarf Troopers	
33. Throne Room	Assorted debris	Sundrim's quarters. Handouts D3+1 among debris on floor. Animated statue trap in throne area.
34. Queen's Chamber	Ghost	
35. King's Antechamber		Disarming mechanism for trap in 34.
36. King's Bedchamber	3 hidden keys (fake)	Trap – releases 6 Wraiths.
37. Vault Passage		Trap – releases 2 Fire Elementals.
38. Vault	Debris, <i>Handout 5</i>	
39. Guard Room		
40. Shrine		Hole in floor beneath shrine leads to 45. Handout 6 in ladder.
41. Antechamber		
42. Upper Entrance	2-3 Dwarf Troopers	
43. Rockfall		Rocks blocking passage – prone while crossing.
44. Guard Room	7-10 Dwarf Troopers	
45. Priests' Hall	<i>Handout 7</i> on table	
46. Priests' Landing		
47. Priests' Quarters	Kadri and Dern (25%)	
48. Priests' Quarters	Yanni and Bradni (25%)	
49. Head Priest's Anteroom		Dart trap in secret door.
50. Head Priest's Quarters		Treasure and Handout 8 hidden on spiral staircase.
51. Passage		Trap locks doors to 58 and releases spore-cloud.
52. Store Room	Religious equipment	
53. Guard Room		
54. Antechamber		Ladder to 10 may break – see main text.
55. Vestry	Robes and staves, 1 Dwarf Scholar (25%)	

Area	Contents	Notes
56. Dead-End Passage		Scrolls hidden in end wall – see main text.
57. Ablutory		See main text. Trap on stairs to 58.
58. Temple		See main text.
59. Landing		
60. East Ledge		Treacherous footing.
61. West Ledge		Treacherous footing. Passage to 29 blocked by pile of rocks.
62. Passage	D3+1 Dwarf Engineers (60%)	Crossbow bolt trap.
63. Antechamber	D3+1 Dwarf Artisans	
64. Passage	D3+1 Dwarf Artisans	Portcullis trap, Handout 9 among stone fragments.
65. Lake	2D6 Dwarf Artisans D4 Dwarf Scholars D4 Dwarf Engineers Cranneg and Sundrim	Cave-in trap – see Staging the Halls. Flooded to various depths.
66. False Tomb Entrance		Cave-In trap.
67. False Tomb Entrance		Fire trap.
68. Passage		Flood trap.
69. Tomb Entrance		Dangerous stalagmites.
70. Small Tomb	Rotting Dwarf corpses	
71. Entrance to Hrada's Tomb		Lightning trap.
72. Hrada's Tomb	Assorted jewellery	Wind trap.
73. Entrance to Fenni's Tomb	Earth Elemental (see text)	
74. Fenni's Tomb	Wight, magical axe	
75. Entrance to Three-King Tomb		
76. Three-King Tomb		Collapsed.
77. Entrance to Darbli's Tomb		Spear trap.
78. Darbli's Tomb	Assorted moulds	Very damp.
79. Entrance to Hargrim's Tomb		Lightning trap on door, rubble trap in passage, portcullis and snake trap on stairs.
80. Lower Passage	6 Wraiths	
81. False Doorway		Stone slab trap.
82. Hargrim's Tomb	see main text	see main text



WARHAMMER FANTASY ROLE PLAY

DWARF WARS



"Ours is the true cause! Though this usurper sends his army against us, we shall not fail! When Hargrim's Crown is ours, the Holds will flock to the side of Right and Justice. They will flock to us!"

Civil war is brewing among the Dwaven kingdoms of the southern World's Edge. And in the midst of this crisis, a lost Hold has been found: Kadar-Gravning, the Hold of legendary Hargrim, a Dwarf-King without equal. To the Dwarfs of the World's Edge, there is no greater symbol of rulership than Hargrim's Crown. He who owns the crown is the true King, and when civil war comes, the faction that has the crown will surely prevail...

But finding the Crown won't be easy. Kadar-Gravning was sacked a century ago by Orcs. Large parts of the Hold are in ruins, and the Royal Tombs are ringed by deadly traps. And whoever reaches the Hold first can be sure that the enemy is not far behind.

And while the Dwarfs fight each other, a small group of adventurers are making for Kadar-Gravning for reasons of their own: they seek the lost Crystal of Water, the fourth of the Doomstones. But will the Dwarfs believe in such a tall story? Adventurers, too, might want Hargrim's Crown for themselves...

Dwarf Wars is a stand-alone adventure and can be used as the fourth part of the *Doomstones Campaign* for *Warhammer Fantasy Roleplay*.



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